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1 What is *CCARPS*?

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

2 The Essentials

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

2.1 Modifiers

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

2.2 Rolling for Success

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

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

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

CCARPS has three types of Target Number modification:

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

2.3 Degrees of Success

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

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

2.4 Critical Success, Critical Failure

A *Critical Success* happens when *all* dice in a roll set are 1. The more dice you roll, the more often you will succeed, but the harder it is to get a *Critical Success*. A *Critical Success* means the action succeeds and has a *better than expected* result. The more dice in a set, the more amazing a critical will be.

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

2.5 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. Going from your home to store requires no roll; pushing a mugger away will.

3 Character Creation

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

3.1 Starting Points

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

There are two options for starting points:

1. The Game Master assigns a Starting Age and Type and players roll with the Starting Type rules.
The character's Starting Points are equal to the sum of the Primary Attributes.
2. The Game Master assigns points according to the suggested minimum values (shown below).

3.1.1 Starting Age and Type

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

Starting Age (in Years):

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

The second step is rolling your character's Primary Attributes. Primary Attribute rolls are based on the Starting Type, which is influenced by the character's age. Every starting type has its own rule for how to roll your attributes.

For rolling up characters, it is suggested that you write down each roll on a scratch piece of paper before committing it to the character sheet. Some Starting Types allow the modification of rolls before they are recorded on the character's sheet. Unless the Starting Type (or Game Master) says otherwise, the rolls will be committed to the sheet in the order they are rolled. First roll is Strength, second is Dexterity, and so on.

3.1.2 Character Rank

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

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

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

3.2 Primary Attributes

CCARPS characters have five Primary Attributes:

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

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

3.3 Secondary Attributes

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

- **Charisma** (CHA): Personal charm or magnetism.
Average of Constitution, Intelligence, and Willpower. $(CON + INT + WIL) / 3$
- **Speed** (SPD): The rate of motion or action.
Average of Strength and Dexterity. $(STR + DEX) / 2$
- **Reflex** (RFX): An automatic response to a simple stimulus which does not require mental processing.
Average of Strength, Dexterity, and Willpower. $(STR + DEX + WIL) / 3$
- **Lift** (LFT): To exert the strength for raising or bearing.
Average of Strength and Willpower. $(STR + WIL) / 2$
- **Perception** (PER): Conscious understanding of something; to be aware of.
Average of Intelligence and Willpower. $(INT + WIL) / 2$

3.4 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 use a Disposition System that dictate the extremity of Oddities. Some Oddities can have extreme positives and negatives, while others may stay neutral. Certain Oddities may also only be positive, or only negative.

See "List of Oddities" for the list of included Oddities.

3.4.1 Wealth and Social Influence

Wealth and Social Influence are considered to be Oddities. All characters are required to choose their Wealth and Social Influence, and as such, these Oddities are taken at the costs outlined below. For average wealth and social influence there is no modifier and it can be taken for free. If Wealth and Social Influence are undefined at character creation they are considered to be average.

Wealth is a measure of a character's 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

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.

- 1pt = Acquaintance
- 3pt = Friend
- 5pt = Confidant

3.5 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; at character creation, 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 level 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.

Please see “List of Skills” for the included list of skills to choose from.

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

3.6 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.

3.7 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.

3.8 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.

4 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.

4.1 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.

4.2 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.

4.3 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 9.

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 reflexes 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.

4.4 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.

4.4.1 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.

4.4.2 Physical

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

4.4.3 Spiritual

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

4.4.4 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.

4.4.5 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

4.4.6 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.

4.5 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 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 arrange das follows, 2 is a little left (-30 deg), 3 is a little right (30 deg), 4 is a lot left (-60 deg), 5 is a lot right (60 deg), 6 is way left (-90 deg), 7 is way right (90 deg), 8 is not quite sure how you got that far left (-120 deg), 9 is not quite sure how you got that far right (120 deg), 10 is how the hell did you get that far left? (-150 deg), 11 is How the hell did you get that far right? (150 deg), 12 is now that's bloody impossible (180 deg).

4.6 GM Reference tables

4.6.1 General Target Numbers based on difficulty

(Degrees of change for "all" variations)

Height Modifier chart

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Base height: 6ft or 2m
Large defend vs. Small | 7 - 3 = 4
Small defend vs. Large | 3 - 7 = -4
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To Hit
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Tiny    | 2-3ft
Small   | 4-5ft
normal  | 6-7
large   | 8-9
giant   | 10 >
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4.6.2 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 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 (Martial Arts, Sword, Shield, armed combat, etc.)

4.6.3 Firearm damage modifiers

double damage if target is in contact with the muzzle.

5 Movement

5.1 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

5.2 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. # Contacts Contacts are non-player characters (NPCs) that will give you a degree of help. # 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

6 List of Oddities

See “Oddities and Skills” in the “Attribution Index” for definition sources.

Ambidexterity

- **5 points:** Property of being equally skillful with each hand. Your are not affected by the -4 off-hand penalty.

Balance

- **15 points:**
- **-15 points:**

Catfall

- **10 points:** You fall with elegantly. If you have full freedom of movement, subtract five yards from your fall before applying fall damage. If you fall while using a Reflex-based skill, damage is reduced by half.

Code of Honor

- **-5 points:**
- **-10 points:**
- **-15 points:**

Combat Reflexes

- **15 points:** You are rarely surprised and you have extraordinary reaction time. All active defense rolls gain a +1 Modifier. Fright checks gain a +2 Modifier and you never stop in surprise. You gain a +6 Modifier when rolling to wake up or recover from a surprise attack or mental stun.

Compulsive

- **-5 points:**
- **-10 points:**
- **-15 points:**

Curoosity

- **-5 points:**

Danger Sense

- **15 points:** You have the uncanny ability of knowing when something bad is going to happen. The Game Master rolls once against your Perception anytime you're in a situation involving ambush, impending doom, or similar. On a success, you gain enough warning to take action. A *Critical Success* gives you some detail into the nature of the danger.

Defensive Training

- **15 points:** *Enhanced Dodge*; Dodge and similar skills gain +1 to their Modifier.
- **5 points:** *Enhanced Block or Parry*;
 - Block: +1 to Block and Shield Modifier.
 - Parry: +1 to Parry Modifier. Must take separately for bare hands and melee weapons.

Delusions

- **-5 points:** Minor delusion
- **-10 points:** Major delusion
- **-15 points:** Sever delusion

Dutiful

- **-2 points:**
- **-5 points:**
- **-10 points:**
- **-15 points:**
- **-20 points:**

Empathy

- **10 points:** (Choose a type: Animal or Human) The intellectual identification of the thoughts, feelings, or state of another creature. When you come across a creature, you may ask the Game Master to roll against your Perception Modifier. Depending on the *Degree of Success*, the Game Master may tell you its emotional state, intent, and/or whether it is under the control of another. If the roll fails, the Game Master may give false information.

Fearless

- **2 points per level:** *Fearlessness*; You are not easily frightened or intimidated. Add your Fearlessness level to your Modifier whenever you make a Fright check, resist intimidating tactics, or other fear-inducing power.
- **-2 points per level:** *Fearfulness*; You are easily frightened and intimidated. Add your Fearfulness level to your Modifier when making Fright checks, resisting intimidation tactics, and other fear-inducing situations.

Flexibility

- **15 points:** *Double-jointed*; Any part of your body can bend in any way, but you cannot stretch or squeeze yourself abnormally. You gain a +5 to climbing and escape Modifiers as well as for working in confined spaces.
- **5 points:** *Highly Flexible*; Gain a +3 to climbing and escape Modifiers as well as working in confined spaces.
- **-5 points:** *Inflexible*; You are less flexible than most. All climbing, escape, and confined space rolls gain a -3 Modifier.
- **-15 points:** *Rigid body*; You can barely move your joints. Climbing, escape, and rolls while in confined spaces gain a -5 Modifier.

Gluttony

- **-5 points:**
- **-10 points:**
- **-15 points:**

Greed

- **-5 points:**
- **-10 points:**
- **-15 points:**

Hearing

- **10 points:**
- **-10 points:**

Honesty

- **10 points:**
- **-10 points:**

Integrity

- **10 points:**
- **-10 points:**

Language Talent

- **10 points:** Learning new languages is easy for you. When you learn a language, you automatically function at the next higher level.
- **-10 points:** Language is really hard. Every language you know functions at one level lower.

Luck

- **60 points:**
- **30 points:**
- **15 points:**
- **-15 points:**
- **-30 points:**
- **-60 points:**

Madcap

- **15 points:**
- **-15 points:**

Manic

- **-5 points:**
- **-10 points:**
- **-15 points:**

Pain Threshold

- **10 points:** *High Pain Tolerance*; While you are still injured like anybody else, you don't feel it as much. You never suffer shock penalties from injury and gain a +3 Modifier when avoiding being knocked down, stunned, or tortured.
- **-10 points:** *Low Pain Tolerance*; You feel pain more than the average person, and as such, you gain a -3 modifier when suffering shock penalties from injuries, being knocked down, stunned, or tortured.

Peaceability

- **-5 points:** *Reluctant Killer*; Gain a -4 Modifier when targeting a person with a lethal attack, or -2 Modifier if you can't see their face. If you kill the person, roll 3d: You are morose and near-useless for that many days.

- **-10 points:**

- *Bloodthirsty*: You have a deeply-rooted desire to see your foes dead in bloody combat. Make a Constitution roll in any stressful situation. If you fail, you lose your temper and insult, attack, or generally “go off” against the cause of the stress.
- *Cannot Harm Innocents*: You can only use deadly force only on an opponent that is attempting to do you serious harm.

Pedantic

- **-5 points:**
- **-10 points:**
- **-15 points:**

Perceptive

- **2 points per level:** *Keen Perception*; (Each sense is its own Oddity) Your senses are rather highly tuned. Add your Keen Perception level to all Intelligence-based rolls when using the chosen sense.

Resistance

- **1 point per level:** (Take as Disease or Poison Resistance)

Talent

- **15 points per level:**
- **10 points per level:**
- **-10 points per level:**
- **-15 points per level:**

Temperament

- **10 points:**
- **-10 points:**

Vision

- **1 point per level:** (Take as Keen Vision or Night Vision)
- **-10 points:**
- **-25 points:**

Vow

- **-5 points:**
- **-10 points:**
- **-15 points:**

7 List of Skills

See “Skills” in the “Attribution Index” for definition sources.

Acrobatics (RFX) The performance of extraordinary feats of balance, agility, and motor coordination. Diving, walking on a tightrope, swinging on a trapeze, etc.

Acting (CHA) The work of an actor or actress, which is a person in theatre, television, film, or any other storytelling medium who tells the story by portraying a character and, usually, speaking or singing the written text or play.

Animal Handling (PER) Animal handling refers to teaching animals specific responses to specific conditions or stimuli. Training may be for purposes such as companionship, detection, protection, and entertainment.

Area Knowledge (PER) Familiarity with a given locale’s persons, places, politics, events, and special interest items. Generally a character has Area Knowledge of their town, base, station, etc.

Armor Proficiency (Varies) Familiarity and understanding of a given class of armor. Clothing does not count as armor, so does not require this skill. Must take at least one of the following to use 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 and/or game world).

Brawling (LFT) Basic unarmed, untrained combat.

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

Carousing (CHA) To engage in a noisy or drunken social gathering. Often, this is used as an information gathering tactic or for 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 ascend; rise; to go up. To get to the top of something by scaling it, using hands and feet, or feet only.

Computer Operation/TL (PER) The ability to use computers to find useful data, run programs, play games, etc. Characters that interact with computers will generally have this 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. This includes familiarity with living aboard a ship, knowledge of safety procedures, and training in damage control.

Criminology/TL (PER) The scientific study of the nature, extent, management, causes, control, consequences, and prevention of criminal behavior, both on the individual and social levels.

Diagnosis/TL (PER) Diagnosis is the identification of the nature and cause of a certain phenomenon. Diagnosis is used in many different disciplines with variations in the use of logics, analytics, and experience to determine “cause and effect”.

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

Disguise/TL (CHA) A disguise can be anything which conceals or changes a person’s physical appearance. Camouflage is a type of disguise for people, animals and objects. A good disguise requires a disguise roll and 30-60 minutes of uninterrupted preparation.

- Costume: Changing an appearance through use of wigs, hats, glasses, makeup, plastic surgery, and/or make-up.
- Camouflage: The use of any combination of materials, coloration or illumination for concealment. There are two forms:
 - Crypsis: Making animals or objects hard to see.
 - Mimesis: Disguising something as something else.

Electronics Operation/TL (PER) The ability to use electronic equipment. Make a skill roll in an emergency situation or for unusual use of equipment.

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

Engineer/TL (PER) Apply scientific knowledge, mathematics, and ingenuity to develop solutions for technical, societal and commercial problems. There are a multitude of types of engineering. 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. Here are three large, topical categories:

- Mechanical Engineering: Construction and use of machines (engines, robots, etc.)
- Electronics Engineering: Construction and use of electronics (control systems, computers, telecommunication, signal processing, etc)
- Civil engineering (roads, buildings, etc.)

Environmental Suit/TL (RFX) An environmental suit is a suit designed specifically for a particular environment, usually one otherwise hostile to humans.

- Battle suit/TL: Powered battle armour and exoskeletons.
- Diving suit/TL: Hard diving suits.
- Hazmat suit/TL: Hazardous materials gear.
- Space suit/TL: Space suits.

Escape (RFX) To get free, to free oneself, or to otherwise avoid capture. Roll to attempt slipping out of ropes, handcuffs, or other binding items. First attempt to escape takes 1 minute; each subsequent attempt takes 10 minutes.

Explosives/TL (PER) Knowledge and experience in working with explosives and incendiaries. This includes the ability to set up, disarm, and dispose of bombs and other explosives.

First Aid/TL (PER) The assistance given to any person suffering a sudden illness or injury, with care provided to preserve life, prevent the condition from worsening, and/or promote recovery. This skill allows a character to mediate damage until professional medical care is available.

Foraging (RFX) Foraging is searching for wild food resources. It affects an animal's fitness because it plays an important role in an animal's ability to survive and reproduce. For urban foraging, see: Scrounging.

Forgery/TL (PER) Forgery is the process of making, adapting, or imitating objects, statistics, or documents with the intent to deceive or earn profit by selling the forged item. 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) Gambling is the wagering of money or something of material value on an event with an uncertain outcome with the primary intent of winning additional money and/or material goods. A successful Gambling roll tells you if your game is rigged, identify fellow gamblers in a group of strangers, "estimates" odds in a difficult situation, etc.

Hiking (SPD) To walk (or march) great distances, generally through rural areas. This can be done as exercise, for pleasure, military training, or even job hunting. Making a successful Hiking roll before each day's 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 many ways to influence another. Each way is a separate skill. Successful Influence rolls result in a positive reaction from an NPC. Failure results in a negative reaction. Methods of Influence 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 (CHA): 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 with the goal of eliciting useful information, usually of a suspected guilty party.

Item Concealment (PER) The ability to skillfully conceal items on your person or on other people (usually with the cooperation). An item's size and shape govern its 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 propel oneself rapidly upward, downward and/or in any horizontal direction such that momentum causes the body to become airborne.

Karate (RFX) The ability to defend oneself using punching, kicking, knee strikes, elbow strikes and open hand techniques. This skill gives you the ability to perform vital point strikes against another.

Law (PER) The understanding of principles and regulations established through social institutions to govern behavior. This includes legislation, degrees, regulations, binding judgements, and contracts.

Leadership (PER) The ability to enlist the aid and support of others in the accomplishment of a common task, through social influence. Add Leadership modifier to all rolls where you are guiding or directing a group.

Lockpicking/TL (PER) The craft of unlocking a lock by analyzing and manipulating the components of the lock device without the original key.

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

Mechanic/TL (PER) The ability to effectively maintain and repair machinery, moters, 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 specialty.

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 specialty.

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, such as Zoologist or Botanist.

Navigation/TL (PER) Navigation is a field of study that focuses on the process of monitoring and controlling the movement of a craft or vehicle from one place to another. Navigation includes four general categories: land navigation, marine navigation, aeronautic navigation, and space navigation. Each category can be taken as a specialty.

Observation (PER) Observation is the active acquisition of information from a primary source (i.e. watching, listening to), such as through personal senses or use of instruments, for a scientific or specialized purpose. Can specialize into two types:

- *Personal*: Skilled at effectively observing with one's own senses.
- *Instrumental*: Skilled at effectively utilizing observation instruments and accompanying data storage (if any).

Occultism (PER) The belief and/or study of the supernatural, secret, or mysterious agencies. Can be taken as a belief or knowledge skill.

- *Belief*: You believe that the supernatural is real and that there are mysteries we should (or shouldn't) try to understand and/or control.
- *Study of*: You are keenly interested in the occult and are skilled in the research and study of the supernatural (and/or its believers).

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.

- *Reverse Pickpocket*: Can be taken as Reverse Pickpocket to gain the art of putting items into the pockets of people 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. If another research-based skill (like Study of Occultism) is used, add this modifier bonus to your roll.

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

Scrounging (PER) To hunt about, especially for something of nominal value; to scavenge or glean. Generally used as the urban equivalent of Foraging.

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

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

Shield (RFX) The ability to effectively protect oneself or another 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.

Surgeon/TL (PER) One who performs surgery; a doctor who performs operations on people or animals (each is its own skill).

Survival (PER) The skill of staying alive under adverse and/or unusual circumstances.

Swimming (SPD) To move through the water (or other liquid-like surface), without touching the bottom; to propel oneself in water by natural means.

Tactics (PER) The ability to come up with and execute a conceptual action implemented as one or more specific tasks. Can be specialized into business, sports, military, etc.

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 specialty.

Tracking (PER) The skill in pursuing creatures and people until caught or captured. Can be specialized into hunting, scouting, etc.

Traps/TL (PER) The art and ability to create and use any device, idea, or trick, in the hopes of catching an unaware person or creature.

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.

8 Armor

Armor resistance tables should only be used for creation of armor items, armor in use should include resistance numbers as attributes of the item itself as determined by the table. This will allow for Gm's and players to implement advanced mechanics like wear and tear to equipment. Example: A woven leather shirt that has an initial armor value of BL0,SL6,PI2,BA1,MA4; after a serious battle where the shirt has absorbed several hits one could divide the damage absorbed by the mass of the item and reduce the armor values by such a result. (Disclaimer there is no expectation for anyone to use this example in actual game play this is an example of a "house rule" only.)

Material Modifier	Resistance Modifier Types				Mass
	Bludgeoning	Slashing	Piercing	Ballistic	
Paper	0	0	0	0	1
textiles	0	0	0	0	1
Bone	1	1	1	1	2
Leather	0	1	1	0	2
copper	0	2	2	0	3
bronze	1	2	3	0	3
aluminum	2	1	2	0	2
Iron	1	3	3	1	5
Steel	2	4	4	2	4
Titanium	3	4	4	3	3

Construction Modifier	Resistance Modifier Types				Mass
	Bludgeoning	Slashing	Piercing	Ballistic	
loosely layered	0	1	0	0	0
tightly layered	2	3	1	4	1
hardened	1	1	1	0	0
ring	1	3	1	0	0
Scale	3	4	2	2	1
weave	0	5	1	1	2
plate	4	5	5	1	3
composite	5	4	6	3	2

9 Weapons

Note: When Attribute is listed, use that Attribute's modifier.

9.1 Melee Weapons

Melee Weapons	Concealability	Reach	Parry	Damage	Weight
Club	5	1	0	STR+RB	
Mace	5	0	2	STR+RB	
Staff	2	2	0	STR+RB	
Pole Arm	2	2	1	STR+RB/P	
Flail	5	0	0	STR+1B	
Knife	6	0	0	STR+1P	.75
Spike	6	0	0	STR+1P	.50
One-handed Sword	4	0	0	STR+1S/P	
Hand and a half Sword	2	1	1	STR+2S/P	
Two-handed Sword	0	2	0	STR+3S/P	
Hand Axe	5	0	0	STR+RS	
Two-handed Axe	2	1	0	STR+2S	
Fencing Foil	4	1	2	STR+2P	

9.2 Projectile Weapons

Projectile Weapons	Concealability	Range(m)	Damage	Weight
Dart	9	0-10	STR/P	
Throwing Knife	9	0-10	STR+1P	
Throwing Axe	6	0-15	STR+1S	
Bow	2	0-60	STR+3P	
Crossbow	2	0-100	3	
Sling	11	0-50	DEX+1	
Atlatl	1	0-70	STR+2	
Spear	2	0-20	STR+2	
Rock	6	STR*5	STR	

9.3 Ballistic Weapons

Ballistic Weapons	Concealability	Range(m)	Damage	Weight
Light Machine Gun	0	0-150	4	
Sniper Rifle	0	0-400	8	
Sporting Rifle	1	0-300	6	
Sub-machine Gun	5	0-150	2	
Assault Rifle	2	0-250	3	
Shotgun	3	0-100	7	
Pistol	7	0-50	1	

9.4 Explosives

Explosives	Concealability	Range(m)	Damage	Weight
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Grenade

6

STR*5

7

10 Attribution Index

10.1 Attributes

The following attribute definitions are licensed under [Creative Commons Attribution-ShareAlike 3.0 Unported](#) and taken from Wiktionary:

[Strength](#), [Dexterity](#), [Constitution](#), [Intelligence](#), [Willpower](#)

10.2 Oddities and Skills

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[Carousing](#), [Climbing](#), [Escape](#), [Foraging](#), [Jumping](#), [Scrounging](#), [Occultism](#), [Surgeon](#), [Swimming](#),

11 Contributors

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