

# CCARPS World Framework v1.0.0-rc2

WSG Community, by WizardSpire Games and the WizardSpire Community

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# Oddities

## Oddity Creation Guide

Oddities are character traits that can be chosen by players at character creation or given by Game Masters during play as situations arise. Oddities define things like which hand the character is dominant in using for a particular task, and how curious or adventurous the character is.

Each oddity has a positive and negative variant, and each variant can have an extreme and a moderate version. Generally each Oddity will have a name and a sub-name to determine the severity. Each Oddity will also have an associated point cost and modifier value or values. In the case there is a variant shown with a cost of 0 this is the assumed variant if none is taken specifically. In some rare cases the positive and negative modifier are determined by situational circumstances and the oddity will only have one variation. In these rare cases the point cost will never be 0.

## Oddities List

**Handedness** The handedness of a character can influence his or her ability to perform tasks in the game world. For example a right handed person would receive a detriment in any situation where an action requires manual dexterity of the left hand; an ambidextrous person would receive no penalties to target numbers to perform the action in the same situation.

**Ambidexterous** 25 points +2 modifier An ambidextrous person is able to do any task equally well with either hand.

**Cross-Dominance** 10 points +1 modifier for matching tasks -1 for opposing tasks. Task handedness should be identified on the character sheet before an action is attempted, undefined actions receive no bonus. Cross-dominance or Mixed-handedness is the change of hand preference between tasks. **Right-Dominant** 0 points +1 modifier for right handed actions, -1 modifier for left handed actions. Right-handed people are more skillful with their right hands when performing tasks. **Left-Dominant** -10 points

+1 modifier for left handed actions, -1 modifier for right handed actions. Left-handed people are more skillful with their left hands when performing tasks. **Ambilevous** -25 points -2 modifier on actions requiring nimble fingers or hands Ambilevous people demonstrate awkwardness with both hands.

**Balance** balance is an ability to maintain the line of gravity (vertical line from centre of mass) of a body within the base of support with minimal postural sway. Uncanny balance exceptional balance average balance poor balance unbalanced

**Personality** [http://en.wikipedia.org/wiki/Big\\_Five\\_personality\\_traits](http://en.wikipedia.org/wiki/Big_Five_personality_traits)

Openness to Experience (inventive/curious vs. consistent/cautious). Appreciation for art, emotion, adventure, unusual ideas, curiosity, and variety of experience. Openness reflects the degree of intellectual curiosity, creativity and a preference for novelty and variety a person has. It is also described as the extent to which a person is imaginative or independent, and depicts a personal preference for a variety of activities over a strict routine. Some disagreement remains about how to interpret the openness factor, which is sometimes called “intellect” rather than openness to experience.

## Curocity

Conscientiousness (efficient/organized vs. easy-going/careless). A tendency to be organized and dependable, show self-discipline, act dutifully, aim for achievement, and prefer planned rather than spontaneous behavior.

Extraversion (outgoing/energetic vs. solitary/reserved). Energy, positive emotions, surgency, assertiveness, sociability and the tendency to seek stimulation in the company of others, and talkativeness. Extraversion is “the act, state, or habit of being predominantly concerned with obtaining gratification

from what is outside the self” Introversion is “the state of or tendency toward being wholly or predominantly concerned with and interested in one’s own mental life”. An ambivert is moderately comfortable with groups and social interaction, but also relishes time alone, away from a crowd.

Extravert (outgoing/energetic) 5 points +1 modifier on -1 modifier on solitary tasks Ambivert (outgoing/reserved) 0 points no modifiers Introvert (solitary/reserved) -5 -1 modifier on social encounters +1 modifier on solitary tasks

Agreeableness (friendly/compassionate vs. analytical/detached). A tendency to be compassionate and cooperative rather than suspicious and antagonistic towards others. It is also a measure of one’s trusting and helpful nature, and whether a person is generally well tempered or not.

Compassionate (Friendly and Compassionate) 10 points +2 modifier to charisma based skills Cooperative (Friendly) 5 points +1 modifier to charisma based skills Neutral (Friendly and Analytical) 0 points no modifier Suspicious (Analytical) -5 points -1 modifier to charisma based skills Antagonistic (Analytical and Detached) -10 points -2 modifier to charisma based skills

Neuroticism (sensitive/nervous vs. secure/confident). The tendency to experience unpleasant emotions easily, such as anger, anxiety, depression, and vulnerability. Neuroticism also refers to the degree of emotional stability and impulse control and is sometimes referred to by its low pole, “emotional stability”.

Extreme Neuroticism (Sensitive and Nervous) -10 points -2 to perception based skills Neuroticism (Sensitive or nervous) -5 points -1 to perception based skills Neutral 0 points no modifier

Emotionally Stable 0 points no modifier

Strong Bones

High Pain Tolerance

Echolocation

### **Catfall**

**Code of Honor** Every code of honor is different, It is up to the Player and Game Master to determine the exact wording of a given code of honor. The code of honor must be written on the character sheet. General Code of honor -5 points -1 to perform any action that would violate the Code of Honor +1 perform any action that would be required by the Code of Honor Strict Code of Honor -10 points -2 to perform any action that would violate the Code of Honor +2 perform any action that would be required by the Code of Honor

### **Combat Reflexes**

### **Compulsive**

### **Danger Sense**

### **Defensive Training**

### **Delusions**

### **Dutiful**

### **Empathy**

### **Fearless**

### **Flexibility**

### **Gluttony**

### **Greed**

### **Hearing**

Honesty  
Integrity  
Language Talent  
Luck  
Madcap  
Manic  
Pain Threshold  
Peaceability  
Pedantic  
Perceptive  
Resistance  
Talent  
Temperament  
Vision  
Vow

## Skill List

*See “Oddities and 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.

**Martial Arts (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.

## Armor

Armor Resistance Tables are used for creation of armor items. Armor in use should include the resistance numbers as attributes of the item itself, as determined by the tables below. This allows for Game Master and players to implement advanced mechanics, like wear and tear, to equipment.

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

# Weapons

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

## Damage Types Reference

B = Bludgeon  
 S = Slash  
 P = Pierce  
 E = Energy  
 RB = Range/reach Bludgeon  
 RS = Range/reache Slash

Damage with an "/" means "this or that": B/P is Bludgeon or Pierce, depending on how it was used

## Melee Weapons

Melee Weapons	Concealability	S	M	L	E	Parry	Damage	Weight
Club	5	0-6ft	7ft	8ft	9ft		STR+RB	
Staff	2	3-6ft	7ft	8ft	9ft		STR+RB	
Pole Arm	2	3-6ft	7ft	8ft	9ft		STR+RB/P	
Flail	5	3-6ft	7ft	8ft	9ft		STR+1B	
Knife	6	0-6ft	7ft	8ft	9ft	0	STR+1P	
Spike	6	0-6ft	7ft	8ft	9ft	0	STR+1P	
One-handed Sword	4	0-6ft	7ft	8ft	9ft		STR+1S/P	
Hand and a half Sword	2	3-9ft	10ft	11ft	12ft	1	STR+2S/P	
Two-handed Sword	0	6-12ft	13ft	14ft	15ft	0	STR+3S/P	
Hand Axe	5	0-6ft	7ft	8ft	9ft	0	STR+RS	
Two-handed Axe	2	3-9ft	10ft	11ft	12ft	0	STR+2S	
Fencing Foil	4	3-6ft	7ft	8ft	9ft	2	STR+2P	

## Projectile Weapons

Projectile Weapons	Concealability	S	M	L	E	Damage	Weight
Dart	9	3-30ft	50ft	60ft	65ft	STR P	
Throwing Knife	9	3-30ft	50ft	60ft	65ft	STR+1P	
Throwing Axe	6	0-15ft	35ft	40ft	45ft	STR+1S	
Bow	2	0-40ft	60ft	80ft	85ft	STR+3P	
Crossbow	2	0-50ft	70ft	90ft	95ft	3	
Sling	11	0-20ft	40ft	50ft	55ft	DEX+1	
Atlatl	1	0-35ft	55ft	65ft	70ft	STR+2	
Spear	2	0-20ft	40ft	50ft	55ft	STR+2	
Rock	6	STR*5	STR*5+1	STR*5+2	STR*5+3	STR	

## Ballistic Weapons

Ballistic Weapons	Concealability	S	M	L	E	Damage	Weight
Pistol	7	0yd	25yd	75yd	100yd	1	

Shotgun	3	0yd	25yd	75yd	100yd	7
Sub-machine Gun	5	0yd	25yd	75yd	100yd	2
Light Machine Gun	0	0yd	75yd	125yd	150yd	3
Assault Rifle	2	0yd	175yd	225yd	250yd	3
Sporting/Sniper Rifle	1	0yd	325yd	375yd	400yd	6

## Explosives

Explosives	Concealability	S	M	L	E	Damage	Weight
<hr/>							
Grenade	6	STR*5	STR*5+1	STR*5+2	STR*5+3	7	

## Skill & Oddity Attribution

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

[Acting](#), [Acrobatics](#), [Animal Handling](#), [Carousing](#), [Climbing](#), [Diagnosis](#), [Disguise](#), [Camouflage](#), [Engineer](#), [Environmental Suit](#), [Escape](#), [First aid](#), [Foraging](#), [Forgery](#), [Hiking](#), [Interrogation](#), [Jumping](#), [Law](#), [Leadership](#), [Lockpicking](#), [Navigation](#), [Occult](#), [Occultism](#), [Scrounging](#), [Tactics](#), [Surgeon](#), [Swimming](#),