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# 1 Community Codex Adaptive RolePlay System

CCARPS rule system by WizardSpire Games.

## 1.1 What is it?

CCARPS, formally known as Community Codex Adaptive RolePlay System, is an open source and Creative Commons-licensed roleplay system. This system has been developed because we wanted to build games that can have a reusable and easy to understand framework, without the licensing restrictions of others.

We chose to go the Creative Commons route because we believe strongly that a closed copyright would hinder creativity for anyone that wants to use CCARPS. We are a group that has been part of open source communities and have found great inspiration in their collective and creative efforts.

Roleplaying is a community event. So should the rulemaking be. # The Dice # CCARPS is a d6 system that utilizes five six-sided dice throughout the game. A player rolls a number of dice between two and five in an attempt to roll the lowest possible score. Success tests are based on the two lowest dice in any given roll. Success rolls are required for Perception checks, Combat actions (Attack, Parry, Block, and Dodge), Skill tests, and Attribute tests. Like most games, there are critical success and failure rolls. A critical success is any roll where all the dice roll 1; critical failure is any roll where all the dice roll 6.

## 2 Character Creation

It is great to sit down to a game with well written characters and even better when the characters attributes are reflected in the story told about them. Many roleplayers take great pride in designing the characters they play, from the back story to the description of appearance to the attitude and social disposition, they create interesting characters with compelling and intriguing lives. To assist in making those connections between attributes and storyline we have organized the character creation section to take you from the basic details to the final story in that order such that you can incorporate the most important facts about your character from the very beginning. With that said please feel free to explore your character from the ground up beginning with his or her primary attributes.

### 2.1 Starting Points

There are two options for starting points:

**Option A**, GM assigns points according to the suggested minimum values below. (This option homogenizes the group and allows for quicker character creation)

**Option B**, Players roll dice to determine the starting points. (I find that this method creates more diversity within the group but it will take longer to roll up characters. Use this option when the group has plenty of time to get started. This option works better when the adventure is in progress and a character has died, the player can take all the time he or she needs to build the replacement character.)

- **Beginner:** roll five sets of d6 according to the age specific table below.(Average See Table)
- **Novice:** must be over 18 yrs of age; roll five sets of d6 re-roll all ones (Average of 80 points).
- **Advanced:** must be over 21 yrs of age; roll six sets of d6 according to the age specific table (Average of 90 points).
- **Heroic:** must be over 21 yrs of age; roll six sets of 5d6 re-roll all ones (Average of 100 points).
- **Epic:** must be over 21 yrs of age; roll eight sets of 5d6 (Average of 130 points ).

- **Legendary:** must be over 21 yrs of age; roll ten sets of 5d6 (Average of 150 points).

Age in Years and number of d6 per set:

- 21+: 5d6 (Average: 75pts)
- 16-20: 4d6 (Average: 60pts)
- 11-15: 3d6 (Average: 45pts)
- 6-10: 2d6 (Average: 30pts)
- < 6: 1d6 (Average: 15pts)

## 2.2 Primary Attributes

The primary attributes are based on a Human character. For other races like Elf, Dwarf, Orc, Troll, and Gnome, we will use die modifiers to enhance and detract from the base attributes (see racial modifier table). The number of dice you should roll will be determined by the GM and the difficulty level of the world he or she has created.

There are five primary attributes:

- STR = Strength
- DEX = Dexterity
- CON = Constitution
- INT = Intelligence / IQ
- WIL = Willpower

Once the primary attributes are assigned, they cannot be changed. Think of them as genetic limits. That is not to say that technology and magical items cannot be used to change them.

- Roll 1 = STR
- Roll 2 = DEX
- Roll 3 = CON
- Roll 4 = INT
- Roll 5 = WIL

### 2.2.1 Character Points

At character creation initial character points are equal to the sum total of your character's primary attributes Strength, Dexterity, Constitution, Intelligence, and Willpower. The initial character points are used to buy Oddities, Prestige, Prejudice, and starting Skills.

## 2.3 Secondary Attributes

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

- Charisma =  $\text{avg}(C, I, W); (\text{CON} + \text{INT} + \text{WIL}) / 3$
- Speed =  $\text{avg}(S, D); (\text{STR} + \text{DEX}) / 2$
- Reflex =  $\text{avg}(S, D, W); (\text{STR} + \text{DEX} + \text{WIL}) / 3$
- Lift =  $\text{avg}(S, W); (\text{STR} + \text{WIL}) / 2$
- Perception =  $\text{avg}(I, W); (\text{INT} + \text{WIL}) / 2$

## 2.4 Character 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.

### 2.4.1 Wealth and Influence

Wealth and Influence are considered to be Prestige, or Prejudice depending on the extreme to which your character is subject. All characters are required to choose their Wealth and Influence. For average wealth and influence there is no modifier and it can be taken for free. If Wealth and Influence are undefined at character creation they are considered to be average.

**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. Ask the Game Master for currency and/or material value for starting out at a given level. The starting wealth is more a statement of the character's upbringing than the character's current status. The point gain or loss is meant to represent the character's perception of wealth and his or her ability to move in social circles. A person who was raised filthy rich would stand out like a sore thumb on skid row, just as a dirt poor person would at a country club.

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

**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. Each character starts with a number of contacts. Contacts are purchased with contact points that are awarded based on the level of Wealth and Influence assigned to the character.

- 1pt = Acquaintance
- 2pt = Friend
- 3pt = Confidant)

## 2.5 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. Before a character can attempt to use a skill they must apply at least one point to it. Each point in a skill equals that skill's level. It only takes a single point to raise a skill to the next level.

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, e.g. if your Intelligence modifier is +2, you cannot have your Reading skill modifier any higher than +2. During a campaign, this level cap does not apply unless the game world / Game Master says otherwise.

Skills come in three types: **Natural**, **Knowledge**, and **Martial**.

**Natural Skills** are the skills that can only be learned through practice and experiment. Things like walking and running are simple natural skills; climbing and belaying are examples of a difficult natural skill.

**Knowledge Skills** are skills that can be learned from a book. Such as, Particle Physics, reading, and writing.

**Martial Skills** like Karate, Archery, or wood carving must be learned from a teacher.

These learning limits only apply to the first level of the skill once a character has the basic concepts further learning can be done without the assistance of the trainer or books.

Use the Skills and Attributes Modifier Table to find your skill level modifier and skill dice modifier for a given skill.

*TODO: Create nice image table for this.*

## 2.6 Character Appearance

The appearance of a given character is mostly up to the player; however, it is a good idea to use character attributes as guidelines.

**Example:** The range of possible values is 5 to 30 for an adult aged character (over 21). Armed with this information, just as we would consider a person with an intelligence of 5 to be an imbecile, we would consider a person with a 5 in charisma to be repulsive. Therefore, it would be unusual for a perceived strong character to have a low strength.

As for the stature of a character, the following table will give the average height of characters by race, the actual height of a character can vary as much as plus or minus one foot, for example: a human could be as much as 7ft tall or as little as 5ft tall and still be considered normal.

*GM Note:* feel free to add in any race or body type you feel would enhance your world. You are welcome to use the races listed here as templates but such consideration is not required. You are the God of your world after all.

## 2.7 Character Background

This is pretty much open to the players 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. Prestige, Prejudice, and oddities can go a long way to help with good back story.

## 2.8 Improving Your Character

Adventure points are earned through adventuring. As a general rule, each player earns one point for each session that they actively role-play in a given campaign. Further 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 great pressure to break down the fourth wall, etc. each of the aforementioned actions earns one point for the character. Team points can be awarded in cases where the team makes a deliberate, unprovoked effort to coordinate their actions to further the plot.

**Point assignment:** Points must be assigned at the time 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 an accumulator before play begins. Adventure points can be used to improve your character's skills.

Once points are assigned to a skill they may not be moved or re-assigned. Skills can be increased by applying points to the skill level accumulator for a desired skill. Die bonuses are applied at 6 for Novice, 18 for Advanced, and 36 for Master. Modifier bonuses are gained according to the skill modifier table. The maximum points one can apply to any skill is 36. New skills can be added to your character during play by working with a trainer or reading the appropriate book, but they must be built up through the levels by adding points to the accumulator.

**Example:** Bob the bouncer wants to add martial arts to his skill list to gain a block/parry advantage to his fighting skills. At the end of the session he has earned 3 adventure points, Bob will locate a trainer or buy a book and add the chosen skill to the list applying any or all of the 3 points he earned.

## 3 Combat

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.

### 3.1 Range and Reach

Range and reach are how far one can use projectiles or hit with melee weapons. A reach/range of zero (0) is equal to 3 feet (1 yard). Each point of reach/range is equal to an additional 3 feet.

-----  
Reach/Range Distance  
-----

0	3ft
1	6ft
2	9ft
...	...
8	24ft
9	27ft
10	30ft

If the number is less than zero (0), there is a -1 penalty to target number, unless specified differently by weapon type.

### 3.2 Combat Sequence

**Step 1:** Attacker rolls against the base target number, plus any skill modifiers, plus any weapon attack modifiers.

**Step 2:** On success, attacker sums the total modifiers from weapon damage modifiers, skill damage modifiers, and PPO damage modifiers and reports the final damage stage to the defender.

**Step 3:** The defender makes a success test against the attacker's roll plus their chosen defensive skill modifier.

**Step 4:** The difference between the roll and the target number plus any armor bonuses is used to reduce the damage level of the attack.

**Step 5:** Record the damage by marking each consecutive damage box starting at the lowest available box in the related damage type. If damage is reduced below one then no damage is recorded.

### 3.3 Melee Example

**Set up** A character, having a hand-to-hand combat skill at level 6 (first novice level), wants to punch another character. The defender has an opportunity to react with a block, dodge, or parry depending on the choice of available defense skills. The attacker's target number to succeed in hitting the opponent is 6 for a moderately difficult task, plus the skill modifier for the attack skill used, plus any attack modifiers on the weapon used. In this case the base target number is 6, level modifier is 3, and weapon modifier 0 (brass knuckles have no modifier to attack), Final Target Number =  $6 + 3 + 0 = 9$

**Step E1:** The attacking player rolls 3d6 with values 2, 3, and 6 then he or she sums the two lowest values (2 and 3) to get his or her chance of success (5). In this case the attack succeeds because the attack success of 5 is lower than the target number of 6.

**Step E2:** The attacker stages up the damage. Brass knuckle's have damage index of STR+1. Our attacker has a strength modifier of 4, and a skill modifier of 3, Sum all the values:  $4+1+3 = 8$ . Use the total to stage the damage up.

**Step E3:** The defender, in this case, has enhanced reflexs providing a modifier of +1 and has a hand to hand skill at level 4 which gives him a modifier of +2 to parry. The defender's target number is the sum of the attacker's roll 5 plus reflex modifier 2 plus parry modifier 2 for a total of 9. The defender rolls two dice (see skill modifier table) based on her hand to hand skill and gets a 3 and a 4 then adds the two dice for a total of 7. Since 7 is less than 9 the parry is successful.

**Step E4:** The defender subtracts the result from the target number ( $9 - 7 = 2$ ) and adds her armor's damage resistance modifier of +2 against bludgeoning from her type II body armor, and then uses the remaining points to stage the damage down. In this case the defender will use 4 points to stage the damage down.

**Step E5:** Apply the damage to the appropriate damage meter Damage of 8 minus defence of 4 = 4 damage. The damage type is determined by the weapon, in this case a fist does Mental damage (All blunt force damage will first register on the Mental meter)

**Note:** Critical rolls do not apply to damage rolls, If the attack roll was a critical success the final damage staging number is doubled.

**Note:** When a player chooses to attack there are two options: General target, and Called shot. General target is an attack at a chosen target. A Called shot is an attack at a specific location or region of a chosen target.

### 3.4 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. Dealing and taking damage is handled through a series of check boxes, ten boxes for each of the three types of damage. 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.

**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 reaches 10 boxes of mental stun, that character will lose consciousness.

Once a character is unconscious they no longer take mental damage. Instead, further mental damage would overflow into physical damage, thereby increasing the characters physical damage count by the overflow amount. When a character takes deadly physical damage that character begins to die, any additional damage, mental, or physical, is applied to the spiritual damage meter.

Any character that has taken spiritual damage beyond the first medium box cannot be revived without the intervention of magic, or a trauma surgeon. When a character takes deadly spiritual damage no amount of medicine can revive that character. A character is "fully dead" if all the spiritual boxes are marked. Anything



less than ten boxes of spiritual damage is only “mostly dead” as defined by Miracle Max (*The Princess Bride*).

Damage comes from these primary sources: Stun/Shock/Bludgeoning, Cutting/Piercing, and Magical/Energy.

### 3.4.1 Mental

Mental damage, also known as stun, shock, or surprise, is caused by things like flash bombs, magical attacks, punch to the face, etc, and can lead to unconsciousness. Mental damage is what happens when the character is subjected to a stun effect. Stun effects can come from any of the three sources.

### 3.4.2 Physical

Physical damage comes primarily from physical or magical/energy attacks but it can also be caused by mental damage overload.

### 3.4.3 Spiritual

Spiritual damage is primarily caused by Magical/Energy attacks but it can come from Physical damage overload.

### 3.4.4 Damage Levels

- Light = one box
- Moderate = three boxes
- Serious = six 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.

### 3.4.5 Collateral Damage

In the case that a player misses an attack the GM rolls to hit all logically available targets, once for each possible target. The roll is made on an inverted attack roll scale.

- Beginner: roll 5d6
- Novice: roll 4d6
- Advanced: roll 3d6
- Master: roll 2d6

### 3.4.6 Damage Recovery

Mental stun heals over time; physical damage heals with medical attention; and spiritual damage requires an act of faith, affirmation, or belief to heal.

Mental stun recovery time is equal to ten minutes times the number of damage boxes checked in all three damage indicators. i.e.: Sum up the checked boxes from all three rows, multiply the result by 10 minutes. A character with five boxes of mental stun, two boxes of physical damage and one box of spiritual damage marked would add five, two, and one and multiply the result by ten for a total of 80 minutes.  $(5 + 2 + 1) * 10 = 80$  minutes.

Physical damage can be healed by the application of first aid for the first three boxes, if and only if there are no more than three boxes of physical damage marked. If four to seven boxes are marked a field medic with a standard field medical kit can heal the character. If eight to 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 ten hours times the number of damage boxes checked in all three damage indicators divided by the tech level of the character rendering aid.

Spiritual damage is the most difficult to heal. Each point of spiritual damage marked will require a number of hours spent in the act of meditating, praying, or otherwise feeding the soul or spirit to heal. The amount of time is equal to ten hours times the number of spiritual damage 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.

## 3.5 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 (see image below) overlaid on the target with its center point on the called location. Now roll 1d6 and count the pie slices clockwise from the top to determine which direction the miss took. If it please you use the difference between the modified target number and the players roll to determine the magnatude in whatever units seem appropriate for the situation. Then let Sir Issaic 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 (  $F = ma$  ). You can use your imagination for Newton's third law; "For every action there is an equal and opposite reaction."

(insert picture here)

**Ring of Fail** In the case of the epic fail, all dice come up 6, 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).

## 3.6 GM Reference tables

### 3.6.1 General Target Numbers based on difficulty

(Degrees of change for "all" variations)

-----	
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 >
-----	

### 3.6.2 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 defender's 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 reposition 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 reposition attack requires an armed melee skill (Martial Arts, Sword, Shield, armed combat, etc.)

### 3.6.3 Firearm damage modifiers

double damage if target is in contact with the muzzle.

## 4 Movement

### 4.1 Base Movement target number chart

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

### 4.2 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.

## 5 Character Oddities

All character traits are oddities; they are the things that make your character unique. While many, if not most, can be taken as a neutral trait. Some can be active and some can be passive, but they cannot be both. These changes are referred to as Prestige and Prejudice. Prestige will give active effects to your roll, such as reducing your target number in success tests, or adding modifier dice.

- Oddities are all character traits. A “normal” Oddity isn't in an extreme and may be passive or active.
- A Prestige Oddity is active and maintained by the character.
- An Oddity Prejudice is a passive trait that can not be manipulated by the character.

### **Ambidextrous, 5 points**

You are equally effective with either hand and never suffer the usual -4 target number penalty when using your “off” hand.

### **Animal Empathy, 5 points**

You are quite talented at understanding animal motivations. When you come in contact with an animal, the GM rolls against your Perception and tells you the overall emotional state of the animal. You will know whether it is scared, hostile, hungry, etc. If it is under the control of another, this may also be revealed. Animal Empathy also allows you to use influence skills on animals.

### **Catfall, 10 points**

You fall with grace. Automatically subtract five yards from your fall immediately. This counts as an automatic Acrobatics success. Successful Dexterity rolls reduce damage from falls by half. Your limbs and body must be unbound and free to move while you fall.

### **Combat Reflexes, 15 points**

You are rarely surprised, and you have extraordinary reaction times. All active defense rolls gain +1 to target

number. Fright checks gain +2 to target number, and you never “freeze” in surprise situations. Furthermore, you gain +6 to target number for waking up or recovering from a surprise attack or mental stun.

### **Danger Sense, 15 points**

Sometimes you just know when something bad is going to happen. The GM rolls once against your Perception (in secret), anytime you’re in a situation involving ambush, impending doom, or similar. On a success, you gain enough warning that you can take action. On a critical success, you gain some detail as to the nature of the danger.

### **Empathy, 15 points**

You have a strong connection to the emotions of others. When you first meet someone or are reunited after an extended period, you may ask the GM to roll against your Intelligence. They will tell you what you “feel” about that person. If the roll fails, the GM will *lie*. This is great for figuring out loyalties, finding imposters, etc.

### **Enhanced Defenses, 5-15 points**

You are unusually good at avoiding attacks. Whether this is due to careful observation of your enemy, focusing your energy, or whatever fits your background. There are three types:

- *Enhanced Block*: Block and Shield skills gain +1 to their target number. *5 points*
- *Enhanced Dodge*: +1 to target number when using Dodge or similar skills. *15 points*
- *Enhanced parry*: +1 to target number when Parrying. May take for bare hands (*5 points*), melee weapons (*5 points*), or all parries (*10 points*).

### **Fearless, 2 points per level**

You are not easily intimidated or frightened. Add your level of Fearless to your target number whenever you make a Fright check, resist Intimidation, or a power that induces fear.

### **Flexible, 5-15 points**

You are exceptionally flexible. There are two levels:

- *Flexibility*: +3 to target number for climbing or escaping rolls to get free of ropes, handcuffs, and other similar restraints. You may ignore up to -3 in penalties for working in confined spaces (including many Explosives and Mechanics rolls). *5 points*
- *Double-Jointed*: A more extreme version of the above. You cannot stretch or squeeze yourself abnormally, but any part of your body may bend in any way. You gain +5 to target numbers on Climbing, Escaping and attempts to free yourself from restraints, and may ignore up to -5 in penalties for working in confined spaces. *15 points*

### **High Pain Tolerance, 10 points**

While you can be injured just like anyone else, you don’t necessarily feel it as much. You never suffer a shock penalty when you are injured, and you gain +3 to target number when avoiding knockdown and stunning. If you are physically tortured, you gain +3 to target numbers to resist.

### **Keen Perception, 2 points per level**

You have amazingly honed senses. Each sense is a separate prestige that gives +1 to target number per level to all Intelligence rolls you make (or the GM makes on your behalf), using that one sense. Applies to hearing, taste, touch, sight, and smell.

### **Language Talents, 10 points**

You easily pick up languages. When you learn a language at a comprehension level above None, your automatically function at the next higher level.

### **Lucky, Varies**

You were born lucky. There are three levels of being Lucky:

- *Lucky*: Once per hour of play, you may reroll a single bad die roll twice and take the best of the three rolls. You must declare that you are using your Luck immediately after you roll the dice. *15 points*
- *Very Lucky*: The same above, but usable every 30 minutes. *30 points*
- *Stupid Lucky*: The same as above but usable every 10 minutes. *60 points*

Lucky only applies to your own success, damage, or reaction rolls, or on outside events that affect you or your whole party, or when you are being attacked, in which case you may make the attacker roll three times and take the *worst* roll.

### **Madcap, 15 points**

Luck favors the risky, and you are just that! Any time you take an unnecessary risk (according to the GM), you gain +1 to the target number of all skill rolls. In addition, you get to reroll one critical failure during high-risk behavior.

### **Night Vision, 1 point per level**

Your eyes adapt easily to the dark. Each level of this ability (up to nine) allows you to add +1 to target numbers for vision penalties due to darkness, provided there's some sort of light source.

### **Perfect Balance, 15 points**

You never lose your footing, no matter how narrow the walking surface is (tightrope, ledge, etc.) under normal conditions without having to make a die roll. If the surface is wet or unstable, you gain + to all target numbers to keep your balance. In combat, you gain +4 to target numbers for Dexterity-based skills to keep your balance or avoid being knocked down. You also gain +1 to target numbers when using Acrobatics and Climbing skills.

### **Resistance, Varies**

Your resistance (and possible immunity) to disease and poisons is remarkable. This gives you a bonus on all rolls to avoid incapacitation or injury from these things.

- *Resistance to Disease*: You may take +3 to target numbers for 3 points, or +8 for 5 points.
- *Resistance to Poison*: You have a +3 to target number when resisting poisons, for 5 points.

### **Talented, Varies**

You have a natural aptitude for a set of closely-knit skills. These 'talents' come in various levels and give a bonus of +1 to target number per level with all affected skills, even for default use, but *only* for those skills. This is an inexpensive and alternate way to become adept in a small set of skills.

You may never have more than four levels of a particular talent set, however, overlapping talent sets *can* give skill bonuses (only) in excess of +4. The cost of a talent set depends on the size of the group of skills. Here's a few examples:

- *Artificer*: Armory, Electronics Repair, Engineering, Mechanic, and similar. *10 points per level*
- *Outdoorsman*: Camouflage, Naturalist, Navigation, Survival, and Tracking. *10 points per level*
- *Smooth Operator*: Influence skills as well as Acting, Carousing, Leadership and Public Speaking. *15 points per level*

### **Poor Eyesight, -10 or, -25 points**

you have poor vision giving, -6 to target number for vision rolls and, -2 to target number to hit in combat. This prejudice costs, -10 at tech levels where it is correctable with glasses or contact lenses. It costs, -25 points if the tech level would prohibit correction. If the vision is permanently corrected by magic or technology the player must pay 10 character points for high tech level or 25 for low tech level in addition to any other cost associated with the corrective action.

**Nasty Temper, -10 points**

You have difficulty controlling your emotions in stressful situations. Make a self-control roll in any stressful situation, if you fail you will lose your temper and insult, attack, or generally flip-out against the cause of the stress.

**Bloodlust, -10 points**

You have a deep desire to see your foes dead in bloody combat, In battle you will always “go for the throat” Killing blows are your focus and the bloodier the better, even if it risks your safety or your life. If your foe is downed but not dead you are compelled to put him, her, or it out of its misery in bloody fashion. Make a self control roll whenever you have to avoid a direct confrontation with an enemy, if you fail you will try to kill your enemy. Out of combat you never forget your foes, you have even been known to recite their names before falling to sleep.

**Code of Honor, -5 to, -15 points**

you take pride in a set of principles that you follow at all times the specific can vary but you always involve honorable behavior you will do nearly anything to avoid the label dishonorable whatever that means to you the point value the color code of honor depends on how much trouble it is a while to get you into and how are betray irrational its requirements are an informal code that applies only among your peers is worth minus 5 points a formal code that applies among only your peers or an informal code that applies all the time is worth minus 10 points a formal code that applies all the time or that requires suicide is broken is worth minus 15 points the GM has the final say

**Curious, -5 points**

You're naturally very inquisitive this is not the curiosity that affects all PCs but the real thing. Make a self control roll when presented with an interesting item or situation if you fail you examine it even if you know it could be dangerous good role players won't try to make this role very often

**Delusions, -5 to, -15 points**

You believe something that simply is not true. This may cause others to consider you insane, and they may be right. if you suffer from a delusion you must roleplay your believe at all times. the point value of the delusion depends on its nature

- A minor delusion affects your behavior and anyone around you will soon notice it and react at minus 1 but it would does not keep you from functioning more less normally. minus 5 points
- A major delusion strongly affects your behavior but does not keep you from living a fairly normal life others will react to you at, -2. negative 10 points
- A severe delusion affects your behavior so much that it may keep you from functioning in the everyday world others react you at negative 3 but they are more likely to fear or pity you than to attack negative 15 points

**Gluttony, -5 points**

you are overly fond of food and drink given the chance you must always burden yourself with extra provisions you should never willingly miss a meal make a self control roll when presented with a tempting morsel or good wine that for some reason you should resist if you fail you partake regardless of the consequences .

**Greed, -15 points**

you lust for wealth make a self control roll when riches are offered as payment for Fair Work gains for adventure spoils of crime or just bait. if you fail you do whatever it takes to get the payoff small some do not tempt you as much if you are rich but if you are bored you get negative 5 or more on your self control roll if a rich prize is in the offering.

**Hard of Hearing, -10 points**

You are not deaf but you have some hearing loss you are at, -4 on any hearing role or on any skill roll where is important that you understand someone .

**Honesty, -10 points**

You must obey the law and do your best to get others to do so as well in an area with little or no law you do not go wild you act as though the laws of your own home we're in force you also assume that others are honest unless you know otherwise is the disadvantage because it off in limit your options . make a self control roll when faced with the need to break unreasonable laws, if you fail you must obey the law whatever the consequences if you manage to resist urges and break the law make a second self control roll afterward if you fail you must turn yourself into the authorities.

**Impulsiveness, -10 points**

You hate talk and Debate you prefer action when you are alone you act first and think later in a group when your friends want to stop and discuss something you should put in your 2 cents worth quickly if it all and then do something roleplay it. make your self control roll whatever it would be wise to wait and ponder if you fail you must act .

**Intolerance, variable**

You dislike and distrust some or all people who are different from you you may be prejudice on the bases of class ethnicity nationality religion sex or species. victims of your intolerance will react to you at negative 1 to negative 5 GMs decision point value depends on the scope of your intolerance if you are thoroughly intolerant you react at, -3 toward anyone not of your own class ethnicity nationality religion or species pick 1 total intolerance of this kind is worth negative 10 points

Intolerance directed at only 1 specific class ethnicity nationality religion sex or species is worth from negative 5 points for a commonly encountered victim negative 1 point for a rare victim

**Lecherousness, -15 points**

You have an unusually strong desire for romance make a self control roll whenever in more than the briefest contact with an appealing member of the sex you find attractive at negative 5 if this person is handsome / beautiful or at negative 10 if very handsome / very beautiful if you fail you must make a pass using whatever wiles and skills you can bring to bear.

**Obsession, -5 or -10 points**

Your entire life revolves around a single goal an overpowering fixation that motivates all of your actions make a self control roll whenever it would be wise to deviate from your goal if you fail you continue to pursue your obsession regardless of the consequences point cost depend on the time needed to realize your goal. A short term goal is worth negative 5 points while a long term goal is work negative 10 points.

**Overconfidence, -5 points**

You believe that you are far more powerful intelligent or competent than you really are you may be proud and boastful or just quietly determined but you must role play this trait you must make a self control roll anytime the GM feels you show an unreasonable degree of caution if you fail you must go ahead as though you were able to handle the situation caution is not an option.

You receive plus 2 on all reaction rolls from Young or naive individuals who believe you are as good as you say you are but minus 2 on reaction from experienced NPCs

**Pacifism, variable**

You are opposed to violence. This can take 2 forms:

- *Reluctant killer:* You get negative 4 to hit a person, not a monster machine, etc. with a deadly attack or negative 2 if you can't see his face if you kill someone roll 3d you're morose and useless for that many days , -5 points
- *Cannot harm innocent:* You make fight you may even start fights but you may only use deadly force on a foe that is attempting to do you serious harm negative 10points

**Phobias, variable**

A phobia is a fear of a specific item creature or circumstance the more common an object or situation the



greater the point value of a fear of it if you have a phobia you made temporarily master it by making a successful self control roll but the pier purses even if you master a phobia you will be at, -2 to int dex and skill roles while the cause of your fear is present and you must roll again every 10 minutes to see if the fear overcomes you if you fail a self control roll you will cringe flee panic or otherwise react in a manner that precludes sensible action

Even the mere threat of the feared objects requires a self control roll at plus 4 if your enemies actually inflict the feared I'll get on you you must make an unmodified self control roll some common phobias bloodminus 10 points darkness minus 15 points height minus 10 points number 13 roll at, - 5 if Friday the 13th is involved minus 5 points spiders minus 5 points

### **Sense of Duty, -2 to -20 points**

You feel a strong sense of commitment toward a particular class of people you will be never betray them abandon them when they're trouble or let them suffer or go hungry if you can help

The GM will assign a point value to your sense of duty based on the size of the group you feel compelled to aid

- Individual the president, *-2 points*
- Small group, *5 points*
- Large group *-10 points*
- Entire race *-5 points*
- Every living being *-20 points*

### **Truthfulness, -15 points**

You hate to tell a lie or you're just very bad at it make a self control roll whenever you must keep silent about an uncomfortable truth lying by omission roll at negative 5 if you actually have to tell of falsehood if you fail you blurt out the truth or stumble so much that your lie is obvious you have a permanent, -5 to fast talk skill and your acting skills is at negative 5 when your purpose is to deceive.

### **Unlucky, -10 points**

You have rotten luck things go wrong for you and usually at the worst possible time once per play session the GM will arbitrarily and maliciously make something go wrong for you you miss a vital die roll or the enemy against all odds shows up at the worst possible time if the plot of the adventure calls for something bad to happen to someone it's you the GM will not kill you outright with bad luck but anything less than that is fine

### **Vow, -5 to -15 points**

You have sworn an oath to do or not to do something whatever the oath you take it seriously. If you didn't it would not be a prejudice. This trait is a specially appropriate for knights holy men and fanatics

The point value of a vow should be directly related to the inconvenience it causes you the GM is the final judge some examples minor vow, silence during daylight hours vegetarianism chastity yes for game purposes this is minor negative 5 points

- *Major vow*: use no edge weapons keep silence at all times never sleep indoors own no more than your horse can carry negative 10 points.
- *Great vow*: never refuse any request for aid, always fight with the wrong hand hunt a given foe until you destroy him, challenge every knight you meet to combat. negative 15 points

## 6 Skills

**Acrobatics (RFX)** The art or practice of acrobatic feats; walking on a tightrope or swinging on a trapeze, etc.

**Acting (CHA)** The art, profession, or activity of those who perform in stage plays, motion pictures, etc.

**Animal Handling (PER)** The ability to handle and teach animals. Roll against skill for each task you give the animal, if animal is trained.

**Area Knowledge (PER)** Familiarity with people, places, and politics of a given region. You usually have Area Knowledge of your home town, base, etc.

**Armor Proficiency (Varies)** Familiarity with a given class of armor. You must have one of these skills in order to use their corresponding armor types. Clothing, including robes, do not count as armor.

- **Light Armor (DEX):** Armors made with hide or leather that may or may not be studded or plated with metals. Scale and chain armor fall under Light armor.
- **Heavy Armor (STR):** Armors made with iron, steel, and other heavy materials.

**Armory/TL (RFX)** The ability to build, modify, and repair specific types of weapons or armor. A successful roll lets you identify a problem, if not obvious; second roll enables you to repair it. Requires time (as set by GM)

**Brawling (LFT)** Basic unarmed, untrained combat.

- **Punch:** Roll against Brawling
- **Kick:** Roll against Brawling - 2

**Camouflage (PER)** Concealment by some means that alters or obscures the appearance. Used to hide yourself, your position, or equipment.

**Carousing (CHA)** To artfully engage in a drunken revel; to socialize, party, etc., so as to obtain information or set up distraction.

- Under the right circumstances, gives a +2 bonus to Charisma on information request, for aid, or general reaction.
- A failed roll means you have made yourself a fool in some way, and receive a -2 to Charisma on a reaction roll made by those you caroused with.

**Climbing (RFX)** To go up or ascend, especially by using the hands and feet or feet only.

**Computer Operation/TL (PER)** The ability to use a computer: find useful data, run programs, game, etc. Most end users only have this computer skill.

**Computer Programming/TL (PER)** The ability to write and debug computer code. Roll to write, debug, or reverse-engineer a program.

**Crewman/TL (PER)** The ability to serve as a crew member aboard a large vehicle.

- Includes familiarity with living aboard a ship, knowledge of safety procedures, and training in damage control.

**Criminology/TL (PER)** The study of crime and criminals.

- A successful skill roll allows you to find and interpret clues, guess how criminals might behave, etc.

**Diagnosis/TL (PER)** The ability to effectively determine by examination the nature and circumstances of a diseased condition.

- May not give exact problem or cause, but rules out impossibilities and other hints.

**Disguise/TL (CHA)** The ability to change the appearance or guise of so as to conceal identity or mislead, as by means of deceptive garb. \* A good disguise requires a disguise roll and 30-60 minutes of uninterrupted preparation.

**Electronics Operation/TL (PER)** The ability to use electronic equipment.

- Make a skill roll in an emergency situation or for unusual use of equipment (not normal, every day use).

**Electronics Repair/TL (PER)** The ability to diagnose and repair known types of electronics equipment.

**Engineer/TL (PER)** The ability to become skilled in the design, construction, and use of engines or machines, or in any of various branches of engineering: a mechanical engineer; a civil engineer.

- A successful roll lets you design a new system, diagnose a glitch, identify the purpose of a strange device, or improvise a gadget to solve a problem.

**Environment Suit/TL (RFX)** This is training in the use of a specific class of protective suit. Suits designed against environmental or battlefield hazards are so complex that you do not merely wear such gear - you operate it.

- Battlesuits/TL: Powered battle armour and exoskeletons.
- Diving Suit/TL: Hard diving suits.
- NBC Suit/TL: Hazardous materials gear.
- Vacc Suit/TL: Space suits.

**Escape (RFX)** To slip or get away, as from confinement or restraint; gain or regain liberty. (Slip out of handcuffs, ropes, etc.)

- First attempt to escape takes 1 minute; each subsequent attempt takes 10 minutes.

**Explosives/TL (PER)** The skill of working with explosives and incendiaries, including the ability to set up, disarm, and dispose of bombs and other explosives.

**First Aid/TL (PER)** The ability to provide emergency treatment administered to an injured or sick person before professional medical care is available.

- Make a skill roll to halt bleeding, suck out poison, give artificial respiration to a drowning victim, etc.

**Foraging (RFX)** To gather together by seeking out items of use; berries, scrap metal, etc.

**Forgery/TL (PER)** The production of a spurious work that is claimed to be genuine, as a coin, a painting, or the like.

- Make a Forgery roll each time forged item is inspected, unless you roll a critical success on your first attempt.
- Failure results in someone identifying item as a forgery.

**Gambling (CHA)** The act or practice of risking the loss of something important by taking a chance or acting recklessly, as in games of chance.

- A successful Gambling roll tells you if your game is rigged, identify fellow gamblers in a group of strangers, “estimate” odds in a difficult situation, etc.

**Hiking (SPD)** To walk or march a great distance, especially through rural areas, for pleasure, exercise, military training, or the like.

- Making a successful Hiking roll before each days’ march increases travel distance by 20%.

**Humanities (PER)** The study of “humanity” or “arts” subjects. Each subject is its own skill (Linguistics, Anthropology, Literary Science, Theology)

**Influence Skills (Varies)** There are several ways to influence another; each is a separate skill. A successful Influence roll results in a positive reaction from an NPC. Failure results in a negative reaction. Methods of influencing others include:

- Diplomacy (PER): Managing negotiations, handling people, etc., so that there is little or no ill will. Defaults a +6 to your target number on success.
- Fast Talk (PER): Lying and deceit. Defaults a +5 to your target number on success.
- Intimidation (PER): Threats and violence. Apply size modifier to target number. Defaults a +5 to your target number on success. (See: Combat - Size modifier table)
- Savoir Faire (PER): Manners and etiquette, mainly useful in “high society” situations. Defaults a +4 to your target number on success.
- Sex Appeal (SPD): Vamping and seduction, usually of the opposite sex. Defaults a +3 to your target number on success.
- Streetwise (PER): Contacts and (usually) subtle intimidation. Only useful in “street” and criminal situations. Defaults a +5 to your target number on success.

**Interrogation (PER)** The skill in questioning; inquiry, usually of a suspected guilty party.

**Item Concealment (PER)** This is the skill of concealing items on your person or on other people (usually with the cooperation). An item’s size and shape govern it’s concealability, from +4 to your roll for a BB-sized jewel or a postage stamp, to a -6 to your roll for a crossbow or heavy sniper rifle.

**Jumping (RFX)** To spring clear of the ground or other support by a sudden muscular effort.

**Karate (RFX)** The ability to defend oneself without the use of weapons by striking sensitive areas on an attacker’s body with the hands, elbows, knees, or feet.

**Law (PER)** The understanding of principles and regulations established in a community by some authority and applicable to its people, whether in the form of legislation or of custom and policies recognized and enforced by judicial decision.

**Leadership (PER)** The ability to effectively guide or direct a group.

**Lockpicking/TL (PER)** The skill in using tools to unlock a lock without a key to that lock.

**Mathematics/TL (PER)** The ability to read, write, and complete mathematical equations beyond the basic addition, subtraction, multiplication and division.

**Mechanic/TL (PER)** The skill in repairing and maintenance of machinery, motors, etc.

**Melee Weapons (RFX/Varies)** The ability to use close-combat hand weapons, such as knives, swords, axes, polearms, etc. Each weapon type must be taken as a speciality.

**Mercantile (PER)** The ability to effectively buy and sell commodities for profit.

**Missile Weapon (RFX/Varies)** The ability to use ranged weaponry, such as bows, javelins, slings, darts, firearms, etc. Each weapon type must be taken as a speciality.

**Natural Sciences/TL (PER)** The ability to understand and figure out the natural world through scientific methods. Each field must be taken as its own skill (Astronomy, Biology, Chemistry, Earth sciences, Physics).

**Naturalist (PER)** The study or expertise in natural history, especially a Zoologist or Botanist.

**Navigation/TL (PER)** The art or science of plotting, ascertaining, or directing the course of a ship, aircraft, or guided missile.

**Observation (PER)** An act or instance of regarding attentively or watching, for some scientific or other special purpose.

**Occultism (PER)** The belief and/or study of the existence of secret, mysterious, or supernatural agencies.

**Physician/TL (PER)** The ability to perform general healing, like a person in general medical practice.

**Pickpocket (RFX)** The art of stealing items from the pockets of people, as in crowded public areas.

**Public Speaking (PER)** The process and act of speaking or giving a lecture to a group of people in a structured, deliberate manner intended to inform, influence, or entertain a listening audience.

**Research/TL (PER)** Diligent and systematic inquiry or investigation into a subject in order to discover or revise facts, theories, applications, etc.

**Riding (RFX)** The act of a person or thing that rides. Can be taken as a speciality e.g. Horse Riding, Motorcycle Riding.

**Scrounging (PER)** The ability to gather together by foraging; generally the urban equivalent of Foraging.

**Search (PER)** To explore or examine carefully in order to discover, as in a person, place, or object.

**Shadowing (PER)** The art of following (a person) about secretly, in order to keep watch over his movements.

**Shield (RFX)** The ability to effectively protect (someone or something) with or as if with a shield.

**Social Sciences (PER)** The use of Natural Sciences as tools for understanding society so as to define it in a more strict sense.

**Smuggling (PER)** The skill in effectively importing or exporting (goods) secretly, in violation of the law, especially without payment of legal duty.

**Stealth (RFX)** The knowledge and application of secret, clandestine, or surreptitious procedure; to hide/be hidden, socially or physically.

**Survival (PER)** The skill of surviving under adverse or unusual circumstances.

**Swimming (SPD)** The ability to move, glide, or go smoothly over a surface, usually liquid in nature.

**Tactics (PER)** A plan, procedure, or expedient for promoting a desired end or result, as in battle.

**Throwing (RFX)** The ability to effectively propel or cast in any way, especially to project or propel from the hand by a sudden forward motion or straightening of the arm and wrist.

**Thrown Weapon (RFX)** The ability to use weapons such as shuriken, atlatl, dart, and chakram, as well as use of close-combat hand weapons, such as knives and axes, in a matter to which they become ranged weaponry. Each weapon type must be taken as a speciality.

**Tracking (PER)** The skill in pursuing creatures and people until caught or captured.

**Traps/TL (PER)** The art of creating and utilizing any device, stratagem, trick, or the like for catching a person or creature unawares.

**Vehicle Skills (RFX/Varies)** The ability to use motor vehicles. Each vehicle type must be taken as its own skill (Car, Armored Vehicle, Helicopter, Airplane, etc.).

**Writing (PER)** The ability to trace or form (characters, letters, words, etc.) on the surface of some material, as with a pen, pencil, or other instrument or means.