



CORPSTM

Nutshell Edition 1.3

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"Part of being a game designer is the grim knowledge that at any moment you could be replaced by an infinite number of monkeys..."

Greg Porter

What is this?

This is the "nutshell" edition of **CORPS**, the **Complete Omniversal Role-Playing System**. It's free for the taking. However, it is copyrighted and you may not sell it, modify it and claim it as your own, and so forth. You may give it away, put it on public access bulletin boards and Internet sites, and write anything you want for the system, so long as you aren't abusing the "personal use" clause of the copyright laws, or charging anyone else for using it or any derivative materials without our written permission.

The Rules

Enough legal mumbo-jumbo. We don't have a lot of space, so you aren't getting *all* the rules, just enough to design basic characters and get a feel for things. It also shows you just how little you *really* need to learn to use the system.

Character Generation

Characters are built with Attribute Points (AP) and Skill Points (SP), which are not interchangeable. Everything your character is will be bought with these points. Around 100AP and 50SP is an "average" person, while a heroic fantasy character might start off with 150AP & 150SP. Attribute *and* skill costs are below:

Level	Cost	Average man*	Average woman*
1	1	STR 5	STR 4
2	4	AGL 4	AGL 5
3	9	AWR 4	AWR 4
4	16	WIL 4	WIL 4
5	25	HLT 5	HLT 5
6	36	POW 1	POW 1
7	49		
8	64	*Based on 99AP	
9	81		
10	100		

Example - A player wishes their character to have an above average STR attribute, and buys a level of 6. This costs 36 of their AP, points which are used up and no longer available to put towards other attributes or character advantages.

People will usually range in level from 1-10 in each of these attributes, which represent the following:

STR	Strength - physical strength
AGL	Agility - dexterity, coordination
AWR	Awareness - IQ, perception
WIL	Will - toughness, personality, looks
HLT	Health - constitution, recovery, stamina
POW	Power - psychic potential

Each attribute represents raw potential or broad, non-specific experience. This potential gives the characters a low level of skill in *all* areas governed by that attribute. This level of skill is called Aptitude, and is equal to 1/4 the level in the attribute, rounding nearest.

Example - A person with AGL 6 (Aptitude 2) would be naturally better at swinging a sword than a person with AGL 4 (Aptitude 1), but would still not be as good as a person who actually had formal training to the mediocre level of 3.

This is important because you buy your skills up from this Aptitude level, so your Aptitude makes skills based off that attribute 1SP cheaper for an Aptitude of 1 (Attribute of 2-5), and 4SP cheaper for an Aptitude of 2 (Attribute of 6-9).

Skills

Skills are mostly those abilities which you have deliberately trained yourself in, but which often have a physical component or limit, like how good a dancer you are is dependent on your agility. Attributes represent the potential, while skills represent the reality.

Total skill	Description	AWR sample	AGL sample
1	Aptitude	Untrained	Untrained
2	Good Aptitude	Grade school	Yellow belt
3	Hobbyist	High school	Green belt
4		Trade school	Blue belt
5	Serious amateur	Assoc. degree	Red belt
6	Low professional	Bachelor's deg.	
7	Professional		Black belt
8		Master's deg.	3rd level belt
9		Ph.D.	5th level belt
10+	World class	Nobel laureate	

Skill types

Characters can have several types of skills, with different game effects:

Free Skills - You get your native language at your AWR, and your native culture at half your AWR (round up), free of charge. These are considered Primary skills. The GM may also allow other free "everyone has this" skills.

Familiarity - Costs 2SP. It represents minimal formal training, and the skill level is still the character's Aptitude. It lets the character use the "out of combat" skill bonus, something characters with just Aptitude may not apply. Familiarity only applies to Primary skill categories, and you may not get Secondary or Tertiary skills if you only have Familiarity.

Primary Skill - The broadest skill category, like "Projectile weapons". It has the normal skill cost, *which you subtract your Aptitude bonus from (1 or 4SP)*. You may not have a Primary skill higher than the governing attribute for that skill.

Secondary Skill - This is a specialization of a Primary, like "Pistols" is a Secondary of "Projectile weapons". This *adds* to the Primary, but the maximum level you can have is half the Primary, round down (min. of +1). Aptitude *does not* apply to Secondary or Tertiary skills. With GM permission, (skills) may be bought as Primary instead of Secondary skills.

Tertiary Skill - This is a specialization of a Secondary, like "Beretta 92F" is a Tertiary of "Pistols". This *adds* to the Secondary, but the maximum level you can have is half the Secondary, round down (min. of +1).

Difficult Skills

If a skill is harder/easier to learn than normal, the cost to buy the skill is different. This difficulty will add or subtract to the effective level for determining SP cost. For instance, a (+1) skill bought at level 4 would cost like it was bought at level 5. You must spend *some* SP to learn even an easy (-1) skill.

Skill Trees

Each genre will have a particular set of skills associated with it. A partial example is below.

High Fantasy Skill Tree

Category (Attribute)

Primary skills

Secondary skills

Tertiary skills

Combat skills (AGL)

Projectile weapons

Bows

Crossbows

Slings

Melee weapons

Knife

Sword

Mace/Club

Polearm

Staff

Thrown weapons

Axes

Knives

Spears

Other

Unarmed combat

Punch

Kick

Hold

Block

Martial Arts(+1)

Punch

Kick

Hold

Block

Dodge

Throw

Lethal blow

Vehicle Operation (AGL)

Land vehicles

Wagon

Water vehicles

Sail ship

Oared ship

Equestrian

Particular beast type

Medical (AWR)

First aid

Medicine(+1)

Veterinary (+1)

Trades (AWR)

Animal breeder

Purpose or type

Armorer

Armor or weapon type

Cook

Nationality or cuisine

Farmer

Mechanic

Shipwright

Trades (AGL)

Blacksmith

Carpenter

Jeweler

Stonemason

Locksmith

(Lockpicking)

Ads & Disads

These are character traits that either gain you AP and/or SP (disads), or cost AP and/or SP (advantages).

Age - Gain 2AP & 4SP per year over age 16 (up to age 30).

Background - Gain 5AP or SP for a 500 word character description.

Contacts - Pay 15SP for a well-placed friend who can do you favors.

Enemies - Gain 15SP or AP if you are an outlaw.

Natural Aptitude - Pay 10AP to halve the cost of a single attribute (GM permission required).

Pain Tolerance - Pay 5AP to ignore non-lethal hits of \leq WIL Aptitude.

Physical Ad - Pay 5AP for +2 in a specific application of an attribute.

Physical Lim - Gain 4AP or SP for 2 point penalty on class of actions.

Psych Lim - Gain 2AP or SP for minor trait, 8AP or SP for major one.

Wealth - Gain 2SP for -1 year of savings, pay 2SP for +1 year.

Money

Starting money is based on your best employable skill, times itself, times the number of years *after* age 16 where you could reasonably be employed. If you have no employable skills, use the better of STR or AWR and subtract 2 to represent using native strength or wits to make a living.

Equipment

See the short equipment list on the character sheet at the end of the rules. Otherwise, you're on your own.

Academics (AWR)

Alchemy

Poisons

Architecture

Fortifications

Astronomy

(Astrology)

Biology

(Herbalism)

Economics

(Bribery)

Foreign language (specify)

Spoken or written only (-2)

Related language (-1)

History

Secret societies (+1)

Investigative research

Library research

Bureaucrats

(Streetwise)

Law

Nationality

Religious law

Military science

Unit tactics

Siege tactics

Music

(Specific instrument)

Philosophy

Arcane religions

Psychology

(Influence)

(Interrogation)

(Seduction)

Sorcery

Sorcery type

Theater

(Disguise)

(Catfall)

(Pickpocket)

Writing

Illumination

Area knowledge (AWR)

V.large area/subject (+2)

Large area/subject (+1)

Medium area/subject (+0)

Small area/subject (-1)

V.small area/subject (-2)

Environment (AWR)

Survival

Warm climate

Cold climate

Dry climate

Urban

Hunting

(Stealth)

(Tracking)

Environment (HLT)

Drinking

Running

Swimming

Climbing

Other (?)

Sports

Hobbies (-2)

Skill Use

Your skill level in **CORPS** is compared to the adjusted Difficulty of the task being performed. If the skill is \geq Difficulty, you succeed. If not, you roll 1d10 to check for success. You succeed if you roll an 11 or less, *minus 2 for each point of difference* between your skill and the Difficulty.

Example - If your skill is 4 and the Difficulty is 6, you need an 11, minus 4 for the difference of 2 points, or a 7 or less.

Task Difficulty

For AWR or long-term tasks, apply the following Difficulties:

Task	Difficulty	Base time
Extremely easy	1	1 action
Very easy	2	1 second
Easy (draw or reload a weapon)	3	2 seconds
Average	4	5 seconds
Moderate (pick an average lock)	5	10 seconds
Hard (hotwire a car)	6	20 seconds
Professional level (appraise jewelry)	7	1 minute
Impossible without training	8	2 minutes
Impossible without professional training	12	1 hour
Impossible for just about anyone	16	1 day

While many skills will have specific modifiers, the following list adjusts the Difficulty of most skills.

Task	Modifier
"Out of combat" (low pressure situations)	-2
.5x normal time spent (e.g. fast-draw a pistol)	+1
1x normal time spent (default)	+0
2-4x normal time spent (aiming an extra phase)	-1
5-9x normal time spent (aiming a full turn)	-2
10-16x normal time spent (aiming two full turns)	-3
Fortuitous circumstances (good equipment, etc.)	-1 to -2
Impairing circumstances (no idea how to do it, etc.)	+1 to +5

You can never get more time bonuses than half your Primary skill (round up). For instance, the GM says scaling a wall is Difficulty 5 vs. your AGL Aptitude of 2. If you spend 2x the normal time, the Difficulty goes to 4. Since your Aptitude is 2, you can't get more than a -1 to Difficulty from extra time.

Combat Basics

All combat proceeds in 1 second turns. Within a turn, characters act in order from highest skill to lowest skill, on Initiative phases, with a new turn after Initiative 0. On an Initiative phase you can make an attack (punch, shoot), a defense (block, parry) or move (start, stop, crouch, dodge). Each action you do in a turn must be separated by at least 2 Initiative phases from the previous action, and each action after the first is a 2 point penalty to Difficulty if there is a skill roll involved. The highest Initiative phase in which you can change your movement status is your AGL Aptitude (usually 1 or 2). You *may* use the same skill more than once per turn. You may accelerate up to 3m during a turn, or decelerate up to 6m, with a maximum running speed of 9m per turn. Facing changes count as 1m movement, moving backwards costs double, and standing up takes all your movement in a turn.

Ranged Combat

The base Difficulty for hitting a target with a ranged weapon is the square root of the range in meters, plus 2.

Range(m)	0	1	2-4	5-9	10-16	17-25	26-36	37-49	50-64	65-81	82-100
Difficulty	2	3	4	5	6	7	8	9	10	11	12
Firer move	-	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Targ. move	-	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5

Your weapon will have a stat called "Range Mod", which will reduce the range-based Difficulty by its level, down to a minimum Difficulty of zero. If either the firer or target is moving, apply Difficulty modifiers based on the distance moved.

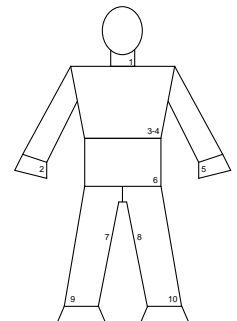
Melee Combat

In melee combat, the base Difficulty to hit is your opponent's AGL Aptitude. This is increased by any penalties *you* have for consecutive actions in a turn. They may also block, which increases the Difficulty by their skill, or parry, which increases it by their skill-1. A block or parry is "used up" once an attack is made against it, and its bonus no longer counts. A dodge allows you to add your AGL Aptitude again, and apply it vs. all types of attack over an entire turn, but you take a penalty of this amount to your own actions.

Damage

The Damage of an attack increases the Difficulty of performing actions with the part of the body hit, and half that (round down) to adjacent locations. Hit locations are:

Roll	Location	Aim Difficulty
1	Head/neck	+2
2	Right arm	+2
3-4	Chest	+1
5	Left arm	+2
6	Abdomen	+1
7	Upper right leg	+2
8	Upper left leg	+2
9	Lower right leg	+2
10	Lower left leg	+2



Melee attacks do damage based on STR, and weapons or attack types may adjust damage or location hit.

Melee attacks	Damage Value	Location Mod.
punch damage	STR/4(n)	-2
kick damage	STR/3(n)	+1

Armor

Armor is rated as two numbers, like x/y. The first number subtracts from *all* damage. The second number takes any *lethal* damage that gets by the first and converts it to *non-lethal* damage. For instance, a 2/4 armor will stop 2 points of bullet damage and make 4 more non-lethal. The second number *does not* affect attacks which are *initially* non-lethal.

Recovery

Injured characters get back their HLT per day for non-lethal injuries, and HLT per month for lethal ones.

