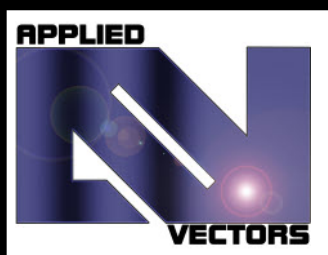




CORPS

RULES EXPANSION



Ian R Liddle
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CORPS™ RULES EXPANSION

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INTRODUCTION

Welcome to the Rules Expansion for the **CORPS** game system. The project has taken some time to reach completion, life has a way of getting in the way of the things we really want to do.

CORPS is one of my favorite systems, right from the original first edition, and it is a game I have constantly come back to because it provides fast accurate rules of play and isn't bogged down with tons of rules.

I was overjoyed when Greg Porter gave me permission to create this book – it was a dream come true you might say.

This book introduces some new rules to the game and expands upon existing rules in order to make your gaming experience better.

However, if you don't like any of these new rules, then don't use them, it's as simple as that. In fact, I would be glad to hear about any changes that you make.

Some of the material herein has appeared before. Certain rules were adapted from the **TimeLords** and **SpaceTime** game (also by **BTRC**) into the **CORPS** rules, and the rules for organizations have been reprinted from the 1st Edition **CORPS** rules, as they were not included in the standard 2nd Edition rules set. All of this has been done with the written permission of Greg Porter and **BTRC**.

I just hope you have as much fun playing with these rules as I did creating them.

Ian R Liddle

▼ ADS & DISADS

"If everything is coming your way then you're in the wrong lane." Anonymous

This section includes all sorts of additional rules for advantages and disadvantages, as well as clarifications of existing ones.

Acceleration Tolerance

This allows you to add your WIL Aptitude to your HLT, when trying to resisting the detrimental and harmful effects of high acceleration. This costs 2AP. See page 15 of this book for the rules regarding Acceleration Effects.

Appearance

How good looking a characters is. Now this is a tricky one to do in **CORPS**, it was suggested to use levels of Fame or the Physical Advantage Ads to mimic this trait but I think we need a whole new and separate Advantage for it. Fame can still be used to show famous beauties like Liz Hurley, Kylie Minogue etc. Use Physical Ads like 'Busty' or 'Sexy Voice' to enhance this advantage.



Criminal Record

You have been convicted of a crime, and there is a file kept on you by the security services (Enemy Level 2 maximum if you've done the time or Enemy Level 3+ if you have been convicted but have escaped justice or are known to be the culprit.

Dark Secret

You have a dark and hideous secret, a real skeleton in the closet. You cannot even consider this secret coming out and you will do your utmost to keep things under wraps.

The Level of the disad denotes how severe the secret is and each Level of Dark Secret is worth 5AP or SP.

If, during the game the secret could be revealed you must bribe, give into blackmail, intimidate or worse to keep the secret hidden. This leaves you at the sadistic whim of your games master.

When the secret is finally revealed, it is converted into it's equivalent point's value in Enemies, Negative Fame or other Disads depending on the nature and type of the Secret.

▼ Dark Secret

Level AP/SP Effect

1	+5	Should anyone find out you'll never get another promotion, a wife/husband etc
2	+10	People will shun you for your secret, friends, family etc will disown you
3	+15	You will have to flee your country and live in exile to avoid prison for your secret
4	+20	Should this level of secret be revealed you become a marked man, the authorities, a lynch mob etc will try to kill you

▼ Appearance

Level AP Effect

-3	+15	Horrible, -3 WIL for sex appeal
-2	+10	Ugly, -2 WIL for Sex appeal
-1	+5	Unattractive, -1 WIL for sex appeal
0	0	Average Appearance
+1	-5	Good Looking, +1 WIL for sex appeal
+2	-10	Attractive, +2 WIL for sex appeal
+3	-15	Beautiful, +3 WIL for Sex appeal

CORPS RULES EXPANSION

There is always a chance of the secret being revealed in any given adventure, this is determined by the games master, and should be based on the steps taken by the character to keep the secret safe. Obviously some secrets wouldn't be easy to find without a major investigation into the characters past etc, so you can guarantee the Enemies of Level 4 or higher will either already have the information, or will get it very soon.

Enhanced Regeneration



This advantage means somehow, the character heals much faster than normal. It is available in several types which are shown in the table below:

▼ Enhanced Regeneration

Level	AP	Effect
Normal	-20	You heal Lethal Impairment and Attribute damage per Week, Non-Lethal Impairment per Hour and Exertion per Minute
Super	-40	You heal Lethal Impairment and Attribute damage per Day, Non-Lethal Impairment per Minute and Exertion per Second
Meta	-60	You heal Lethal Impairment and Attribute damage per Hour, Non-Lethal Impairment and Exertion per Second
Semi Divine	-80	You heal Lethal Impairment and Attribute damage per Minute, Non-Lethal Impairment and Exertion per Second
Divine	-100	You heal Lethal Impairment and Attribute damage, Non-Lethal Impairment and Exertion per Second!

Flashbacks

Sometime, you've have had a very bad experience, this could be through trauma, an accident or perhaps from hallucinogenic drugs. Every so often you drift off into memories of these events which impairs your abilities somewhat.

The flashbacks are caused when one or more 'trigger' events are present — these can be virtually anything but must be related to the events which caused the flashbacks in the first place.

E.g. the flashbacks are caused by a car crash, so trigger events could be the smell of gasoline, the sensation of movement in a car, seeing a car wreck etc.

The base difficulty to resist the flashback depends on its severity (see the table opposite), this is modified by +1 for each trigger event that is present beyond the first. A failure usually means you freeze up absorbed into the memory until it runs its course, a failure by more than your WIL however means you physically relive the memory—shooting at imaginary targets, screaming etc.

▼ Flashbacks

Severity	AP/SP	Effect
Minor	+5	Difficulty to resist is WIL+1
Major	+10	Difficulty to resist is WIL+3
Severe	+15	Difficulty to resist is WIL+5

Height and Weight (Additional)

These are supplemental notes to those given in CORPS 2nd edition page 22. Since some people are well out of the normal mass range allowed in CORPS, to mimic those in game terms see the chart opposite:

CORPS RULES EXPANSION

▼ Height & Weight (Additional)

Mass	Effect	AP	SP	Tough/Frail
+200%	Obese	+80	+20	Tough. 4
+100%	Huge	+40	+10	Tough. 3
+50%	Fat	+20	+5	Tough. 2
+30%	Plump	+12	+3	Tough. 1
-20%	Slim	+8	+2	Frailness 1
-30%	Thin	+12	+3	Frailness 2
-40%	Skinny	+16	+4	Frailness 3
-50%	Anorexic	+20	+5	Frailness 4

This goes well above the normal ranges in the CORPS 2nd edition book (page 22), but then so do some people. For a real world example, consider a Sumo wrestler or an anorexic model.

The Frailness or Toughness Level is to take into account 'natural padding' or lack of it and must be paid for separately if they are desired.

Immunity

The character has at some point in their life, contracted and recovered from a disease and developed a natural immunity to it. This costs 5AP for an immunity to a viral disease or influenza. Also for 5AP you can buy an immunity to certain poisons or alcohol as long as you have a background that justifies this. For 10AP you can buy an immunity to rabies or some other nasty but uncommon disease. Characters in a society with a reasonably advanced technology can acquire these immunities for a cost of money rather than AP.

Longevity/Slowed Aging



A character with this advantage ages at only half the usual rate. They still gain the normal AP and SP for their age, and aging rolls are still made at 30 years old and per year after. The aging difficulty roll is normal, but you only lose half as many AP/SP if you fail. This costs you 25AP. It also means they look younger than they are by up to their real age halved.

Metaphysical Adv



This is the opposite of a Metaphysical Lim. Something strange keeps happening that affects you in a positive way. This costs 5AP, and the exact effects vary, depending on what you pick from the table. Normally the end result is a +2 bonus in a certain specific method of an attribute or skills functioning.

▼ Metaphysical Adv

Item	Effect
Lucid Dreams	Bonus to AWR for remembering dreams
Guardian Angel	Bonus to lucky incidents that are useful to you
Animal Empathy	Bonus when dealing with animals
Sensitive	Bonus to AWR when sensing magical or spiritual forces
Aura of Power	Bonus to WIL for intimidation or command

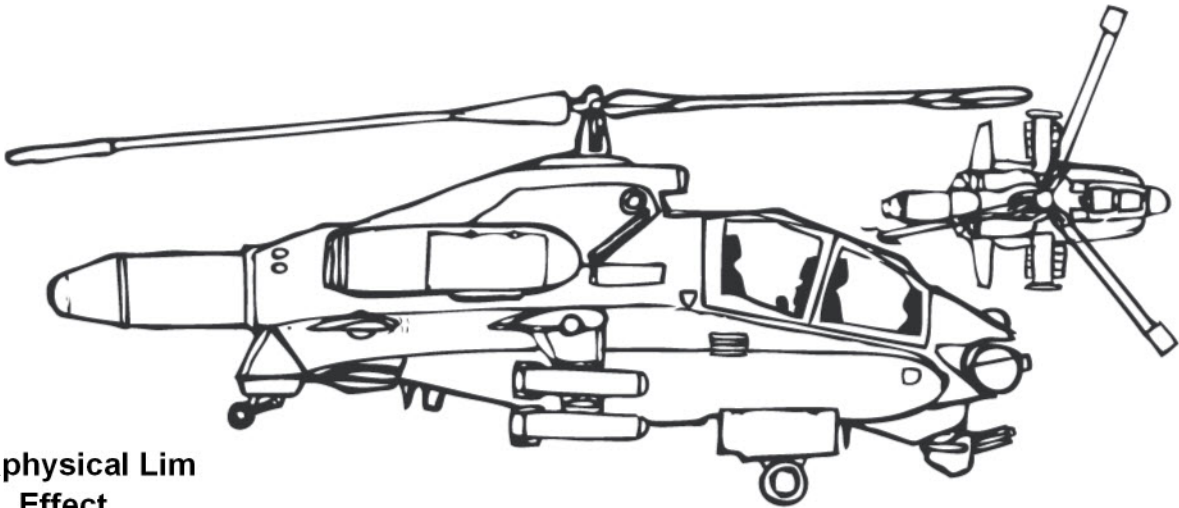
Metaphysical Lim



This is some weird problem generally not explainable by science or modern thought that affects you in one way or another. You get 2AP or SP per Level of this limitation and it usually adds to the difficulty of any task performed in that situation.

Some of these Metaphysical Lims could be done as Psych Lims in certain campaigns. It is suggested that the maximum limit for these Lims in a 'realistic' campaign is no more than 5 Levels, and even then they should be very rare at that strength.

See overleaf for sample limitations.



▼ Metaphysical Lim

Item	Effect
Creepy	Level is added to a character's Fear Rating when they do something scary, and is extra difficulty to appropriate social tasks.
Tainted	Evil is like a virulent disease and you are tainted by its power. Level is extra difficulty to WIL to avoid acting in an evil manner when faced with a moral or ethical choice.
Marked	You bear some kind of unusual or metaphysical mark, this could be stigmata, mystical symbols etc. It is always in an easily visible place such as (palms of hands, forehead etc) and the Level adds to others AWR when trying to remember you as well as being extra difficulty for disguise when you are trying to cover it up. This is worth double the points.
Haunted	A ghost haunts you. Level of disad is added to Difficulties due to distraction, and is extra difficulty to WIL tests for trying to ignore the spook and concentrate on what you're doing.
Attractor	You seem to attract supernatural events, spirits, monsters and so forth. Level is d10 chance per game session of something 'odd' happening around your character. This can lead to a negative reputation with everyone but paranormal investigators

Physical Adv (Additional)

These are additional advantages to those given in the CORPS 2nd edition rulebook, page 24.

▼ Physical Adv (Additional)

Item	Effect
Night Vision	Reduces penalty to AWR in the dark
Directional hearing	AWR bonus to locate sounds
Double Jointed	AGL bonus to escape
Combat Reflexes	Initiative bonus in combat
Good Peripheral Vision	Reduces facing penalties
Direction Sense	Bonus to determine direction
Distance Sense	Bonus to determine distance
Perfect Pitch	Bonus to tell an exact musical tone
Time Sense	Bonus to know the time
Rapid healing	HLT bonus for healing

Physical Lim (Additional)

These are additional physical limitations to those given in the CORPS 2nd edition rulebook, page 25.

See the table opposite for example Physical Lims:

CORPS RULES EXPANSION

▼ Physical Lim (Additional)

Item	AP/SP
Loss of finger or toe	+1
Albino	+5
Color Blindness	+5
Epilepsy: Petite Mal	+5
Epilepsy: Grand Mal	+10
Hemophilia	+10
No sense of smell or taste	+5
Paraplegic (2 limbs)	+25
Quadriplegic (4 limbs)	+50
Lame (per 1m/s less than normal max)	+2

Psych Adv

This is the opposite of a Psychological Limitation. You have a known but quite uncommon mental advantage of some type. This costs 5AP, and the player and games master must determine the exact effects. Normally the end result is up to a +2 bonus in a certain specific aspect of an attribute or skills functioning.

▼ Psych Adv

Item	Effect
Artistic	Bonus to any drawing or graphics related skill
Calculator	Bonus to skill for math's tests
Code Breaker	Bonus to skill when trying to crack a code
Computer	Bonus to computer use skills
Natural Pilot	Bonus to piloting or driving a specific type of vehicle
Engineer	Bonus to single mechanical or technical skill use
Stylish	Bonus to sex appeal for knowing what to wear/how to look good
Cool	Bonus when resisting fear and intimidation

Psych Lims (Cultural)

Certain cultures have their own inherent Limitations as described in CORPS 2nd edition page 26. What follows are some guidelines, to give you an idea how the Cultural Limitations work.

As you know, some cultures have major differences as compared to others, but most follow the same kind of general pattern:

Familiarity: Think of the culture you are trying to describe, what is the single thing they are noteworthy for – a seagoing race is famed for their sailing skills, so they have a Familiarity with such skills.

Sexism: Most cultures sadly, are sexist to a greater or lesser degree, depending upon their basic structure: Patriarchal societies will typically be sexist to women, to a greater or lesser degree, as they will be seen as the 'weaker' sex.

Religion: Every culture has one or more religious bodies of thought. Typically the dominant or 'state' religion will be listed in the Cultural Psych profile, more religious nations will have higher ratings than others.

Jingoism: How tolerant this culture is of others, it is indicative of the level of tolerance the people of this culture have for others whom are not of their country. It is similar to racism but isn't directed at any one race in particular; instead it is applied to 'anyone else'

Racism: Typically reserved for those countries that have a definite racist issue with another type of people that exist within their own culture.

Human Rights: How much the country subscribes to human rights, i.e. how well it treats its own citizens.

CORPS RULES EXPANSION

Non-Combatant: A lot of countries will have this as part of their Cultural Lims, unless they readily allow weapons to be owned and used by the general populace.

Average Social Class: Most cultures will alter the average social class covered later in these rules, as some countries are 'richer' than others, and thus able to provide a better standard of living to their citizens.

Tech Level: This will normally vary by culture, as some cultures will be more advanced than others, even on the same world.

Psych Lims (General)

Psych Lims should use their level added to the characters normal WIL as difficulty to overcome on a WIL test. Since a Psych Lim is ingrained behavior you in essence have to beat your own strength of will to overcome it, depending on how deep rooted the limitation is, (i.e. its Level). This means it is hard to overcome a Level 3-4 Lim (5- or 3- respectively) which is more accurate since they are supposed to be "borderline psychoses".

Additionally the 'Phobia' Psych Lims add 1 to the Fear Rating of whatever you are frightened of, and you always check for fear against that source, even if it doesn't normally need a Fear test.

These notes then make the Psych Lim "worth" the points as it is never automatic to overcome them with normal unmodified WIL (specific WIL enhancing drugs for example alter your current WIL for the test).

▼ Psych Lims (General)

Item	Effect
Homophobia	Fear of homosexuality
Panzaism	Never sees the fantastic
Quixotism	Sees only the fantastic
Slave Mentality	Must be told what to do

Psych Lim (Human Rights)

This is generally only used for cultural Psych Lims as it shows how much a given culture subscribes to Human Rights. By this I mean how much off-hand cruelty a culture is likely to inflict on its subjects and how often that is likely to happen.

The higher the Level, the more concern for others will be shown by that culture, this limits the actions that a character or nation can take. Most countries would be at Level 2 for this, as nearly every country gives its citizens certain basic 'rights'; the right to bear arms, the right to own property/vote etc.

A country with no rating in this Psych Lim, gives its citizens no rights whatsoever, and has the right to do whatever it likes to its citizens.

Short Lifespan

This means your character has a short lifespan, this could be due to a fast metabolism to genetically encoded destruction dates or simply just denoting a race with a short life. Each Level taken in Short Lifespan is worth 10AP and halves the age when aging rolls begin, in addition to doubling the frequency of such rolls.

▼ Short Lifespan

Level	Begin at:	Roll Every:	Ave Lifespan:
1	15 yrs	6 months	35 years
2	7 yrs	3 months	17 ears
3	3 years	6 weeks	8 years
4	1 year	3 weeks	4 years
5	6 months	1 week	2 years
6	3 months	3 days	1 year
7	6 weeks	1 day	6 months
8	3 weeks	12 hours	3 months
9	1 week	6 hours	6 weeks
10	3 days	3 hours	3 weeks

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Obviously too many Levels in this Lim will make a character unsuitable for most games, really it is best used to mimic the short life spans of alien races. Do not use this Limitation when designing new animals for the CORPS game, it is meant to be applied only to characters.

The Aging Roll Difficulty and AP/SP lost will also vary in a similar manner.

Social Class

All characters, regardless of origin have a base Social Class depending on their Culture (see Cultural Psych Lims in this book) this is usually 0 for developed countries.

You may increase your Status upon the creation of your character or during play—but advances during play have you considered 'Nouveau Riche' by your peers.

This does not include any Levels of Fame (see CORPS 2nd edition, page 21), as some people of high social class are not even known about by others.

Each positive Level in Social Class gives a -1 to the difficulty of getting casual co-operation from those less important than you and each positive Level can also count as Influence (see CORPS 2nd edition, page 125) with the positive Level being the Influence 'Attribute'.

Your Social Class also indicates how much money you have in the bank and modifies how much you earn (see CORPS 2nd edition, pages 27-29). In other words the notation "money in the bank" is applied to the Cr listed in the calculation on page 28 and "salary" is applied to the Cr listed and the seniority rule in the calculation on page 28.

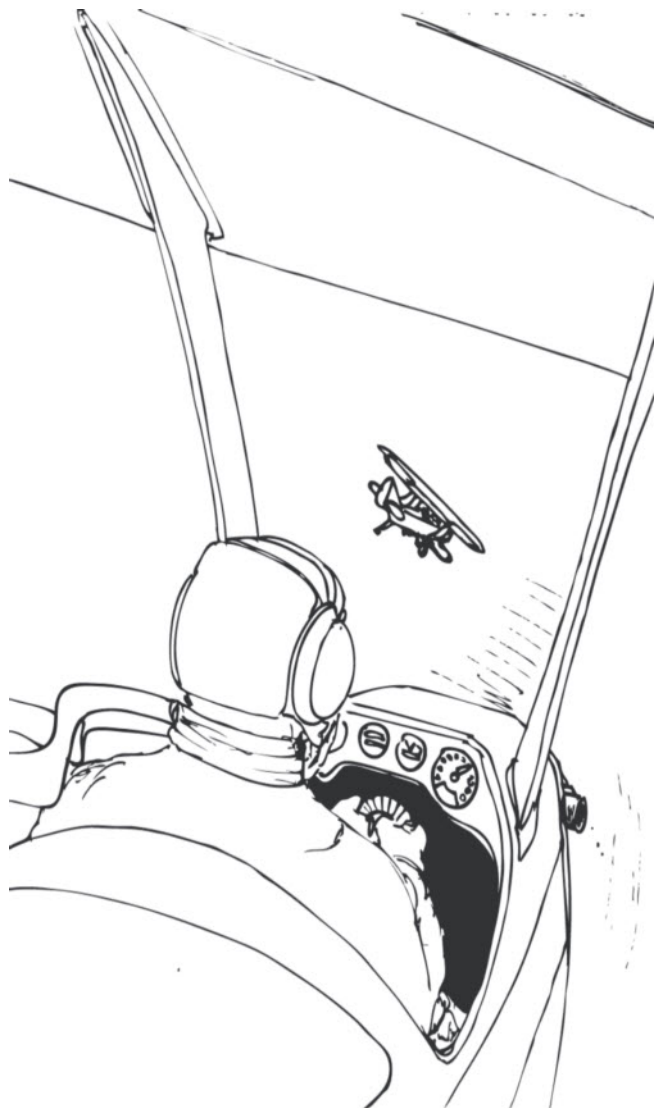
The Social Class chart is found at the end of this section on Page 11.

Vulnerability

To take into account the extreme effects of some common substances on supernatural creatures, the following modification to the existing Disad is suggested.

Fast Effect: If the effect takes place after a few seconds then again every minute, we would suggest doubling the point's value of the Disad.

This would allow you to mimic really extreme effects, like vampires and sunlight, or vampires and holy water. It is unsuitable for most humans except to cater for severe allergies, which can result in a fast death. For example, some people suffer just such a reaction to shellfish, wasp stings etc.



CORPS RULES EXPANSION

Wealth

This advantage specifically represents unusual or excessive wealth beyond the amounts shown on the Social Class table. This would represent those people who may belong to a certain social class, but have more money than that social class would seem to indicate (for example Lottery winners, embezzlers etc).

Each Level of this Advantage costs 10AP and each Level multiplies the amount of Money in the Bank the character has by a factor of 10, as shown opposite:

▼ Wealth

Description	AP	Money in Bank
Affluent	-10	x10
Wealthy	-20	x100
Rich	-30	x1,000
Very Rich	-40	x10,000

Bear in mind, that this kind of wealth will produce jealousy and envy among you own social class, often earning you enemies you don't even know (or suspect). In addition, if the money is due to illegal activity, it may at some point earn an investigation by the law of the land.

▼ Social Class Table

Level	Description	Money in Bank	Salary	AP/SP
-4	Outlaws, traitors, lepers and other worthless scum	x1/8	x1/8	+40
-3	Beggar, serf, slave, street criminal	x1/6	x1/6	+30
-2	Unemployed, poor peasant, beggar, poacher, miner, huntsman, bondsman, outsider or underworld figure.	x1/4	x1/4	+20
-1	Servant, poor tenant farmer, urban poor, lackey, well placed slave	x1/2	x 1/2	+10
0	Average Citizen	0	0	0
1	Respected member of the community, doctor, university faculty, freehold farmer, shop owner, merchant, city council member	x2	x2	-10
2	Extremely respected community member, village elder, county sheriff, mayor of small town, successful businessman	x4	x4	-20
3	Industrialist, major local employer, major of large city, minor celebrity or media figure	x8	x8	-30
4	Mayor of major metropolis, someone found in 'who's who', member of congress	x16	x16	-40
5	Junior senator, senior congressman, mega celebrity, national Corporate CEO's	x32	x32	-50
6	Mega corporation CEO's, state governors, prime ministers, minor king	x64	x64	-60
7	President or PM of a major nation, head of state, sultan , king	x125	x125	-70
8	Holy roman emperor, pope, ruler of several states	x250	x250	-80
9	Ruler of a world government, president, king of a single planet	x500	x500	-90
10	Ruler of a trade federation or small empire numbering 10 or less worlds	x1000	x1000	-100
11	Ruler of an empire numbering 100 or less worlds	x2000	x2000	-110
12	Ruler of an empire numbering 1000 or less worlds	x4000	x4000	-120
13	Ruler of an empire numbering 10,000 or less worlds	x8000	x8000	-130
14	Ruler of an empire numbering 100,000 or less worlds	x16000	x16000	-140
15	Ruler of an empire numbering up to 1 million worlds	x32000	x32000	-150

▼ COMBAT

"When there is no peril in the fight there is no glory in the triumph." Pierre Corneille

This section introduces some new rules and modification of existing combat rules.

Blowthrough and Blowoff

As an addition to the notes given on page 48 of the CORPS 2nd Edition rulebook, the following rules are offered.

Taking into account the new rules included in this book for Called Shots, smaller body locations are typically easier to be affected by damage than the larger ones.

So, rather than have an unwieldy and complicated damage increase table, I've found it easier to take it into account by lowering the Blowthrough and Blowoff threshold for the smaller locations.

The number listed on the chart is the Damage Value where Blowthrough and Blowoff would occur if reached in a single blow or attack, as per The normal rules.

These results follow the normal rules for Blowthroughs and Blowoffs, with the following exceptions:

Head locations cause Autokill except if it is the Ear, Eye and Jaw/Mouth locations that suffer Blowoff/Blowthrough. You wouldn't expect to die instantly from having an ear cut off would you?, you might bleed to death - but that takes time.

Chest locations produce Autokill, as it is a pretty important part of the body.

Eventually Fatal Injuries

As an addition to the currently existing Blowthrough and Blowoff rules, I would suggest that if a location does suffer Blowthrough or Blowoff, if it isn't an Autokill then it should be an Eventually Fatal Injury automatically, due to blood vessels and or arteries being severed or crushed/split.

▼ Blowthrough & Blowoff

Location	Limit
Head (1)	10
Face	8
Jaw/Mouth	6
Ear	2
Skull	10
Throat/Neck	4
Eye	2
Arm (2,5)	5
Shoulder	5
Upper Arm	4
Elbow	3
Lower Arm	4
Hand	3
Fingers	2
Chest (3-4)	5
Collar	3
Mid Chest	5
Ribs	4
Abdomen (6)	5
Stomach	5
Abdomen	4
Groin	3
Upper Leg (7,8)	5
Hip/Buttock	5
Thigh	4
Knee	3
Lower Leg (9,10)	5
Shin/Calf	5
Foot	4
Toes	3

Damage Values

Because it is sometimes tricky to work out damage values (based on a division of STR) when you're in a hurry, I offer the following table:

▼ Damage Value Table

STR	/2	/3	/4	/5	/6
1	1	0	0	0	0
2	1	1	1	0	0
3	2	1	1	1	1
4	2	1	1	1	1
5	3	2	1	1	1
6	3	2	2	1	1
7	4	2	2	1	1
8	4	3	2	2	1
9	5	3	2	2	2
10	5	3	3	2	2

Maneuver descriptions

These are additional to those given in CORPS 2nd Edition pages 55-57.

Bite

A quite feeble attack for most humans at least. This counts as a length 1 weapon and inflicts STR/5(n) Combination damage. You can of course, attempt an Increased Damage attack as usual to improve this.

Flying Tackle

This is basically a Grab targeted to the abdomen. If successful, the attacker must beat the target's STR with his own and if he does, both the target and the attacker are knocked over and rendered prone.

Look up the attacker's speed that turn in m/s on the falling chart (CORPS 2nd Edition page 93) and apply the listed Base DV as a bonus to effective STR for the test above.

The target and the attacker will take Combination damage as if they had fallen a distance equal to half the speed of the attacker in m/s, as they both tumble together before landing in a heap.

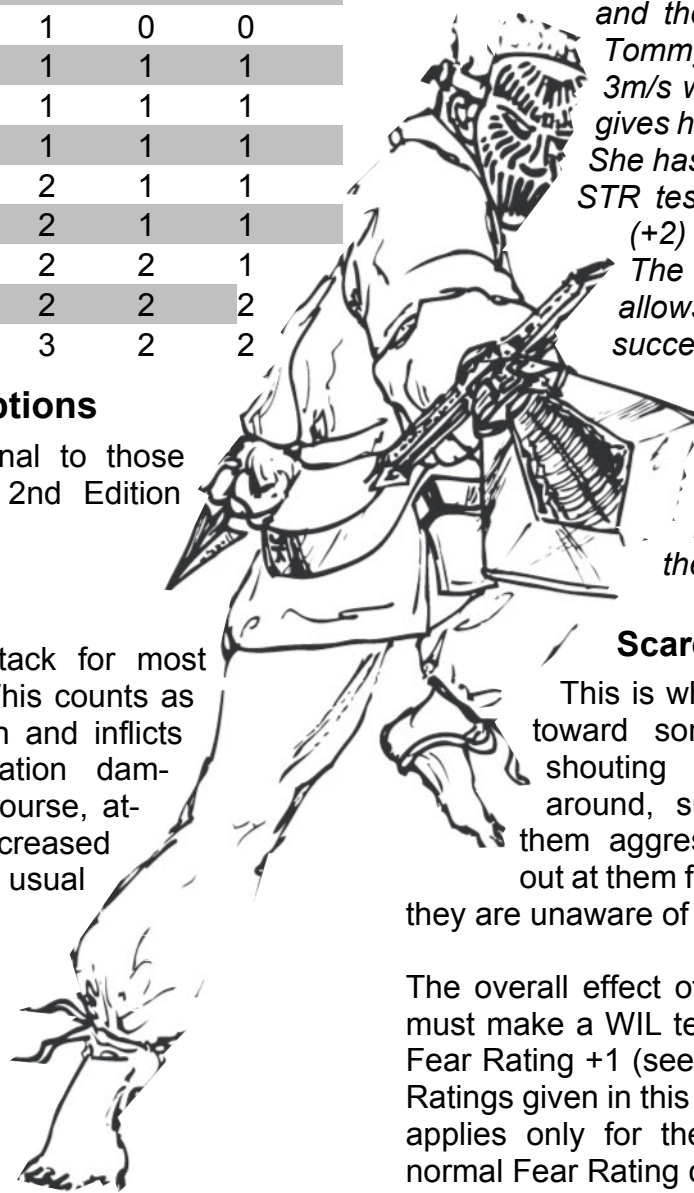
Example – Susan, already running after Tommy runs up and across the roof of a car and then launches herself at Tommy. She is moving at 3m/s when she hits him. This gives her a +2 to effective STR. She has to make a Difficulty 6 STR test, using her STR of 4 (+2) =6 to take him down. The bonus due to moving allows her an automatic success.. Susan and Tommy will 'fall' a distance of 1.5m (half the distance Susan moved) and take 2 attacks at DV2 as they bash off the ground.

Scare

This is where you run or charge toward someone like a lunatic shouting & waving weapons around, suddenly move toward them aggressively or simply leap out at them from behind cover when they are unaware of your presence.

The overall effect of this is that the target must make a WIL test against your normal Fear Rating +1 (see the new rules for Fear Ratings given in this book on page 28). This applies only for the first turn, then your normal Fear Rating comes into play.

It can be a quite effective form of attack, but only if the target doesn't know or suspect you are there....



CORPS RULES EXPANSION

Shove

This is where you push a target with the simple intention of sending him as far as you can. It is an attack that causes no damage and is at -2 to Attack Difficulty.

You can shove someone a distance equal to your STR Attribute minus their STR Aptitude, but each extra meter that you shove someone past your own STR Aptitude adds +1 to your total Attack Difficulty (as it represents a violent shove). The victim must make an AGL Aptitude test versus the distance shoved or fall over.

All distances moved are in meters, and damage is zero unless the target hits something while in motion (use the distance moved on the falling damage chart CORPS 2nd Edition page 93 to determine Damage Value).

If you fail to hit the target of your shove, you must make an AGL Aptitude test versus the distance you intended to shove the target or fall over.

Slam

This attack can only follow a successful Grab. After taking hold of an enemy, you then slam them into some solid object, like a wall or a table. You take an additional -2 to your base defense and you inflict STR+2/2 damage to your opponent. The Difficulty for the Slam skill test is the STR of your target.

If the object is soft you will inflict zero damage, if it is a hard object covered with a soft one, the damage will be non-lethal only (like a cushion or pillow on a table), if it is a normal object (wall, jukebox, pool table etc) the damage will be combination, and if it is a dangerous object (like a spiked wall) the damage will be lethal only.

A failed roll means you do not hit the object, probably because the target manages to resist you slamming them. Victims can try and escape as normal for a Grab. This attack can be combined with Lethal Blows, Increased Damage hits etc.

The DV is applied to both the target and the object they are slammed into, so don't forget the rules for breaking things.

If the target doesn't escape your Grab, you'll still have hold of them next round....

Example – Tommy grabs Susan and intends to slam her into a wall. He attacks from behind so she has a 3 point penalty to her base defense, aiming for both her upper arms which adds +3 to the Difficulty (i.e. Susan's base defense) and using both his arms to attack.

He succeeds in grabbing Susan, so now both himself and Susan will have penalties to their base defense (Tommy is at -2 and Susan is at -4) and all other skill use.

Tommy's slam is a +2 (second action), +2 (for holding Susan), which is applied to Susan's STR of 4 to give a Difficulty of 8 for his Slam task. If he succeeds he will inflict DV 4 combination damage to Susan's Torso.

Slap/Nail Gouge and Rake

This attack counts as a length 1 weapon and inflicts STR/5(n) Combination damage. You can of course attempt an Increased Damage attack as usual to improve this.

Sweep/Trip

This attack is designed to knock an opponent off his feet, whether through an elaborate leg sweep or just sticking your foot out when the target runs by.

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If stationary the target must pass an AGL Aptitude test versus your STR attribute. If he fails – down he goes. In most cases this will be a fall of 1m for purposes of determining DV.

If moving the target must make an AGL Aptitude test versus their own speed in m/s or fall over. (use half the speed on the damage for falling table, CORPS 2nd Edition page 93 to determine Damage Value).

This is of course, an Aimed or Called Shot to the leg and you can increase the damage with a Lethal Blow if you're trying to break the target's leg(s). You may add +1 to AGL for calculating AGL Aptitude for each extra leg or 'leg group' the target has beyond 2.

Throwing (Additional)

In addition to the Throwing Rules from page 56 of the CORPS 2nd Edition rulebook, it is worth knowing that you can throw someone a maximum distance in meters equal to your STR Aptitude.

Look up the distance thrown on the Falling chart (page 93 of the CORPS 2nd Edition Rulebook) to determine the DV of the impact after the Throw. If the target is moving when you grab and throw him, he will be thrown a distance equal to half his speed after the successful Grab (bearing in mind of course, that the grab attempt will be modified by the target's speed).

Called Shots

These are an expansion of the notes given on page 62 of the CORPS 2nd Edition rulebook, and follow the notes given there. The table opposite follows the same progression of Hit Location size and layout.

An entry in Italics will indicate a location that has additional effects if injured.

▼ Called Shots

Location	Difficulty	Size
Head (1)	+2	small
Face	+2	small
Jaw/Mouth	+3	very small
Ear	+4	tiny
Skull	+3	very small
Throat/Neck	+3	very small
Eye	+4	tiny
Arm (2,5)	+2	small
Shoulder	+3	very small
Upper Arm	+2	small
Elbow	+3	Very small
Lower Arm	+2	small
Hand	+3	Very small
Fingers	+4	tiny
Chest (3-4)	+1	big
Collar	+3	Very small
Mid Chest	+1	big
Ribs	+2	small
Abdomen (6)	+1	big
Stomach	+1	big
Abdomen	+2	small
Groin	+3	Very small
Upper Leg (7,8)	+2	small
Hip/Buttock	+3	Very small
Thigh	+2	small
Knee	+4	tiny
Lower Leg (9,10)	+2	small
Shin/Calf	+2	small
Foot	+3	Very small
Toes	+4	Tiny

An entry on the table in Bold indicates the normal 'big' hit locations from the original rulebook.

A hit to the Throat/Neck can result in some very nasty injuries.

A Frontal hit that causes a Broken Bone indicates a crushed Trachea.

This is really serious as it means you can't breathe. Treat the character as being in the 'Too Thick' category for breathing (see CORPS 2nd Edition column 2, page 82). This will mean death as they choke, unless they have a friend with First Aid skill and

CORPS RULES EXPANSION

medical equipment (or a drinking straw/biro case).

To apply such treatment is a Difficulty 7 task, and a failure adds 1 to the Damage Value (recalculate Eventually fatal and Auto kill as usual).

A Rear Hit that causes a Broken Bone will indicate spinal damage. This results in paralysis from the neck downwards – rendering your whole body out of commission until the injury heals.

Example - Susan (with STR 4 and armed with a baseball bat STR+1 DV) takes a random swing and smacks Tommy in the back of the neck. She would inflict a Combination DV of 5 (STR 4, +1 for the bat) which is 3 Non-lethal and 2 Lethal. He ignores all but 1 point of the Non-Lethal so he takes 1 Non-Lethal and 2 Lethal. The Lethal damage is eventually fatal (a 2 was rolled) and broke a bone (1 was rolled). This means Tommy is out of the action and almost totally paralyzed until he heals.

A hit to the Eye that causes a Broken Bone result will result in blindness with that eye. This gives +5 AWR difficulties when trying to use visual AWR (as per the Physical Lims in the CORPS 2nd Edition Rules, page 25) and is usually a permanent effect.

Any Rear Hit to the Chest that causes a Broken Bone will indicate spinal damage on a 2- chance. This will result in general paralysis from the Chest downwards – rendering your arms, hands, legs, feet and abdomen out of commission until the injury heals.

Any Rear Stomach Hit that causes a Broken Bone will indicate spinal damage. This results in paralysis from the Abdomen downwards – rendering your legs out of commission until the injury heals.



A Groin Hit as we ALL know is one of the most painful injuries you can get. Since it is a major nerve center I would suggest using the following rule for Knockout Difficulties. Instead of using the normal Difficulty for the Abdomen Location, calculate the Difficulty as you would for a Head hit. This is meant to represent the elevated levels of pain injuries to the groin produce.

Example – Susan kicks Stephen in the groin. She normally inflicts Non-Lethal DV 2. Normally this would be Knockout Difficulty 4 for Abdomen hit but with the rules above this becomes an 6 Difficulty. Since it is equal to his WIL he just grunts in pain. Someone with a normal WIL of 4 would have had to roll a 7- in order to be unaffected by the kick.

Bear in mind, that normally Groin attacks would be 'Increased Damage' attacks as they are usually aimed for maximum effect.

Explosions

Expansions on the given rules for explosions, meant only to enhance the game.

Deafening

Explosives are very loud when they explode. As such, anyone who takes any damage whatsoever from the explosive must roll a dice. This is the number of minutes they have a +2 difficulty to Hearing based AWR rolls, this penalty drops to +1 for a further time equal to the original roll, and then the character recovers.

Knockback

A character will typically be thrown away from the center of a blast a distance equal to the square root of the DV inflicted by the explosion – before any armor worn is taken into account, use the listed DV for range to calculate this. Characters kneeling down will only be thrown half this distance and characters lying down will only be thrown one-tenth this distance.

Damage for the impact at the end is treated like a fall of equivalent distance and reduced by AGL Aptitude.

Underwater Explosions

To accurately mimic the overall effects of explosions underwater, the following rules have been created:

The shockwave (non lethal) damage is halved for every 2 range steps to the target.

The Fragmentation (Lethal) damage is halved for each range step to the target (as normal), but treat the target as if he were twice as far away.

Example – You drop a 4kg block of TNT into a lake. This does DV20. The non lethal damage is halved at 4m, 16m, 36m, 64m etc, so a target 15m away would take DV5. The same target would be effectively 30m away for fragmentation purposes so he would take 0DV

CORPS RULES EXPANSION

▼ REAL WORLD

"Never expose yourself unnecessarily to danger; a miracle may not save you.. and if it does, it will be deducted from your share of luck or merit."
The Talmud

These are additional rules to cover character interaction with their environment, other people and animals. They are additional to the notes beginning on page 79 of the CORPS 2nd Edition Rulebook.

Acceleration Effects

These optional rules provide for the effects of moving really fast, for example being in a rocket during lift off or making turns at high speed.

In order to avoid blackouts you'll need to make a HLT test every 10 seconds at a Difficulty equal to the Gs of Acceleration. A failure means you blackout for 10 seconds (base), which is doubled for every point of failure. A failure by more than your current HLT will mean an overall +1 Whole Body Impairment per point failed by. This Difficulty rises by +1 for every 10 seconds of constant acceleration, and must be rolled every 10 seconds, even if you have already failed (because eventually, you can and will die through high acceleration).

When making High speed turns roll for each turn, see the chart below to work out the Gs and Difficulty for the HLT roll

▼ Acceleration Effects

Modifier	Difficulty
Base Gs of a 15 degree turn	Turn Mode/10 – 2
Base Gs of a 30 degree turn	Turn Mode/10
Base Gs of a 60 degree turn	Turn Mode/10 + 2
Base Gs of a 90 degree turn	Turn Mode/10 + 4

Example - 1G acceleration is 10m/sec/sec. A rocket going into orbit travels at 6-7G acceleration when at maximum burn, so the crew will have a Difficulty 6-7 HLT roll to remain conscious during lift off. Once rockets are jettisoned, the acceleration stops, and the crew will recover.

Example - A jet fighter is traveling at 1800kph (Turn Mode 60) and wants to make a 30 degree turn, the pilot will have to make a Difficulty 6 HLT roll. Should he want to do the same turn in only half the distance, i.e. a 60 degree turn, the Difficulty would be 8.

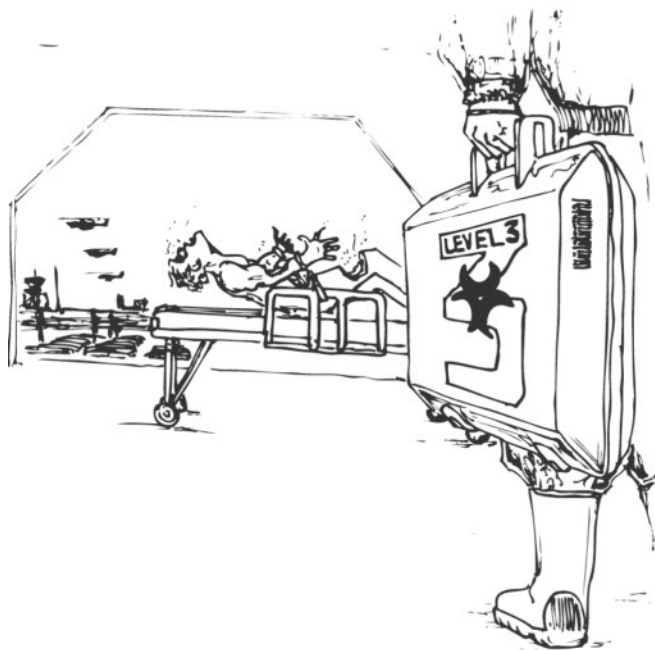
Building Things

When you are building something in CORPS you use the rules on page 79 of the 2nd Edition rulebook, and add +12 to the Difficulty to find the Time Difficulty from page 38 of the same book. Problem is, the listed Time Difficulty only covers up to one day and the time divisions between Difficulty 8 and Difficulty 16 are not entirely clear. So I offer an expanded version of the chart covering Difficulty 8+

▼ Building Things

Difficulty	Base Time	Difficulty	Base Time
8	2 min	20	1 month
9	5 min	21	2 months
10	10 min	22	5 months
11	20 min	23	1 year
12	1 hr	24	2 years
13	2 hrs	25	5 years
14	5 hrs	26	10 years
15	10 hrs	27	20 years
16	1day	28	50 years
17	2 days	29	100 years
18	1 week	30	500 years
19	2 weeks	31	1000 years

Also, the number you add to find the Time Difficulty should really be dependent on how the item is being manufactured.



▼ Time Difficulty

Manufacture Type	Build Time Difficulty	Examples
Hand Built	+12	Blacksmith
Micro factory	+7	While U Wait
Mass Production	+5	Factory

These assume you are building the items from the raw materials. If you have all the components and are simply 'putting them together' you may modify the Basic Difficulty (from CORPS 2nd Edition page 79) by -2, which in turn also modifies the Time Difficulty.

In all cases you ignore the 'total part replacement' as you are building the parts from nothing, not replacing parts in a damaged item.

'Cosmetic damage repair' when building things represents the final product having chrome covers, fancy paint jobs etc.

'Artistic restoration repair' means the finished product will have hand painted surfaces, one-of-a-kind artwork and so forth.

Example – You buy a lead dragon miniature that is about half the length of your arm when put together (Size 20). The Difficulty to put it together and paint it will be:

Modifier	Difficulty
Size looked up as range	7
Putting bits together	-2
Out of Combat	-2
Artistic Restoration Paint Job	+4
Total	7

Time Difficulty for hand built is +12 = 19 so it would take about a fortnight to glue the parts together, paint it up, apply highlights etc. This is correct for a serious professional paint job on a model that size.

Radiation Damage

Radiation Poisoning can be a serious danger in some games; these are usually Post Apocalyptic, Modern and Science Fiction Genres.

In CORPS, this kind of damage works in a totally different way to other damage, such as that covered in combat. This other kind of damage is Permanent and cannot be reversed! It can have serious effects on a character's unborn children and at extreme levels can kill a character very quickly.

To determine the effects of radiation on a character, look up the number of rads you've been exposed to on the following table. The Difficulty listed is for a HLT Test to avoid the effects of excess radiation exposure.

This Difficulty will have to be rolled three times. Once to avoid Radiation Sickness, once to avoid Cancerous Effects and once to avoid Mutagenic effects. They are rolled in the order given above.

CORPS RULES EXPANSION

▼ Radiation Damage

Rads Exposed	HLT Difficulty
10	1
20	2
30	3
40	4
50	5
60	6
70	7
80	8
90	9
100	10
200	11
400	12

Cancerous Effects

Failure by 1 Means you have a minor cancer. This will reduce your HLT by 1 point per year, until it reaches zero and you die. Roll 1d10 every month and if you roll a 1 twice in succession, you go into remission (no more HLT losses) continue to roll each month as a 10 will make the cancer come back.

Failure by 3 Means you have a serious cancer. This will reduce your HLT by 1 point every 6 months until it reaches zero and you die. Roll 1d10 every month and if you manage to roll a 1 twice in succession, you go into remission (no more HLT losses) continue to roll each month as a 10 will make the cancer come back.

Failure by 5 Means you have a Deadly cancer, This will reduce your HLT by 1 point every 3 months until it reaches zero and you die. Roll 1d10 every month and if you manage to roll a 1 twice in succession, you go into remission (no more HLT losses) continue to roll each month as a 10 will make the cancer come back.

Cancer Therapy

There is no known non-paranormal TL12 way to cure cancer, so the best way to say it is, you can offset the penalties of lost HLT by taking a concoction of drugs and chemotherapy. This course of treatment costs 1kcr per point of AP lost to the illness. Every month of therapy roll 1d10, if you roll a 1 the cancer goes into remission and treatment may be stopped. Otherwise, if the treatment is stopped the Attribute Loss will continue as normal.

The therapy course runs over the same time period as the HLT losses – i.e., per year for Minor cancers, every six months for Serious Cancers and every three months for the Deadly Cancers. Bear in mind the Difficulties of finding these drugs in some areas of the world, which could seriously affect the price of them. Also in some countries, you may be able to get them for free if they have a working national health service (like the UK).

Example - Tommy wanders into a high radiation area and suffers 70 rads of exposure. He has HLT 5, which means he must roll 7- or suffer adverse effects from either Radiation Sickness and/or Cancer. Say he rolls 8 for the Radiation Poisoning test (fail by 1) and rolls a 10 for the Cancer roll (fail by 3). He succeeds on the roll to avoid mutagenic effects. This means he will suffer Slight Radiation Poisoning and a Serious Cancer!

A little while later, after he has lost 3 points of HLT, he raises enough money for treatment. A HLT of 5 is 25AP, and he's now on 3 HLT, which is 9AP.

This means it will cost him 16kcr every 6 months (the difference between the two) for treatment to offset his HLT loss and return it to normal for as long as the treatment continues.

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He could spend less and have his HLT only returned to 4, which would only cost him 9kcr per 6 months. This amount must be spent every 6 months to avoid the Attribute Loss returning.

Mutagenic Effects

Failure by 1 Denotes Minor effect on your offspring and no effect on yourself. Your offspring could possibly have up to 25AP in mutations, whether beneficial or harmful.

Failure by 3 Denotes Major effect on your offspring and Minor effect on yourself. Your offspring could possibly have up to 50AP in mutations, whether beneficial or harmful, and you may develop up to 25AP worth of mutations.

Failure by 5 Denotes Serious effect on your offspring and Major effect on yourself. Your offspring could have up to 100AP in mutations, whether beneficial or harmful, and you may develop up to 50AP worth of mutations.

Radiation Sickness Effects

Failure by 1 Denotes Slight Radiation poisoning. This means beginning 1d10 hours after exposure the character will be at half All Skills and Attributes, and spend the next 1d10 days like that, feeling nauseous and vomiting with a terrible headache. After this time it will wear off after another 1d10 hours.

Failure by 3 Denotes Major Radiation poisoning. This means 1d10 hours after exposure the character will suffer the same effects as Slight Radiation Poisoning, this gradually worsens so after that duration and for the next 2d10 days you will be completely incapacitated (all stats at Aptitude only and skills at 1) as you vomit blood, have bloody diarrhea, some internal bleeding, your gums bleed and your hair falls out.

This will gradually reduce until it returns the character to the Slight Radiation Poisoning level for the next 1d10 days. Finally 1D10 hours after this time ends the character is technically recovered, save the baldness. You will typically lose 5% of your total body hair for each day of the 2d10 duration.

Failure by 5 Denotes Death. This means 1d10 hours after exposure the character will suffer Slight Radiation Poisoning, this will gradually worsen so after that duration and for the next 2d10 days you will suffer Major Radiation Poisoning which will gradually worsen until, at the end of that duration, the character will finally die.

Zero Gravity Effects

Zero gravity environments (or more properly Micro-gravity environments) have many problems all their own, movement and control being the most important of these.

These rules require the addition of four new Skills to the CORPS rules: Zero Gravity Movement (AGL), High Gravity Movement (AGL), Zero Gravity Combat (AGL) and High Gravity Combat (AGL). Both are needed to use the following rules, but you could always default to AGL Aptitude in a crisis. Zero and High gravity movement averages with your STR and/or AGL for movement purposes. Zero and High Gravity Combat averages with your normal skill when fighting in a freefall environment.

Movement

Environment (AGL)

Zero Gravity Movement

Delicate Movements

Fast Movements

High Gravity Movement

Delicate Movements

Fast Movements

Zero Gravity Combat (+1)

Projectile Weapon Use

Melee

Hand to hand

High Gravity Combat (+1)

Projectile Weapon Use

Melee

Hand to hand

In zero gravity your speed of movement is effectively unlimited, when you boost yourself off an object. You can accelerate up to your STR Aptitude in m/s each turn by giving yourself a boost from objects you pass.

You can decelerate by your STR Aptitude in m/s per turn by grabbing passing objects to slow down. A STR test with a Difficulty equal to your speed in m/s will allow you to stop instantly in that turn by hanging on to the objects you grab, but you will take combination damage to your arms equal to your STR Aptitude.

If you are unable to stop before hitting a solid object, treat m/s speed as distance fallen under the Falling rules (CORPS 2nd Edition page 93) using your AGL Aptitude as the DV modifier.



Combat

There are a few factors to consider when fighting in zero gravity depending on what you are fighting with.

Projectile Weapons

These weapons have the little problem of Recoil. Unless you are braced with your back to a door or bulkhead, movement from the recoil of your own weapon is +1 m/s per shot fired. It is an AGL test with a Difficulty equal to speed to change your facing, so you can see what you're going to flatten your face on...

A skilled person can use weapon fire to counteract recoil movement from earlier shots (pivot opposite and shoot). Your Turn mode for this is equal to your Projectile Weapons skill.

When you are hit by a missile weapon, (in addition to Impairment) you will also be moved backward at a rate equal to recoil (+1 m/s per shot that hits you). This applies whether the weapon did any damage or not, a bullet that flattens itself harmlessly on armor will knock you back as much as one which embeds itself in your body.

One benefit of Vacuum is that Projectile weapons Damage Values do not decrease with range like they do on earth.

Explosions

These are INCREDIBLY dangerous in zero gravity. An explosion will hurl you away from the center of the blast at a speed equal to the square root of its Damage value in m/s.

Melee

When you attack in zero gravity, your body moves in the opposite direction. This reduces the force you hit with.

Unless you are braced the maximum damage you can inflict in Melee Combat is equal to your STR aptitude halved. Braced in this case means having your back to a wall or securely holding another object.

A missed blow will send you in the direction of that blow at a speed equal to your STR Aptitude.

Even if you do hit, the Damage you inflict becomes your m/s speed away from the target, as when you connect you get pushed back as well.

Space Sickness

Humans are not naturally designed for a zero gravity environment and it does funny things to our sense of balance and direction – you have no idea of where 'up' or 'down' is, which is disconcerting to say the least!

Each time you encounter a new situation in zero G (crossing an open airshaft, floating with no means of support etc) you must make a Difficulty 6 WIL roll or be totally disorientated, dizzy and unable to act for 1 sec per point of failure.

Each success reduces the Difficulty by 1. When the Difficulty reaches an automatic success – you need never roll again, you've adjusted to zero gravity. If you fail the roll by half of your WIL or more, you get to review your last meal in zero gravity!

Each failure will raise the Difficulty of the next roll by 1. When the Difficulty reaches the level where you have no chance of success except by a 'long shot' you are unable to adapt to zero gravity, and must be returned to normal gravity in order to avoid constant disorientation. You may try to adapt again after a month has gone by with you spending that time in a gravity well.

General Difficulties

As gravity decreases, it becomes harder to perform certain actions involving movement of the whole body, quick movements etc. the skills above can be used to offset these penalties on a point for point basis i.e. you reduce the penalty by your level of skill.

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▼ Low Gravity Effects

Gravity Action Penalty

0.9	+1
0.8	+2
0.7	+3
0.6	+4
0.5	+5
0.4	+6
0.3	+7
0.2	+8
0.1	+9
Less than 0.1	+10

Example - Susan is on an orbital station trying to pick a lock. This would normally have a Difficulty of 6, but this rises to 11 due to being in 0.5 gravity. Since her Zero Gravity Movement skill is on level 4, this reduces the extra penalty for .5G down to only +1, making the Difficulty only 7.

Of course, for the unskilled the easy way to help offset low gravity penalties is to take extra time and care in what you're trying to do.

Carrying Things

The normal carrying capacity of the character in low G is divided by the new gravity to get the load they can carry. This affects movement normally due to the objects actual mass, but the penalties to actions are less.

Example – Susan has STR 4 so she could carry 16kg/0.5 which is 32kg and be Full encumbered whilst in the Orbital Station. Effectively she has Double the STR for carrying things. In deep space she would be effectively 10x as strong as normal for her STR (as the gravity is only 0.10g)

High Gravity

Increased gravity has very much the same effect on character abilities as low gravity. It slows you down and makes it harder to do things.

General Difficulties

As gravity increases, it becomes harder to perform certain actions involving movement of the whole body, quick movements etc. The High Gravity skills above can be used to offset these penalties on a point for point basis i.e. you reduce the penalty by your level of skill.

Multiply the character's weight by the current gravity. The difference between this and the character's actual weight counts as permanent encumbrance while in that gravity field. This affects actions as usual. Strong character's have an edge while overweight characters are at a distinct disadvantage.

Example – Susan at STR 4 finds herself on a 1.5 gravity world. She normally weighs 60kg. On this planet she effectively weighs 90kg. This means she has 30kg permanent encumbrance, which places her at 2x encumbered, giving her a +4 penalty to physical actions. Since her High Gravity Movement skill is only a 4, she cancels out all of the four points of penalty, leaving her with no total penalty due to effective encumbrance in the gravity..

Had she a lower skill, say only 2 she would have suffered a +2 penalty to physical action due to the high gravity.



▼ PARANORMAL

"There is no such thing as chance; and what seem to us merest accident springs from the deepest source of destiny." Schiller

This section expands on the list of Paranormal powers that are available on pages 95-110 of the CORPS 2nd Edition rulebook, it also adds some new powers and clarifies existing ones.

Basics

There are a couple of new ideas to take into account for magical or religious based Paranormal Powers. They are probably best used in High fantasy games, but the choice is yours.

Covens

The old witches coven. Allegedly the most powerful (and rare) of all the types of occult gatherings. The idea being that with a full coven you can reshape the world. Covens provide an automatic Power Multiple per member beyond the first, and each member may contribute POW to the use of the Power, up to a maximum of the High Priests POW each.

However, each member must have some knowledge of the same Paranormal Power, with exactly the same modifiers.

As you can see, a fully functioning 13 member coven is a ferocious opponent. In a realistic setting a full coven hasn't really been seen since biblical times, most modern covens are really only Cults (see below). Luckily getting enough people together with Exactly the same Paranormal Power is an extreme rarity in itself. It would probably be the focus of an entire campaign to find such people or to stop such a group forming.

Cults

The bane of Horror genre adventurers. These nasty groups can be a massive headache. They work by letting the Primary or High Priest have a number of POW to use equal to the square root of the number of followers in the cult who are present at the time and praying etc to release the energy in the first place. The cult members themselves need not know the same Paranormal Power as the High Priest – in fact its rare that any cult member beyond the Primary know any Paranormal Powers. A cult can be a dangerous opponent but pales into nothingness when compared to the sheer power of a full Coven.

▼ Cults

Number of Followers Extra POW

1	1
4	2
9	3
16	4
25	5
36	6
49	7
64	8
81	9
100	10
121	11
144	12
169	13
196	14
225	15

CORPS RULES EXPANSION

Subtract the number of unbelievers who are present from those who do believe, before calculating how much extra POW the Primary has. This is one of the reasons why cults are viciously self policed to remove the unbelievers.

Religious Magic

Traditionally, priests call upon the power of god to grant them a miracle.

The priest himself need not even have any Powers or high POW, since he is simply a conduit through which the deity's power passes, as long as he has the skill and a reasonably high WIL he can try for a miracle since he is simply entreating the deity to help.

The way to mimic this in CORPS is to design the effect you want as you would an normal Power. Use the average of the SP+AP cost of the power. Take the square root of it and this is the Difficulty for the skill roll, round to nearest but 0.5 rounds up. To save time, this is shown on the table below:

▼ Religious Magic

AP+SP	Ave Difficulty	AP+SP	Ave Difficulty
2-	Impossible*	65-81	9
3-4	2	82-100	10
5-9	3	101-121	11
10-16	4	122-144	12
17-25	5	145-169	13
26-36	6	170-196	14
37-49	7	197-225	15
50-64	8	226-256	16

* The minimum SP for any power is 5 and the minimum POW is 1, which is 1AP. This means the minimum average is 3 for the chart above.

The skill used is a new one for CORPS:

Magical Skills (WIL)

Religion (specify)

Miracles

Blast

Teleport

This makes the abilities of men of the cloth somewhat more powerful and versatile than normal sorcerers, but then they do have the backing of a deity. Besides priestly magic is supposed to be massively powerful when it needs to be, mainly to impress unbelievers and convert them into following the deity in question.

Generally these kind of things have a paranormal framework (see CORPS 2nd Edition, page 102-103), which typically is:

Requires Psych Lim of Belief (Specific Religion) at a level equal to half (round up) the maximum POW that can be used by the effect.

Requires 10 seconds concentration time (minimum) as you say the prayers etc to summon the power from your deity

All powers are Focused onto the deities holy symbol which you must be holding.

Example – Delabar the priest has been asked to save a building from a marauding dragon. He decides the best way to do this is to hide the building from the dragons sight. This is SUBTRACT. Ranged, self, invisible, constant, conscious, focused (holy symbol), requires 10 seconds concentration time as he calls upon his god, Requires Psych Lim of Belief (Specific Religion) at a level equal to half the maximum POW that can be used by the effect, Area Multiple #1 - #3 (it is a decent sized building). Time Multiple #1 - #6 (has to last about 20 minutes until the dragon is gone).

CORPS RULES EXPANSION

He will need 7 points of effect, since that equals the dragons AWR, so it won't see the building. This all adds up to a whopping 49AP and 200SP! Average of AP+SP is 124.5 rounding fractions gives us a 125.

Looking this up on the table gives us a 12, so the Difficulty to hide the 4m by 4m building from the gaze of a Dragon for 20 minutes is 12, a monumental effort yes but then so is the effect. Delabar is going to need a skill of at least 7 to have any chance at all. He also needs his Psych Lim to his god to be 4 or more too, so he's going to need to be a truly obsessive believer.

Sacrifice

The unpleasant practice of human or animal sacrifice. They work because the victim releases their POW x 2 in spare energy at the point of death. This can be used by the owner of a Paranormal Power, provided he does the killing.

New powers

These are new powers, additional to those given in the CORPS 2nd edition rulebook, pages 104-110. Being new powers, they should always be reviewed for inclusion by the GM, before being made available.

Alter Probability

This power allows you to alter fate, the chance that pseudo-random occurrences will happen in the target area (like a gun misfiring). Basically, the user can use the POW as a modifier to any dice roll or rolls in the area of effect, at any time before they are rolled. Beware this power is easily abused and GMs should think carefully before allowing it in their games. Any dice roll can be modified, as they all represent a random element of chance; hence if someone would be automatically successful you cannot make them fail – as they need not make a dice roll.

Similarly, you cannot affect the DV of an attack as no dice roll is needed there, however you could affect the attack roll itself (as long as a die roll was needed).

The power user can only choose the mechanics, i.e. how much POW to use. He cannot choose the effect beyond a general description 'I want that guy to miss my buddy with that .45'. The attacker may slip at a crucial moment. Get distracted or whatever – the actual thing that caused him to fail is determined by the GM. The dice roll itself is modified up or down by the amount of POW used.

Limited Effects – Only positive (i.e. bad luck), only negative (i.e. good luck), only works on women.

Thermokinesis

This power allows you to alter the overall temperature in the area of effect, by the POW used squared in degrees centigrade, either in a positive (heating up) or negative way (cooling down). This change is per second that the power is used for.

Since this is a sudden change of overall temperature, the targets (if living) must make a HLT Test with a difficulty of the POW used +3 or take Whole Body damage of an amount equal to the amount the HLT roll is failed by.

▼ Thermokinesis

POW Used	Temp Change	POW Used	Temp Change
1	1	11	121
2	4	12	144
3	9	13	169
4	16	14	196
5	25	15	225
6	36	16	256
7	49	17	289
8	64	18	324
9	81	19	361
10	100	20	400

CORPS RULES EXPANSION

If an object, simply count the POW used -3 as DV and calculate damage to it normally, CORPS 2nd Edition page 79)

In both cases, the damage is done each second of the powers use.

This is a terrible power, making you able to burn someone to a crisp or have them freeze to death very quickly.

Once heated or cooled the object then cools or thaws normally, according to the ambient temperature of the environment it is in.

Limited Effects – Only heat, Only Cold, Only affect living things, Cannot affect living things.

▼ Sample Temperatures

Iron Boils	3000°C
Iron Melts	1530°C
Lead Melts	327°C
Wood Burns	288°C
Clothes Burn	250°C
Paper Burns	233°C
Water Boils	100°C
Electronics Shutdown	80°C
Human Body	37°C
Room Temperature	22°C
Water Freezes	0°C
Anti-freeze Water Freezes	-20°C
Dry Ice	-60°C
Liquid Nitrogen	-160°C
Liquid Helium	-235°C
Absolute Zero	-237°C



Power Changes

These are minor changes to the existing powers in the CORPS 2nd edition rulebook pages 104-110, They are not power rewrites, just minor alterations that make a power slightly more easier to use.

Shapeshift

This power only needs some minor tweaking to give you a better idea of the POW costs for certain effects. The table below gives the POW costs for certain effects. Some of these are the same modifiers as the original notes, they are reproduced here to make them easier to find and understand.

▼ Shapeshift

POW Cost	Description
+1 per	Increase Size Level
+1 per	Decrease Size Level
+1 per	Bonus to an Attribute, skill etc per point
+1	Alter damage type. Non-lethal to lethal for example or vice versa.
+1	Armor Value per point
+2	Shift attributes around except for POW
+5	Changing Species from Human to Bear.
+1 per	Negate impairment. Or add reach. Per point.
+5	Gain natural STR, AGL and HLT of creature.
+5	Gain single paranormal ability of the creature, example dragon flame breath.

The mass issue

If you change shape, the extra mass isn't automatic – you must buy it as shown above. This alters the existing rule as it made some shapechange effects absolutely impossible.

For example vampires couldn't change into bats without having around 1285 POW! This is due to 5 points being to change into a bat, then 1280 points to reach the bat size, which is roughly 1/512 of a human's mass, based on the notes about shapeshift mass on CORPS 2nd Edition page 108. That seems a little high.

Using the method outlined above the bat form would cost 5 POW then the size of a bat would cost 8 POW based around the bat being around 4 inches long (12.7 cm) which is size level -8. So bat form would only need 13 POW for a vampire. That seems a little better, it's still a high POW cost but not as excessive as the 1285.

The creature issue

When you turn into another creature, it costs the 5 POW to get the form. You will also receive the natural abilities of the creature (its natural weapons like claws etc), this could include its attributes for another 5 POW and gives you the creatures STR, AGL and HLT for the duration of the shapeshift, otherwise you would only have your original attributes.

Also bear in mind, any impairments sustained when in another form carry over when you change back, so you cant use shapechange as an instant healing tool.

Create

What these optional rules intend to do, is make Summoning and Creating things a little bit easier.

It is assumed, if you create or summon something it will have the natural abilities of an object of that type, so for example creating a sword will allow you to pick it up and cut something with it.

If you were to create say a dragon, it would have the natural abilities of such - after all, being a natural creature it follows certain genetic patterns, so as all dragons have the same natural abilities, it follows logically that a created one would have as well.

By the same token, summoning a creature will give it its natural abilities at no extra POW, since it will have those abilities before you summon it.

Following Formulae

Following a previously existing formula for creating or summoning things is a LOT easier; this modifies the POW required by -5 but with a minimum of 1 point needed. However you will need to be able to read the instructions in order to follow them – and they are usually written in some arcane language.

Creating Normal Items and Creatures

The POW used squared and multiplied by 5 will tell you the maximum weight you can create.

▼ Create

POW Used	Maximum Weight	POW Used	Maximum Weight
1	5	11	605
2	20	12	720
3	45	13	845
4	80	14	980
5	125	15	1125
6	180	16	1280
7	245	17	1445
8	320	18	1620
9	405	19	1805
10	500	20	2000

Creating Paranormal Items

The POW used squared is the amount of AP or SP you can spend on the item.

So if you wanted to create, say a Nuklyr Guitar using magic this is 100AP and 76 SP. It would cost you the square root of the items AP+SP in POW, which in this case is 13. This is a somewhat expensive item however.

Creating/Summoning Multiple Things

Creating or summoning Multiple creatures of the same type is easily worked out based on the effective STR of the POW used.

Example Our intrepid sorcerer wants to summon a major demon. This weighs 300kg, so he will need a minimum POW of 8, based on the chart above. If he were using the “Demon Summoning” Scroll for the instructions, it would only cost him 3 POW to summon it. In both cases of course he has to persuade the demon to do his bidding.....



▼ FEAR RATINGS

In CORPS 2nd Edition page 114 the Fear rules are found. This section provides a suggestion or two to make them a little bit more effective.

Creatures and Fear

In a real world campaign, the monsters don't seem to be very scary and even a carnivorous predator has a Fear Rating that is easily beaten. As we all know, the average person would have a fair chance of panicking even if it were only an aggressive dog facing them much less a lion.

Due to that these tweaks to the Fear Rules helps give a structure to base Fear Ratings.

Fantasy creatures will often have a high Fear Rating, rendering your average person a panicking wreck, but then if you or me (assuming we were average in WIL) came across even something like an aggressive Harpy or Yeti in a modern setting that's about right.

Heroic characters have a far better chance, which is why they will normally get more AP and SP during character creation, but even then without some kind of help no one goes after something as nasty as a Hydra or Dragon.

Since most normal humans have a WIL of 4, they're not going to bat an eyelid at some of the creatures found in the Bestiary of this book, if you are using the original notes.

▼ Fear Ratings

Creature Size Level	Highest DV	Fear Rating
-6	19+	13
-5	16-18	12
-4	13-15	11
-3	10-12	10
-2	7-9	9
-1	4-6	8
0	3	7
+1	2	6
+2	1	5
+3	-	4
+4	-	3
+5	-	2
+6	-	1

Even normal animals (carnivore or not) affect people's actions when around them. Generally, the Fear Ratings for animals only apply when they take an aggressive action against the character.

All animals have been given a Fear Rating, as all of them can threaten violence or act aggressive in order to escape being injured themselves.

I've used the Creature Size Modifiers to hit as a basis for this, due to the fact that generally the threat of an animal is based upon how big and dangerous it is or looks to be, once it acts aggressive. Also the smaller the animal is, the least likely it is to be seen as scary... "oh no! its an attacking hamster!". Which would be Fear Rating 3

You modify this by the highest DV of an animal, for example the 'attacking hamster' above isn't really scary – but if it was known to have a bite as nasty as a dogs – that would definitely change the way people viewed it. The Fear Rating would go up to DV1=5.

Use the higher of the two Fear Ratings found as the final number.

For mythological monsters and creatures of horror, they have an additional effect due to

▼ POW and Fear Ratings

Creature POW Fear Rating Modifier

1	+0
2-4	+1
5-9	+2
10-16	+3
17-25	+4
26-36	+5

their "Weirdness". This implies a modifier based upon their POW.

Adjust the POW-based modifier for whether the campaign world is used to paranormal creatures. A real world setting doubles the POW effect because supernatural or mythological creatures are not expected or really believed in. Whereas, when in a setting where 'everything' is magical, the POW based modifier is halved (round down).

These notes are optional, but they do work and show the effect even normal animals can have on the unprepared or the unwary. These new Fear Ratings are included in the bestiary later in this book, if you prefer the original method for Fear Ratings then feel free to use them.

Bear in mind though, that these notes do work in respect of ordinary people. So those with high WIL are likely to be unaffected by certain creatures – some of course will affect nearly every character.

Weapons and Fear

Realistically speaking, you should adjust the Fear Ratings of ordinary characters based upon what kind of weapons they are toting around.

In a modern setting, guns are not viewed as 'that' dangerous – this is more than likely due to media desensitization (action movies etc), whereas grenades and bombs are considered very scary (mostly due to terrorism), conversely in a medieval or fantasy setting the same would hold true for melee weapons (due to them being everywhere) and early firearms would be terrifying to the average peasant.

▼ Weapons & Fear

DV	Desensitized	Normal	Sensitive
1	-2	-1	0
2-4	-1	0	+1
5-9	0	+1	+2
10-16	+1	+2	+3
17-25	+2	+3	+4
26-36	+3	+4	+5
37-49	+4	+5	+6
50-64	+5	+6	+7
65-81	+6	+7	+8

This rationale is what prompted these rules variations.

The following table lists the Fear Rating modifier, depending upon whether the weapon type is 'Desensitized', Normal or 'Sensitive'

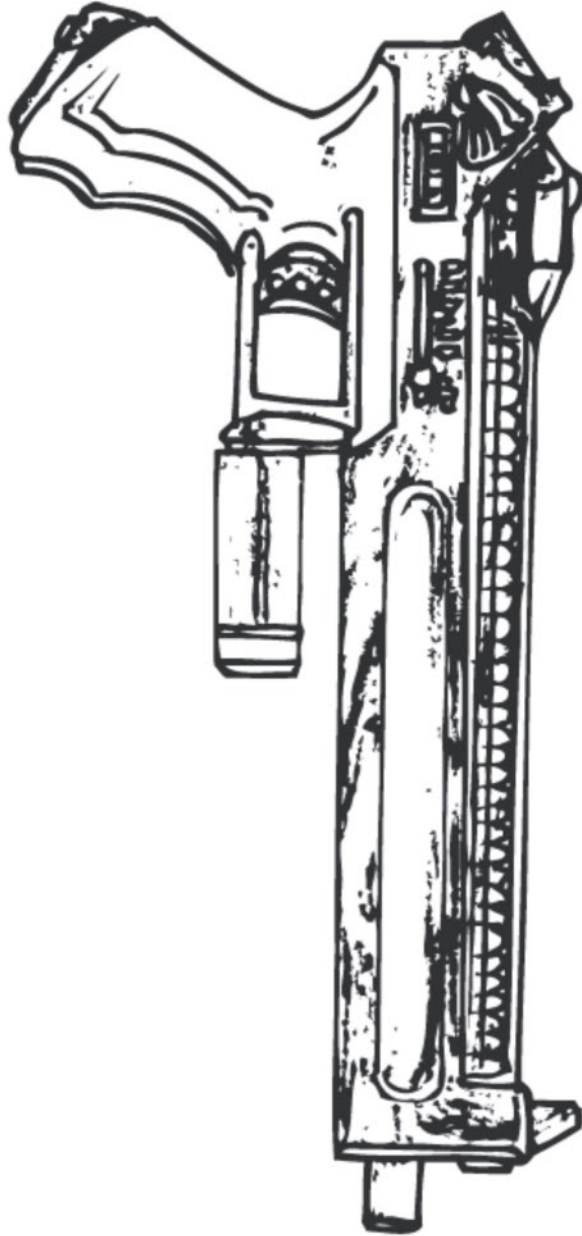
Number listed is modification to the Fear Rating of the weapon's wielder. In addition it can be added to the wielder's WIL when trying to intimidate or coerce someone (CORPS 2nd Edition, page 87)

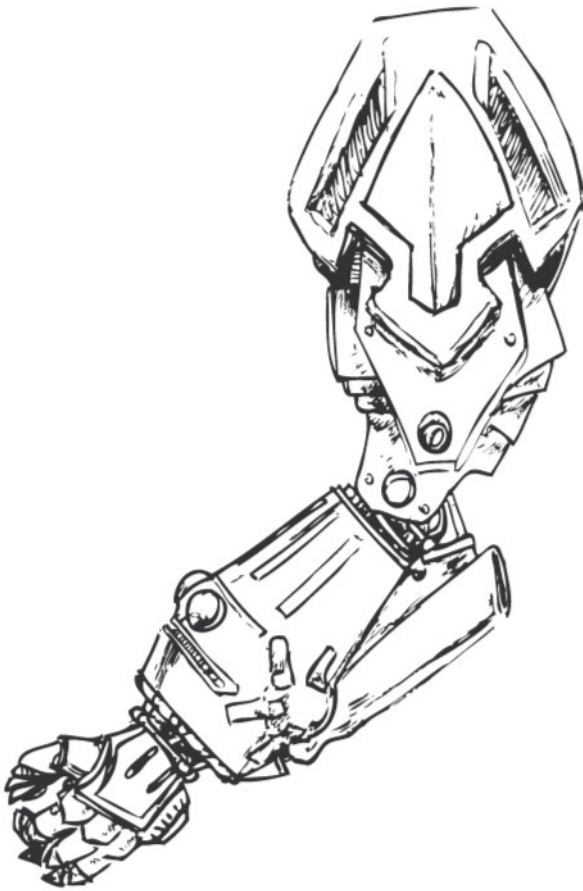
CORPS RULES EXPANSION

Example: An ordinary character rounding the corner is surprised by an ordinary human (but well equipped) Police Officer who has his gun drawn. The cop has a base Fear Rating of 7, based upon his Size Level. This cop is lugging around a Colt Python (DV 7), since this is a desensitized weapon type there is no modifier to the Fear Rating of the Cop, so it remains the usual 7.

If this cop had his nightstick drawn however, DV +1 added to typical STR of 5 is DV 6. Since a melee weapon is a 'normal' weapon, the Fear Rating of the cop rises by +1 to 8.

If however he is standing there with a lit stick of dynamite (DV 10) when you are surprised by him as you round that corner his Fear Rating goes straight up by +3 to the total of 10, as explosives are a Sensitive weapon type.





▼ CYBERNETICS

"If you put tomfoolery into a computer, nothing comes out of it but tomfoolery. But this tomfoolery, having passed through a very expensive machine, is somehow ennobled and no-one dares criticize it." Pierre Gallois

This section provides some examples of the types of cybernetic systems you can design. They are additional to, and replace some of those given on pages 112-113 of the CORPS 2nd Edition rulebook.

What are they?

Cybernetics are systems implanted in the body to augment the user. Usually bought with money rather than AP or SP, they can be a valuable addition to any character of late TL12+. Some such systems, using magical energy could be available at lower Tech Levels, depending upon the campaign style.

How do you get them?

They are implanted into the body using (typically) surgical means, which of course means you have to heal up and recover from the surgery afterward. Typical impairment to the location the system is implanted in is shown on the table overleaf, based on the AP and SP value used in the system's design.

These impairments have all the usual effects and always count as 'broken bones' for healing purposes. In all cases, please remember the rules on page 52 of the CORPS 2nd Edition rulebook regarding 'permanent injuries'. Massive invasive surgery can and often does result in some kind of permanent disability (especially with neurological or brain injuries/implants).

Healing times can be assumed to include physical therapy and training to use the cyberware, akin to that undergone after other intense or reconstructive surgery.

If you get multiple systems implanted in the same location and at the same time, simply add the AP and SP in order to calculate impairment.

In addition, any system that improves HLT does not do so until the surgery impairment has healed.

Example - Steel-Jack wants a Cyberarm2 fitted so the 'doc does so. It will be the equivalent of $36AP + 7SP = 43$ looked up on the table is a lethal Impairment of +5 to the arm (which has secondary effects on the chest as well, per the normal rules).

▼ Implant Impairment

Total AP+SP of systems	Lethal Impairment
1-4	0
5-9	1
10-16	2
17-25	3
26-36	4
37-49	5
50-64	6
65-81	7
82-100	8
101-121	9
122-144	10
145-169	11
170-196	12
197-225	13
226-256	14
257-289	15
290-324	16
325-361	17
362-400	18
401-441	19
442-484	20

For numbers higher than those listed, the calculation is the square root of the AP+SP and deduct 2 from the result.

The impairments from invasive surgery and nanotech implants is a departure from the normal CORPS rules, in that there is no maximum impairment that can be inflicted to any hit location. This is done for two reasons:

- 1 - Massive surgery can often cause much more damage to the body than a simple weapon wound. There are operations done on people today that can take months to recover from.
- 2 - It is much more likely for surgery to produce Physical Lim side effects than injuries do, due to the scale of disruption to the patients body.

Nanotech Surgery

Most systems can be implanted using nano-surgeons at a cost of +5SP/+5KCr. Special Effect (heals as Non lethal damage). The 'healing time' shown on the table represents the build time of the system. The nano-surgeons can only build a system at the rate your body heals because they are powered by your body's bioelectricity. You also don't need to worry about surgery failure etc, as it is only a Difficulty 3 task to give an injection, and since they are self motivated, if they are placed in the wrong part of the body they will move to the correct place themselves and start work.

Higher Tech Levels

As the Tech Level of the implants rise, so too does medical technology. This means that for every Tech Level beyond the base where the implants are first available (TL12 as default), you may reduce the Lethal (or Non Lethal) Impairment caused by surgery by 1 point. This means that smaller and less invasive implants become almost trivial in their consequences to the body.

How long does it take?

The operation will take a number of hours to complete equal to the Impairment which that operation causes.

The Difficulty Level for the operation is equal to the Impairment value halved (with a minimum of Difficulty 1).

Should your 'doc fail his skill roll to implant the cybernetics you could be in BIG trouble!

A failure leaves you with Physical or Mental Lims of a value of 2AP or SP per point the surgeon failed his roll by. This is usually simple things like unnecessary scarring or some kind of hospital phobia....

Example: Susan, sick of being feeble, goes to have Artificial Muscle implanted, but Susan's doctor fails the surgery roll (it was Difficulty 5) by 3. Which means her Artificial Muscle implant will cause permanent and unnecessary scarring, a Physical Lim of 6SP making it Level 3 and meaning it affects the character's attractiveness based rolls/difficulties.

What about Cyber-psychosis?

If cybernetics sent you insane, they would be banned all over the world by the various medical councils, as no government wants psycho's running around molesting the good citizens do they?

Fair's fair though— in other games they count as a limiter on the vast amount of ridiculously cheap cyberware a character can pack into his or her body. CORPS does not have this problem, as the implants are rare to get, and rather expensive when they are available. They count as the equivalent of 'magical items' in future CORPS games - which in essence they are. In a fantasy game, a glove that let you pick up 945kg would be, so why shouldn't a cyber-arm that lets you do the same thing?

However, some gamesmasters may want to have cyber-implants cause psychological problems to their wearers.

No problem, simply count it as "Causes Psych Lim of same level as POW battery" which reduces the SP cost of the implant by -3SP/-3Kcr, and is only a slight adaptation of the existing power modifier. The Psych Lim can then be chosen by either the player or the gamesmaster. It does not necessarily have to be sociopathy, it could be paranoia, kleptomania, obsessions or other such psychological problems.

What about 'Designer' Cyberware?

Some cybernetic systems are designed to look good, due to chromed covers, crystal exteriors, fiber optic light emitters etc, and some just look bad. You may modify the cost of your implant according to the table below:

The Levels of Fame are used to indicate a bonus (or penalty) to a character's Looks (CORPS 2nd Edition page 24 under Physical Ads), following the idea that the 'cooler' a person is, is shown by what they can apparently afford, so some Cutting Edge Cyberware shows sophistication over Poor Quality tech. Of course such a Fame bonus also produces infamy with others (see page 21 of the CORPS 2nd Edition rulebook) and might get you mugged in poorer areas.

▼ Designer Cyberware

Type of Implant	Levels of Fame	Cost
Poor Quality	Infamy Level 2	-4AP/-8KCr
Low Quality	Infamy Level 1	-2AP/-4KCr
Typical	None	+0
Quality	Fame Level 1	+2AP/+4KCr
Designer	Fame Level 2	+4AP/+8KCr
Cutting Edge	Fame Level 3	+6AP/+12KCr



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Each category also assume some typical styles associated with them:

Poor Quality Implants: Commonly clunky, and ugly looking

Low Quality Implants: Not so clunky but or ugly but lacking a certain something for sophistication.

Typical Implants: Average for your normal campaign. Many styles available, chromed, dull steel etc.

Quality Implants: Cooler than the norm, these designers have a reputation for fine precise work

Designer Implants: The best you can get on the planet without leaving the surface. These are light emitting, designer and so forth.

Cutting Edge Implants: The best of the best, using technology and materials not even available yet to the general public. This is where you find Crystal covers (in diamond, ruby etc) along with similar fantastic looking gear.

The Price of Fashion

Fashion is a fluid ever-changing entity. What is 'cool' at one point will shift in and out of the public favor over time. This means that every 6 months after the item was bought it will drop in Quality by one Level. This also represents how Cutting Edge Technology filters into the mainstream of society over a period of time.

The gamesmaster will have to determine and keep track of which manufacturers are the current hot sellers, as well as those that are fading in the public's eyes.

Upgrading Cyberware

If you want to upgrade any currently existing cyberware in your body, it will cost you the difference between the new price and the original price. So upgrading from a Quality Implant to a Cutting edge Implant will cost you:

+6AP/+12KCr
- +2AP/+4KCr
= +4AP/+8KCr.

The same applies for purchasing upgrades to systems with multiple Levels. This allows you to keep up to date with fashion relatively painlessly. Upgrades do require some surgery as the original system is removed or upgraded. This is calculated as normal but only from the AP/SP difference between the two systems.

Cyberware versus the Environment

Most cyberware have a few problems with the typical environments they are used in: They are susceptible by damage from water immersion, particulate matter, extreme cold and Electromagnetic pulse weapons. This is best represented in CORPS by an odd combination of "weaknesses that negate it" and some additional rules.

So Cyberware implanted that have access to the environment (this usually means cyber-limbs, cyber-eyes, cyber-ears etc) should realistically have the following "Uncommon Weakness that negates it" for Water Immersion, Particulate Matter, Extreme Cold and EM Pulse weapons, saving a total of 12SP/12KCr off the cost of the systems. However, practically it does not unless you want them to be weakened against those aspects of the environment. Giving systems these weaknesses means that they will only work on a 5-. The roll is made in regular intervals depending on the environment.

Once a system Fails a roll it is inoperable until repaired.

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Effects of Water Immersion

The roll to determine if the system works or not is made every 10 minutes of exposure (this represents how the water insinuates itself into items over a period of time). Once the roll fails, the item is unusable until removed from the water and dried out, and if you rolled a 10 on the 'only work on' roll, the system is ruined and needs replacing.

Effects of Particulate Matter

Particulate matter is things like dust, sand and other fine particles. The roll to determine if the system works or not is made every hour of exposure (this represents how the dust/sand etc insinuates itself into items over a period of time). Once the roll fails, the item is unusable until it is removed from the dusty environment and cleaned thoroughly, and if you rolled a 10 on the 'only work on' roll, the system is ruined and needs replacing.

Effects of Extreme Cold

Some cyber systems can be affected by the cold unless precautions are taken to protect the system from the freezing cold weather. Affected systems will gradually freeze up and be able to function so the roll for malfunction is made once per hour exposed, but once it fails it will not work again until thawed out, and if you rolled a 10 on the 'only work on' roll, the system is ruined and needs replacing. In addition exposed systems get awful cold, which affects the users body around the implants, the game effect of this is each exposed system adds 1 to the exertion loss in cold environments as they gradually chill the surrounding tissue.

Effects of Electromagnetic Pulses

When affected by EM activity you must roll the 'only works on a' chance every second of exposure. Once the roll fails, the item is out of commission for 1d10 minutes, and if you rolled a 10 on the 'only work on' roll, the system is ruined and needs replacing.

Shielded Systems

Since the sample cyberware does not include these weaknesses it is assumed to be shielded from them. However you can weaken your systems to these effects easily, just by selecting the Weaknesses. As with everything else in the CORPS game the choice is yours.

Your Games master may insist on some of the above restrictions, depending on the style of campaign he is running.

Power Supplies

Normally these systems run off a POW battery (see CORPS 2nd Edition, page 112) but optionally they could use advanced Biofeedback systems & power themselves from the users Bioelectricity. As such the users HLT becomes the systems POW. This has no real effect except the effective POW available will fall as the users HLT goes down due to exertion etc, and of course you don't have to spend money buying the POW Battery.

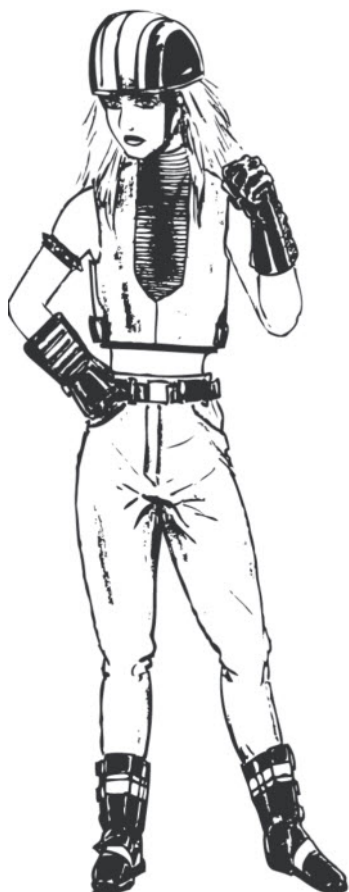
It is not recommended to have systems built in this manner, as they rapidly become useless when the user tires, still it can be a worthwhile trade-off thanks to the cost reduction. You may need to buy Power Multiples 'amplifiers' for them, if you want their effect to be as good as ordinary POW battery items, unless you have a high HLT attribute.

General Notes

As you know from the CORPS 2nd Edition rulebook page 112, there are some notes regarding standard savings for SP and money based on how much of the body the system affects. This method of designing cyberware uses those notes. The only real changes that have been made to the existing system is allowing more powers to be available as Cyber-tech, based on how the player can rationalize those powers into a possible system. Remember that here is a good place for 'techno-babble' in order to justify certain powers.

Implant Lists

Are organized in the same manner as the CORPS 2nd Edition rulebook, some systems (like Cyber-arms) will have several subsystems like upper arm, elbow, shoulder, hand etc which make breaking them harder, and all cyberware counts as a 'tough' item for Breaking Things (CORPS 2nd Edition page 79)



Cyber-systems Available

The following pages contain the systems commonly available in your typical late TL12 'cyberpunk' era campaigns.

Acoustic Enhancer

This is a hearing booster which improves the user's hearing AWR by the POW used, up to a maximum of the user's AWR Aptitude.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (one sense).

Item	AP	SP	Cost	Effect	AV
ACE 1	1	16	2KCr/16KCr	+1 AWR	4
ACE 2	4	16	8KCr/16KCr	+2 AWR	4
ACE 3	9	16	18KCr/16KCr	+3 AWR	5

AI Companion

This is an Artificial Intelligence wired into the user's mind and body. When the character is rendered unconscious or when desired, this AI takes control. It is designed like an ordinary character, but only requires AWR and WIL Attributes which are typically bought at level 4 each, 'smarter' versions can be bought, but most people don't like the idea of a machine being smarter than they are. The user may communicate with the device at will merely by thinking. POW denotes effect so it is best to buy it at Automatic success level.

The GM runs the AI like an NPC. It is active all the time but only takes control when needed or when agreed. Suggested Psych Lim for the AI is Loyalty to user at Level 5+. Excess AP and SP modifies the cost of the implant. This implant is also known as 'Friendly Possession'.

DOMINATE. Non-ranged, Self, Visible (skills etc the character shouldn't have), Constant, Conscious, Focus (Implant)

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TELEPATHY. Non-ranged, Self, Invisible, Constant, Conscious, Focus (Implant), Single Effect (only with user and implanted AI).

Foci (AP32, SP 100, POW=items, mental stats bought from AP, Skills bought from SP).

Item	AP	SP	Cost	Effect	AV
AIC 1	36	134	72KCr/134KCr	POW 2	13
AIC 2	48	134	96KCr/134KCr	POW 4	13
AIC 3	68	134	136KCr/134KCr	POW 6	14
AIC 4	96	134	192KCr/134KCr	POW 8	15
AIC 5	132	134	264KCr/134KCr	POW 10	16

Artificial Muscle

Implanted to make you stronger. By default this assumes, full body coverage. If you want decreased coverage reduce the SP and cost by the area covered (See overall note 3 on page 112 of the CORPS 2nd Edition rulebook).

Recalculate body mass based on the Maximum STR bonus halved and added to your normal STR. E.g. STR 7 with Artificial Muscle 2 would normally weigh 105kg. Adding +3 to 7 gives STR 10 so he or she would weigh a hefty 150kg! And look like a walking tank.

ADD(STR). Non-ranged, Self, Visible, Conscious, Drain (when used above POW Aptitude), Focused (Implant).

Item	AP	SP	Cost	Effect	AV
AMU 1	4	18	8KCr/18KCr	Max POW 2	4
AMU 2	36	18	72KCr/18KCr	Max POW 6	7
AMU 3	100	18	200KCr/18KCr	Max POW 10	11

Auto-chrome

This system blanks out the eyes to prevent blindness due to sudden bright flashes of light. 'skill' is equal to POW used.

PROTECT. Non-ranged, Self, Visible (eye's 'chrome' out), Constant, Automatic (sudden flashes of light), Focused (Implant), Single Effect (single sense).

Item	AP	SP	Cost	Effect	AV
ACH 2	4	10	8KCr/10KCr	Skill 2	3
ACH 4	16	10	32KCr/10KCr	Skill 4	5
ACH 6	36	10	72KCr/10KCr	Skill 6	7
ACH 8	64	10	128KCr/10KCr	Skill 8	8
ACH 10	100	10	200KCr/10KCr	Skill 10	10

Bio-status Monitor

This monitors your bodily functions and vital signs. It has it's own output monitor but may be linked to other implants.

This shows pulse, respiration, brainwaves, blood sugar, temperature, cholesterol, calories, menstrual cycle, blood routing, foreign substances, interferon, blood cell count etc, all in a handy output. A medic can add the POW Aptitude of this implant to their skill when treating a character with this implant.

DETECT (Vital signs/bodily functions). Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant), Single Effect (Life signs), Special Effect (helps medical skills).

Item	AP	SP	Cost	Effect	AV
BIM 2	4	18	8KCr/18KCr	AWR 2, Skill +1	4
BIM 4	16	18	32KCr/18KCr	AWR 4, Skill +1	5
BIM 6	36	18	72KCr/18KCr	AWR 6, Skill +2	7
BIM 8	64	18	128KCr/18KCr	AWR 8, Skill +2	9
BIM 10	100	18	200KCr/18KCr	AWR 10, Skill +3	11

Body Plating

Armored plates grafted to the body. While technically not cybernetics, it is included in such lists for most games, so it will be here as well.

By default this assumes full body coverage. If you want decreased coverage reduce the SP and cost by the area covered (See overall note 3, page 112 of the CORPS 2nd Edition rulebook)

ARMOR. Non-ranged, Self, Visible, Constant, Automatic, Focus (Implant)

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Item	AP	SP	Cost	Effect
BOP 1	1	15	2KCr/15KCr	AV 1/0
BOP 2	4	15	8KCr/15KCr	AV 1/1
BOP 3	9	15	18KCr/15KCr	AV 2/1
BOP 4	16	15	32KCr/15KCr	AV 2/2
BOP 5	25	15	50KCr/15KCr	AV 3/2
BOP 6	36	15	72KCr/15KCr	AV 3/3
BOP 7	49	15	98KCr/15KCr	AV 4/3
BOP 8	64	15	128KCr/15KCr	AV 4/4
BOP 9	81	15	162KCr/15KCr	AV 5/4
BOP 10	100	15	200KCr/15KCr	AV 5/5

Boosted reflexes

Allows you to fully co-ordinate your body and balance. Adds to AGL Attribute.

ADD(AGL). Non-ranged, Self, Invisible, Conscious, Drain (when used above POW Aptitude), Focused (Implant).

Item	AP	SP	Cost	Effect	AV
BOR 1	4	18	8KCr/18KCr	AGL+1/+2 Max. POW 2	4
BOR 2	36	18	72KCr/18KCr	AGL+2/+6 Max. POW 6	7
BOR 3	100	18	200KCr/18KCr	AGL+3/+10 Max. POW 10	11

Brain Bomb

You have explosives packed around your cerebellum which are triggered when you die so you 'go out with a bang'.

Being an Explosive the DV listed is Both Lethal and Non-lethal.

BLAST. Non-ranged, Self, Visible (explosion), Constant, Automatic (upon death), Focused (Implant), Special Effect (DV is Non-lethal as well), Special Effect (Bomb Area effect, see CORPS page 70). Power Multiple#1-#3.

Item	AP	SP	Cost	Effect	AV
BRB 1	1	100	2KCr/100KCr	POW 1, DV 8	10
BRB 2	4	100	8KCr/100KCr	POW 2, DV 16	10
BRB 3	9	100	18KCr/100KCr	POW 3, DV 24	10
BRB 4	16	100	32KCr/100KCr	POW 4, DV 32	11
BRB 5	25	100	50KCr/100KCr	POW 5, DV 40	11

Brain Lock

This prevents an action or series of actions from occurring, automatically upon a preset condition being met. E.g. you get sexually aroused you then suffer pain if you have someone touch you, you pick up a gun and suffer pain, or you beat someone up and go and hand yourself in to the cops. Once active, you have no control until the actions are completed. POW denotes systems effect so it's best to buy it at a Level equal to your WIL so it is an automatic success. This system is often forcibly implanted into repeat offenders, or into the children of overprotective parents (as in the William Gibson short story 'Dogfight').

One set of actions and condition can be implanted for each point of POW Aptitude doubled.

DOMINATE. Non-ranged, Self, Visible (actions initiated), Constant, Automatic (when preset condition is met), Focused (Implant).

Item	AP	SP	Cost	Effect	AV
BRL 2	4	15	8KCr/15KCr	POW 2	4
BRL 4	16	15	32KCr/15KCr	POW 4	5
BRL 6	36	15	72KCr/15KCr	POW 6	7
BRL 8	64	15	128KCr/15KCr	POW 8	9
BRL 10	100	15	200KCr/15KCr	POW 10	10

Brain Rewire

Rewires and improves synaptic connections in the brain to improve your intelligence etc.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant).

Item	AP	SP	Cost	Effect	AV
BRW 1	1	18	2KCr/18KCr	+1 AWR	4
BRW 2	4	18	8KCr/18KCr	+2 AWR	4
BRW 3	9	18	18KCr/18KCr	+3 AWR	5
BRW 4	16	18	32KCr/18KCr	+4 AWR	5
BRW 5	25	18	50KCr/18KCr	+5 AWR	6

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Cellular Skill Implant

This implant is a fully cellular interface allowing access to hundreds of skill databases anywhere in the world without the expense and hassle of pre-programmed skill implants. It connects to the database and downloads the required skill directly to your implant.

Cellular Databases are always waiting for receiving so Telepathy range is in km.

This is similar to the part in The Matrix where Trinity gets the Helicopter Piloting skill downloaded into her net persona—except this applies to real people in the real world.

This is handy to give your character the skills of another profession when deemed necessary during an adventure.

TELEPATHY. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (data receiver only).

DOMINATE. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (User only and only for skill use).

Foci (Extra 21 SP used only on downloaded skills in the 4:2:1 format as given in CORPS page 8).

Item	AP	SP	Cost	Effect	AV
CSI 2	8	47	16KCr/47KCr	POW 2. 1 7 skill	
CSI 4	32	68	64KCr/68KCr	POW 4. 2 10 skills	
CSI 6	72	89	144KCr/89KCr	POW 6. 3 13 Skills	
CSI 8	128	110	256KCr/110KCr	POW 8. 4 15 skills	
CSI 10	200	131	400KCr/131KCr	POW 10. 18 5 skills	

Chemical Analyzer

This cybernetic implant will identify inhalant, ingested and injected chemical substances when they are sampled into it.

DETECT (Chemicals). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant).

Item	AP	SP	Cost	Effect	AV
CHA 2	4	20	8KCr/20KCr	AWR 2	5
CHA 4	16	20	32KCr/20KCr	AWR 4	6
CHA 6	36	20	72KCr/20KCr	AWR 6	7
CHA 8	64	20	128KCr/20KCr	AWR 8	9
CHA 10	100	20	200KCr/20KCr	AWR 10	11



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Cybernetic Hand Weapons

These are edged weapons housed in the arm, hand or fingers. Normally retracted, they extend for use in combat. Data is for one implant (one hand, one arm etc).

Knuckle Blades (KNB) are 2cm blades that protrude from between the knuckles

Scratcher Nails (SCN) are 4cm finger blades

Claws (CLA) are 50cm blades housed in the forearm, they protrude from between the knuckles when active

Talons (TAL) are 7cm finger blades

Elbow Spurs (ELS) are 50 cm blades housed in the elbow

Arm Barbs (ARB) are installed on the outer edge of the forearm and consist of 1x20cm blade, 1x15cm blade and 1x10cm blade giving it a look similar to Batman's gauntlets.

Hack N Slash (HNS) Are a mass of blades, claws and sharp protrusions over the entire hand and arm. Only usable with a Cyber Arm it is an intimidating sight when first seen on the field of battle.

BLAST. Non-ranged, Self, Visible (blades), Constant, Conscious, Focused (Implant), Special Effect (retractable), Requires a combat skill (Melee Weapons—Cybernetic Weapons)

Mono edged versions are available (special effect—Armor Piercing) for +5 SP/+5kcr.

Item	AP	SP	Cost	Effect	AV
KNB	1	20	2KCr/20KCr	STR+1 Lethal	4
SCN	1	20	2KCr/20KCr	STR+1 Lethal	4
CLA	9	20	18KCr/20KCr	STR+3 Lethal	5
TAL	4	20	8KCr/20KCr	STR+2 Lethal	4
ELS	9	20	18KCr/20KCr	STR+3 Lethal	5
ARB	9	20	18KCr/20KCr	STR+3 Lethal	5
HNS	9	20	18KCr/20KCr	STR+3 Lethal	5

Cyber-limbs

An electromechanical replacement for the whole arm or leg. They are bought to add to the user's STR, and/or simply to replace limbs lost through combat and accident.

ADD(STR). Non-ranged, Self, Visible (mechanical arm or leg), Drain (POW), Conscious, Focused (Implant), Single Effect (One arm).

Note that, by adding a Special Effect (+5SP/+5kcr), the limb can be made to inflict Lethal damage based on the modified STR.

Item	AP	SP	Cost	Effect	AV
CBL 1	4	10	8KCr/10KCr	STR+1/+2 Max. 3 POW 2	
CBL 2	36	10	72KCr/10KCr	STR +2/+6 Max. POW 6	6
CBL 3	100	10	200KCr/10KCr	STR +3/+10 Max. POW 10	10

Cyber-snake

AI computer assisted weapon, comprising of little more than a flexible drill that shoots forth from the users body (usually housed in the mouth, palm, navel, anus or sexual organs). It makes it's own separate attacks once activated.

BLAST. Non-ranged, Self, Visible (slimy snake thing), Constant, Conscious, Focused (implant), Requires the Combat Skill (Melee Weapons: Cybernetic Weapons), Foci (AWR 4, AGL 6, Melee weapons 4, Cybernetic Weapons +2, Cyber-snake +1. 52AP, 17SP)

Cyber-anaconda uses above data but add Area Multiple#1 (2m range). +32 SP/+32KCr

Cyber-serpent uses above data but add Area Multiple#1-#2 (range of up to 4m). +64SP/+64KCr

Cyber-dragon uses above data but add Area Multiple#1-#3 (range of up to 8m). +96SP/+96KCr

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Mono-edged versions are available for all of the above variants Special Effect (Armor Piercing) for +5SP/+5KCr to the cost of the cyber-snake. Cyber-anaconda version is +10SP/+10KCr. Cyber-serpent version is +15SP/+15KCr. The even larger Cyber-dragon version is +20SP/+20KCr. This takes into account the base cost and Area Multiples Cost Modifiers.

Item	AP	SP	Cost	Effect	AV
CSN 2	56	32	112KCr/32KCr	Lethal DV 2. POW 2	9
CSN 4	68	32	136KCr/32KCr	Lethal DV 4. POW 4	10
CSN 6	88	32	176KCr/32KCr	Lethal DV 6. POW 6	11
CSN 8	116	32	232KCr/32KCr	Lethal DV 8. POW 8	12
CSN 10	152	32	304KCr/32KCr	Lethal DV 10. POW 10	13

Cyber-Whip

A 4m long alloy whip housed in the forearm with a barbed tip to rip into opponents.

BLAST. Non-ranged, Self, Visible (whip), Constant, Conscious, Focused (Implant), requires a Combat Skill (Melee Weapons—Cybernetic Weapons), Backfires (if fails to hit). Area Multiple#1 (2m range), Area Multiple#2 (4m range).

Item	AP	SP	Cost	Effect	AV
CBW 1	45	2KCr/45KCr	STR+1 Lethal	7	

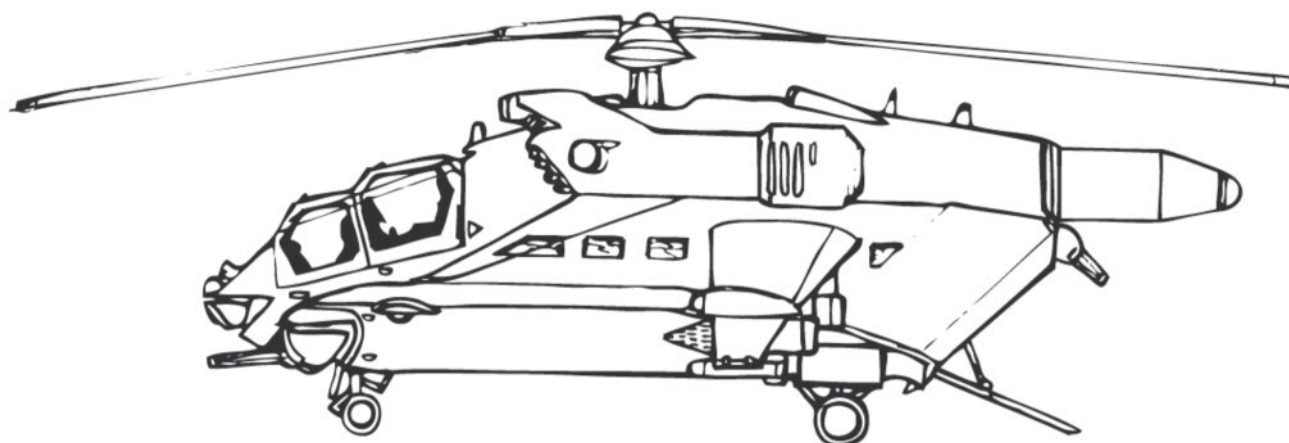
Cyborg Body/Rebuild

This is where the subject's brain is removed from the body and placed into a life support unit, which is then hooked up to run a robot body. This unit contains various oxygenated nutrients and offers virtual immortality as long as the nutrient is renewed once per year.

These Cyborg bodies are damaged as items with subsystems. Any Physical Ad, Psych Lim etc can be included, modifying the cost as appropriate and Fame or Appearance can be included to represent that 'sexy robot styling' i.e. attractiveness.

Cyborg bodies do not heal they must be repaired, which is why they have no HLT attribute. In addition Cyborg bodies do not tire, the users brain might and need sleep, but the body itself could run forever. The user's brain retains all mental attributes as well as HLT as it is needed for mental exhaustion and sleep calculation.

PROTECT (hostile environments). Non-ranged, Self, Visible, Constant, Automatic, Focused (Cyborg body), Special Effect (does not need to eat, drink or breathe) Foci (The Cyborg body has the following abilities: Limited Immortality, Special Effect—Unarmed Combat inflicts Lethal damage) The physical stats of the Cyborg body are shown on the table overleaf and the POW for Protect is 5.



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Item	AP	SP	Cost	Effect	AV
CBR 1	275	20	550KCr/20KCr	STR/AGL 10, POW 5	17
CBR 3	363	20	726KCr/20KCr	STR/AGL 12, POW 5	19
CBR 5	467	20	934KCr/20KCr	STR/AGL 14, POW 5	22
CBR 7	587	20	1.174MCr/20KCr	STR/AGL 16, POW 5	24
CBR 9	723	20	1.446MCr/20KCr	STR/AGL 18, POW 5	27
CBR 11	875	20	1.75MCr/20KCr	STR/AGL 20, POW 5	30
CBR 13	1043	20	2.09MCr/20KCr	STR/AGL 22, POW 5	32
CBR 15	1227	20	2.45MCr/20KCr	STR/AGL 24, POW 5	35
CBR 17	1427	20	2.85MCr/20KCr	STR/AGL 26, POW 5	38
CBR 19	1643	20	3.28MCr/20KCr	STR/AGL 28, POW 5	41

Flash Attack

This cyber-optic system creates a nasty high-intensity flash which is very bright, and enough to overload other people's optic nerves.

SUBTRACT(AWR). Ranged, Self, Visible (flash), Drain (POW), Conscious, Focus (Implant), Limited Effect (Blind). Time Multiple#1-#3 (Affected target will be blind for 15 seconds)

Auto-chrome is a good defense, using it's skill with the AWR reduction as Difficulty. Sunglasses have 'skill' 1 for normal, 3 for dark shades, 5 for mirror-shades and 7 for Polychromatic shades.

Item	AP	SP	Cost	Effect	AV
FLA 1	4	52	8KCr/52KCr	-1/-2 Max 4 AWR	4
FLA 2	36	52	72KCr/52KCr	-2/-6 Max 7 AWR	7
FLA 3	100	52	200KCr/52KCr	-3/-10 Max AWR	11

Howling Banshee

Sonic Projector built into vocal chords and throat. Allows you to shatter glass brick, someone's face etc. POW used is lethal damage.

BLAST. Ranged, Self, Visible (Weird scream), Drain (when used above POW Aptitude), Conscious, Focused (Implant), Requires a Combat skill roll (Projectile Weapons: Cybernetic weapons), Range Mod 1.

Item	AP	SP	Cost	Effect	AV
HWB 1	25	17	50KCr/17KCr	DV 1/5 Max. 6 POW 5	6
HWB 2	81	17	162KCr/17KCr	DV 2/9 Max. 10 POW 9	10
HWB 3	169	17	338KCr/17KCr	DV 3/13 Max. POW 13	14

Image Enhancement

This is an image enhancement system built into the eye which improves the users AWR up to a maximum POW equal to the users AWR Aptitude. So a person with AWR 2-5 could only use a POW 1 Image Enhancement system.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (one sense).

Item	AP	SP	Cost	Effect	AV
IME 1	1	16	2KCr/16KCr	+1 AWR	4
IME 2	4	16	8KCr/16KCr	2 AWR	4
IME 3	9	16	18KCr/16KCr	3 AWR	5

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Implanted Armor

This is armor placed under the skin to protect the body. Due to the fact it is placed under the skin the armor is all applied as blunt trauma.

The AV is equal to the POW Aptitude since it is invisible.

By default, this assumes full body coverage. If you want decreased coverage reduce the SP and cost by the area covered (See overall note 3, page 112 of the CORPS rulebook)

ARMOR. Non-ranged, Self, Invisible, Constant, Automatic, Focus (Implant).

Item	AP	SP	Cost	Effect
IMA 1	4	18	8KCr/18KCr	AV 0/1. POW 2
IMA 2	36	18	72KCr/18KCr	AV 0/2. POW 6
IMA 3	100	18	200KCr/18KCr	AV 0/3. POW 10
IMA 4	196	18	392KCr/18KCr	AV 0/4. POW 14
IMA 5	324	18	648KCr/18KCr	AV 0/5. POW 18

Laser Finger

A cybernetic finger replacement which houses a tiny laser.

BLAST. Ranged, Self, Visible (light beam), Drain (when used above POW Aptitude), Conscious, Focused (Implant), Requires a Combat Skill (Projectile Weapons—Cybernetic Weapons), Range Modifier 2.

Item	AP	SP	Cost	Effect	AV
LSF 9	17	18	18KCr/17KCr	DV1/3 Max. POW 3	5

Light Amplification

This amplifies all available light when in 'starlight' darkness, giving a bonus to AWR equal to the POW used, up to a maximum of AWR Aptitude.

ADD (AWR). Non-ranged, Self, Visible (eyes glow like a cat's), Constant, Conscious, Focused (Implant), Single Effect (on sense)

Item	AP	SP	Cost	Effect	AV
LAM 1	1	13	2KCr/13KCr	+1 AWR	3
LAM 2	4	13	8KCr/13KCr	+2 AWR	4
LAM 3	9	13	18KCr/13KCr	+3 AWR	4

Locator

This sensory device and internal computer co-ordinates with hearing and vision to show a graphic picture of a bullets trajectory over the users vision and places a rectangle in the location of the firer. POW is AWR of system.

Use the spotting rules (CORPS 2nd Edition page 90) and since you are using both vision and hearing you use the seeing difficulty which is lower and use modifiers from both vision and sound tables.

DETECT (Gunfire). Non-ranged, Self, Invisible, Constant, Conscious, Focus (Implant), Single Effect (one sense).

Item	AP	SP	Cost	Effect	AV
LOC 2	4	16	8KCr/16KCr	AWR 2	4
LOC 4	16	16	32KCr/16KCr	AWR 4	5
LOC 6	36	16	72KCr/16KCr	AWR 6	7
LOC 8	64	16	128KCr/16KCr	AWR 8	9
LOC 10	100	16	200KCr/16KCr	AWR 10	11

Micro-vision

This cyber-optic improves your AWR when looking at things close up.

ADD(AWR). Non-ranged, Self, Invisible, Constant, Focus (implant), Single Effect (one sense).

Item	AP	SP	Cost	Effect	AV
MCV 1	1	16	2KCr/16KCr	+1 AWR (x10 mag)	4
MCV 2	4	16	8KCr/16KCr	+2 AWR (x100 mag)	4
MCV 3	9	16	18KCr/16KCr	+3 AWR (x1000 mag)	5
MCV 4	16	16	32KCr/16KCr	+4 AWR (x10k mag)	5
MCV 5	25	16	50KCr/16KCr	+5 AWR (x100k mag)	6

Nano-surgeons

These are tiny little robots that scurry about inside you, helping to heal wounds and so on.

ADD(HLT). Non-ranged, Self, Invisible, Automatic, Constant, Focused (nano-robots)

Item	AP	SP	Cost	Effect	AV
NAS 1	1	18	2KCr/18KCr	+1 HLT	4
NAS 2	4	18	8KCr/18KCr	+ 2 HLT	4
NAS 3	9	18	18KCr/18KCr	+ 3 HLT	5
NAS 4	16	18	32KCr/18KCr	+ 4 HLT	5
NAS 5	25	18	50KCr/18KCr	+ 5 HLT	6

Item	AP	SP	Cost	Effect	AV
OXE 1	1	13	2KCr/13KCr	+1 HLT	3
OXE 2	4	13	8KCr/13KCr	+2 HLT	4
OXE 3	9	13	18KCr/13KCr	+3 HLT	4
OXE 4	16	13	32KCr/13KCr	+4 HLT	5
OXE 5	25	13	50KCr/13KCr	+5 HLT	6

Optical Readout

This displays cybernetics, weapon links, bio-monitor data etc from anywhere in the body in a display window that appears to the right of the user's vision. One system per point of POW can be displayed up to a maximum of the user's AWR aptitude at any one time.

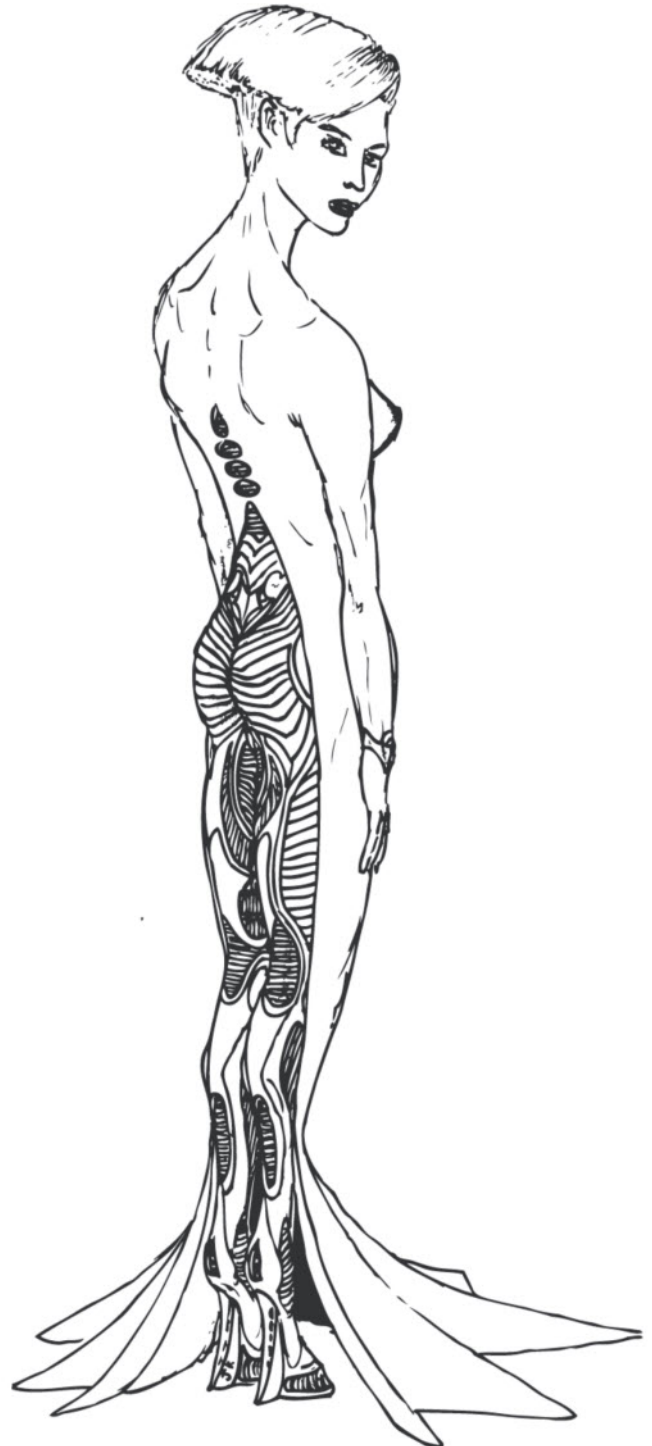
CLAIRSENTIENCE. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant).

Item	AP	SP	Cost	Effect	AV
OPR 1	1	21	2KCr/21KCr	1 system	4
OPR 2	4	21	8KCr/21KCr	2 systems	4
OPR 3	9	21	18KCr/21KCr	3 systems	5

Oxygen Extractor

Enhances the lung's ability to absorb oxygen from the air. This system activates when your HLT drops to your HLT Aptitude through exertion and adds its bonus to your current HLT, effectively removing the previous exertion loss and giving you a bit more to burn.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant), Single Effect (boosts HLT for exertion purposes only).



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Programmed Responses

This initiates a set action or series of actions automatically upon a preset condition being met. E.g. someone pulls a gun—you draw and fire at them, you're out past your bedtime—you return home. Once active, you have no control until the actions are completed. POW denotes systems effect so it's best to buy it at a level equal to your WIL so it is an automatic success.

One set of actions and condition can be implanted for each point of POW Aptitude doubled.

DOMINATE. Non-ranged, Self, Visible (actions initiated), Constant, Automatic (when preset condition is met), Focused (Implant).

Item	AP	SP	Cost	Effect	AV
PRR 2	4	15	8KCr/15KCr	POW 2	4
PRR 4	16	15	32KCr/15KCr	POW 4	5
PRR 6	36	15	72KCr/15KCr	POW 6	7
PRR 8	64	15	128KCr/15KCr	POW 8	8
PRR 10	100	15	200KCr/15KCr	POW 10	10

Radar/Sonar Sense

This device allows the user to detect objects. Movement, direction of travel, distance etc. Sonar version can only be used underwater.

DETECT. Ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (Radar/Sonar only).

Item	AP	SP	Cost	Effect	AV
RSS 2	4	19	8KCr/19KCr	AWR 2	5
RSS 4	16	19	32KCr/19KCr	AWR 4	6
RSS 6	36	19	72KCr/19KCr	AWR 6	7
RSS 8	64	19	128KCr/19KCr	AWR 8	9
RSS 10	100	19	200KCr/19KCr	AWR 10	11

Reality Matrix

This system records and transmits all sensory data, brainwaves, thoughts, emotions, sensory impressions, etc to a remote server. This is used often for Special Ops personnel as well as 'reality TV' stars. A viewer will feel exactly like the recorder did provided they have a VR jack plugged into the viewing unit. It can be played back on an ordinary TV but you lose all the feelings and emotional data.

The remote servers are always waiting for transmission, so Telepathy is km.

This implant has made mega stars out of so called 'reality-runners' willing to risk their necks to record the latest thrill. Of course snuff, pornographic etc versions are available for those willing to deal with the 'exotic VR shop'.

DETECT (Sensory/brainwaves etc). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Special Effect (records data).

TELEPATHY. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (Transmission only).

Item	AP	SP	Cost	Effect	AV
RYM 2	8	42	16KCr/42KCr	AWR/POW 2	6
RYM 4	32	42	64KCr/42KCr	AWR/POW 4	8
RYM 6	72	42	144KCr/42KCr	AWR/POW 6	10
RYM 8	128	42	256KCr/42KCr	AWR/POW 8	12
RYM 10	200	42	400KCr/42KCr	AWR/POW 10	15

Reflex Coordinator

Fully co-ordinates your body. This is a constant AGL addition.

ADD (AGL). Non-ranged, Self, Visible, Constant, Automatic, Focused (Implant).

Item	AP	SP	Cost	Effect	AV
RXC 1	1	15	2KCr/15KCr	+1 AGL	4
RXC 2	4	15	8KCr/15KCr	+2 AGL	4
RXC 3	9	15	18KCr/15KCr	+3 AGL	5
RXC 4	16	15	32KCr/15KCr	+4 AGL	5
RXC 5	25	15	50KCr/15KCr	+5 AGL	6

Retinal Projector

A tiny device in the eye projects subliminal patterns onto another's retina, making them susceptible to suggestion by the user's voice.

DOMINATE. Non-ranged, Self, Visible (Eyes flicker like a strobe light), Constant, Conscious, Focused (Implant), Time Multiple #1 (Continuous)

Item	AP	SP	Cost	Effect	AV
RPR 2	4	36	8KCr/36KCr	POW 2	5
RPR 4	16	36	32KCr/36KCr	POW 4	6
RPR 6	36	36	72KCr/36KCr	POW 6	8
RPR 8	64	36	128KCr/36KCr	POW 8	9
RPR 10	100	36	200KCr/36KCr	POW 10	11

Sexual Filter

This screens sperm/ovum cells with DNA check to allow only perfect cells through. This is an implant for females only and also functions as a contraceptive (since it can block some or all of the sperm or ova). When set as a contraceptive it does not prevent the menstrual cycle, it simply neutralizes the ova before it reaches the womb.

PROTECT (Offspring from genetic damage), Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Special Effect (Can also act as a contraceptive).

Item	AP	SP	Cost	Effect	AV
SXF	16	26	32KCr/26KCr	POW 4	6

Sexual Weapons

These are a group of weapons designed to go into the tongue, or the penis and find use with certain assassins all over the world.

Snake's Kiss: A tongue implant housing 2x15cm long mono-wires which audibly hiss when triggered. Only usable in the same hex.

Hornet's Sting: A penis implant housing 2x15cm long mono-wires which audibly hiss when triggered. Only usable in the same hex.

BLAST. Non-ranged, Self, Visible, Constant, Conscious, Focused (Implant), Special Effect (Armor Piercing), Requires a Combat skill (Melee Weapons—Cybernetic Weapons).

Item	AP	SP	Cost	Effect	AV
SXW	36	20	72KCr/20KCr	Lethal DV	6 7

Shanghai Surprise

A vaginal or anal implant which houses a mono-edged jaw set up that bites objects placed within.....Damage is applied to the location or item within (usually the groin).

Originally designed as a rape defense it has found use as an assassins weapon in some areas.

BLAST. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Special Effect (Armor Piercing)

Item	AP	SP	Cost	Effect	AV
SHS	36	26	72KCr/26KCr	Lethal DV	6 7

CORPS RULES EXPANSION

Silver Tongue

This adds a harmonious subsonic tone to your voice that induces target into an almost trance-like state making them susceptible to suggestion by the user's voice.

DOMINATE. Ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Area Multiple#1 (fills hex), Area Multiple#2 (covers 2 hex radius), Area Multiple#3 (covers 4m radius), Time Multiple#1 (continuous).

Item	AP	SP	Cost	Effect	AV
SLT 2	4	120	8KCr/120KCr	POW 2	10
SLT 4	16	120	32KCr/120KCr	POW 4	10
SLT 6	36	120	72KCr/120KCr	POW 6	11
SLT 8	64	120	128KCr/120KCr	POW 8	13
SLT 10	100	120	200KCr/120KCr	POW 10	14

Skill Implant

This implant provides the user with extra skills (SP) and takes over the body to perform the skills subject to the user's commands.

If the user already has the skills provided by the implant at a lower level, he can choose to use the implant instead of his existing skill. If his own skills surpass those of the implant, it will not trigger.

The SP provided by this implant may not be used to improve skills known by the user, the SP may only be spent to buy skills built into the item, and the default is a maximum of 10 skills contained within the item.

DOMINATE. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (User only and only for skill use).

Foci (Extra SP for skills programmed into implant).

Item	AP	SP	Cost	Effect	AV
SKL 2	4	56	8KCr/56KCr	POW 2, 40SP	8
SKL 4	16	176	32KCr/176KCr	POW 4, 160 SP	14
SKL 6	36	376	72KCr/376KCr	POW 6, 360 SP	21
SKL 8	64	656	128KCr/656KCr	POW 8, 640 SP	27
SKL 10	100	1016	200KCr/1.016MCr	POW 10, 1000 SP	33

Smart Link

Allows user to plug into 'smart' weapons, vehicles and other devices, controlling and communicating with them.

Wireless Smart Links have no interface cable as data is transferred in some other manner are Invisible (+6SP/+6KCr).

DOMINATE. Non-ranged, Self, Visible (interface cable), Constant, Conscious, Focus (implant), Single Effect (compatible devices only).

TELEPATHY. Non-ranged, Self, Visible (interface cable), Constant, Conscious, Focus (implant), Single Effect (compatible devices only).

Item	AP	SP	Cost	Effect	AV
SML 2	4	30	8KCr/30KCr	POW 2	5
SML 4	16	30	32KCr/30KCr	POW 4	6
SML 6	36	30	72KCr/30KCr	POW 6	8
SML 8	64	30	128KCr/30KCr	POW 8	9
SML 10	100	30	200KCr/30KCr	POW 10	11

Sound Damper

Compensates for deafeningly loud noises and sudden loud sounds. 'skill' is the POW used to defeat difficulty based on sound intensity.

PROTECT. Non-ranged, Self, Invisible, Constant, Automatic (sudden loud sounds), Focused (Implant), Single Effect (single sense).

Item	AP	SP	Cost	Effect	AV
SND 2	4	13	8KCr/13KCr	Skill 2	3
SND 4	16	13	32KCr/13KCr	Skill 4	5
SND 6	36	13	72KCr/13KCr	Skill 6	7
SND 8	64	13	128KCr/13KCr	Skill 8	8
SND 10	100	13	200KCr/13KCr	Skill 10	10

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Stress Analyzer/Lie Detector

Detects minute changes in the vocal pitch and tone of others. It compares changes to pre-recorded parameters and tells you if the subject is lying. Must be used on a subject who is telling the truth first. POW used is the AWR for detecting lies.

DETECT. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant)

Item	AP	SP	Cost	Effect	AV
SAN 2	4	21	8KCr/21KCr	AWR 2	4
SAN 4	16	21	32KCr/21KCr	AWR 4	5
SAN 6	36	21	72KCr/21KCr	AWR 6	7
SAN 8	64	21	128KCr/21KCr	AWR 8	9
SAN 10	100	21	200KCr/21KCr	AWR 10	11

Sub-dermal Timepiece

This is a watch implanted under the surface of the skin on the wrist, arm or back of hand. It allows you to detect time, so in some campaigns it may allow you to pick up 'time holes' and other time based phenomena as well as simply telling you what time and day it is.

DETECT (Time). Non-ranged, Self, Visible, Constant, Automatic, Focused (Implant).

Item	AP	SP	Cost	Effect	AV
SDT 2	4	15	8KCr/15KCr	AWR 2	3
SDT 4	16	15	32KCr/15KCr	AWR 4	5
SDT 6	36	15	72KCr/15KCr	AWR 6	6
SDT 8	64	15	128KCr/15KCr	AWR 8	8
SDT 10	100	15	200KCr/15KCr	AWR 10	10

Taste/Smell Enhancer

Improves your sense of taste and smell. Note that this implant affects both of these senses as they are linked together anyway—really it should be called Chemical Sense.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (two senses).

Item	AP	SP	Cost	Effect	AV
TSE 1	1	18	2KCr/18KCr	+1 AWR	4
TSE 2	4	18	8KCr/18KCr	+2 AWR	4
TSE 3	9	18	18KCr/18KCr	+3 AWR	5

Telescopic Vision

This cyber-optic improves your AWR when looking at objects at a distance.

ADD(AWR). Non-ranged, Self, Invisible, Constant, Focus (implant), Single Effect (one sense).

Item	AP	SP	Cost	Effect	AV
TEV 1	1	16	2KCr/16KCr	+1 AWR (X5 mag)	4
TEV 2	4	16	8KCr/16KCr	+2 AWR (X7 mag)	4
TEV 3	9	16	18KCr/16KCr	+3 AWR (X10 mag)	5
TEV 4	16	16	32KCr/16KCr	+4 AWR (X15 mag)	5
TEV 5	25	16	50KCr/16KCr	+5 AWR (X20 mag)	6

Thermograph/UV vision

Allows you to detect IR light and varying degrees of heat, giving you POW in AWR to 'see it'. The UV version works in the same way but applies to Ultraviolet light.

DETECT (Heat/IR or UV), Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant)

Item	AP	SP	Cost	Effect	AV
TUV 2	4	21	8KCr/21KCr	AWR 2	4
TUV 4	16	21	32KCr/21KCr	AWR 4	5
TUV 6	36	21	72KCr/21KCr	AWR 6	7
TUV 8	64	21	128KCr/21KCr	AWR 8	9
TUV 10	100	21	200KCr/21KCr	AWR 10	11

VR Jack

This lets the user see, hear and feel electronic communications and data transfer within a computer system. Has an effective AWR equal to the POW used.

Typically has a 1m cable to plug into the computer system.

CLAIRSENTIENCE. Non-ranged, Self, Visible (Interface cable), Constant, Conscious, Focus (Implant), Limited Effect (Computer Systems only).

Item	AP	SP	Cost	Effect	AV
VRJ 2	4	13	8KCr/13KCr	AWR 2	3
VRJ 4	16	13	32KCr/13KCr	AWR 4	5
VRJ 6	36	13	72KCr/13KCr	AWR 6	7
VRJ 8	64	13	128KCr/13KCr	AWR 8	9
VRJ 10	100	13	200KCr/13KCr	AWR 10	10

CORPS RULES EXPANSION

Wetware

A data storage device with a dedicated data-jack for input/output. This is used by Data Couriers who carry secret or private cargo. For a literary example see Johnny Mnemonic.

Since this is computer memory you can link a computer to the implant by the data-jack for legitimate download or for hacking attempts.

PROTECT. Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant), Single Effect (data is shielded from radiation/EMP). Foci (has 'skill' for storage capacity bought using SP. (Skill^2)x5 Gigabyte is capacity of system.

Difficulty to 'hack' into the implant for illegal download is skill+6.)

Item	AP	SP	Cost	Effect	AV
WTW 1	16	19	32KCr/19KCr	Skill 1, Capacity 5Gb	6
WTW 3	16	27	32KCr/27KCr	Skill 3, Capacity 45Gb	7
WTW 5	16	43	32KCr/43KCr	Skill 5, Capacity 125Gb	8
WTW 7	16	67	32KCr/67KCr	Skill 7, Capacity 245Gb	9
WTW 9	16	99	32KCr/99KCr	Skill 9, Capacity 405Gb	11
WTW 11	16	139	32KCr/139KCr	Skill 11, Capacity 805Gb	12



▼ TEMPLATES

"I am an invisible man. No, I am not a spook like those who haunted Edgar Allan Poe; nor am I one of your Hollywood-movie ectoplasms. I am invisible, understand, simply because people refuse to see me."

Ralph Ellison, "The Invisible Man"

This section provides some Templates which may be available for characters, subject to gamesmaster approval. Some of these are technically monsters, but since they are intelligent they are here, if they were simply animals they would be in the bestiary.

Vampires

The now famous bloodsuckers, popularized through various movies and novels through time. Although the actual legends of vampires differ significantly from the popular fiction ideals, some of these legends coming from thousands of years ago in Babylonia and Assyria, this type of vampire is just that – based on popular fiction, which mostly stems from Bram Stokers Dracula, published in 1897.



Package Component	AP	SP
Dependence: Blood (2HLT per day)	+10	0
Immortality: Limited (must drink blood)	-50	0
Natural Aptitude (STR)	-10	0
Natural Aptitude (AGL)	-10	0
Physical Ad: Good Looking	-5	0
Toughness Level 5	-25	0
Vulnerability: Fast & Lethal vs. Sunlight. Level 5	+50	0
Vulnerability: Non-lethal vs. Garlic Level 5	+10	0
Psych Lim: Phobia vs. Holy Symbols Level 5	+10	0
Natural Aptitude (POW)	-10	0
Metaphysical Lim: Tainted Level 5	+10	0
Enemies: Vampire Hunters Level 5	+25	0
Enemies: Religious organisations Level 3	+15	0
Physical Lim: Vamp fangs, pale skin etc Level 2	+4	0
Physical Lim: Goth style Clothing Level 2	+4	0
Psych Lim: Phobia Sunlight Level 5	+10	0
Vulnerability: Fast and Lethal vs. Blessed or Holy Weapons and items (inc water) Level 2	+20	0
Psych Lim: Cannot enter holy ground Level 5	+10	0
Psych Lim: Cannot enter someone else's Hearth properties. Level 5	+10	0
Enhanced Regeneration (Divine)	-100	0
Vulnerability: Lethal vs. Wood Level 2	+10	0
Special Mod (see Notes)	+10	0
SHAPESHIFT. (Non-ranged, Self, Visible, Constant, Conscious, Inherent).	0	-21
DOMINATE. (Ranged, Self, Invisible, Constant, Conscious, Inherent).	0	-27
Total Package Cost	-5	-48

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Notes: The Enhanced Regeneration and the Toughness Advantages do NOT apply to any damage caused by any of the vampire's Vulnerabilities, and the wooden and holy weapons Vulnerabilities add their level to the DV of attacks against the vampire made with such weapons this makes Auto kills etc easier. I have reduced the costs by 10 AP to make up for this disadvantage, and those injuries heal at the normal human healing rate.

The Vampire Fangs inflict STR/4(n) Puncturing combination damage, and they will automatically cause an eventually fatal wound (see below) if they are biting to feed. A Fast Vulnerability means mere exposure to the substance will cause the listed DV after a few seconds and after each further minute.

Blooddrinking

Vampires are driven by their need for Blood. This isn't simply to feed – the condition for their immortality is that they drink the blood of the living, hence the dependence on blood as well. They can attempt to go without for a while, but when they fail the WIL roll for dependence they will go on a killing spree. This isn't really a good thing for their survival, so most vampires will feed every night to avoid this. When they go without, they will permanently age 1 year for each day they don't drink blood, this is due to the immortality conditions and helps show how the vampire Lestat in Interview with a Vampire looks older when Louis returns to St Louis and finds him hiding in the cemetery, too scared of the modern world to venture out to feed.

A vampire will normally need only to drink a pint of blood per day, plus a pint for each day they haven't drank any. So going without for 3 days will mean the vampire will have to drink a full 3 pints of blood from their victim. They can of course glut themselves and drink more than what they need, up to a maximum of pints equal to their HLT attribute x 2.

Usually a vampire will use its Dominate power to make a victim succumb to its will, however particularly seductive vampires may not need to do so, they will use it to tell the victim to not remember they've been bitten.

It takes 1d10 minutes to drink up to 2 pints of blood from a victim, doubling the result of the original roll for every 2 pints drank thereafter (or fraction thereof). When a vampire stops drinking this becomes an Eventually fatal result for the victim at a rate equal to 1 HLT at a time following on from the vampires drinking. The vampire can stop this bleeding if he's feeling nice, or wants to feed again on the same victim by licking the wound closed after feeding, it still leaves the traditional bite marks but at least the victim doesn't bleed to death.

Example – Susan (HLT 5) is being fed upon by a vampire. This bloodsucker drinks 3 pints out of her. This takes 5 minutes for the first 2 pints (2 HLT) and an extra 10 minutes for the next pint (1 HLT). It then leaves her bleeding to death in the alley. She loses 1HLT after a further 20 minutes until finally after a further 40 minutes she will die when she reaches zero HLT, unless of course she receives medical attention before then. Each full pint of blood lost by the victim is a -1 to HLT which heals at the normal rate, see CORPS 2nd Edition page 51. If HLT is drained to zero by a greedy vampire, the victim will die – rising three nights later as a vampire themselves, under the thrall of the vampire who created them.

A victim who dies of bleeding to death from a vampire bite, (like Susan would in the example) will not rise again. Only those whom the vampire deliberately drains will be so affected.

A sensible vampire simply drinks what he or she needs, keeping its victim alive longer – so it can feed from them again.

Some vampires would have cults or herds of 'familiars' who will happily succumb to the vampires embrace in the hope of being made one themselves as a reward for long service.

Vampire Culture

In some games vampires are simply loners, victims of a passing horror that makes them a monster themselves. In others they are a subculture that lives amongst mankind, hidden during the day but living their own way at night. Due to them being tainted by evil, this would typically involve finding new food supplies and finding one or more servants who will look after them during the daytime when they are at their most weak and vulnerable. This is most often accomplished by bars and nightspots, like the Titty Twister in From Dusk till Dawn or the many nightclubs where vampires hang out in Blade.

Killing Vampires

In fiction, this is usually dragging them into sunlight or driving a stake through their heart.

The stake method is a +4 hit location, and is typically an Increased Damage shot. So it is more difficult to hit, in this instance the Mid Chest location is most appropriate for working out Blowthrough/Blowoff.

A vampire killed by an Auto kill explodes into fiery dust and ash, in fine Hollywood style.

Thralls

This is a condition that affect Vampires that are made. What it means is that the thrall has free will to do what it likes, but when the master vampire commands it, it will obey – the masters Dominate power is always an automatic success against a thrall.

Curing Vampirism

Technically there is no known cure for vampirism, especially in a fantasy or medieval setting – they are the enemy, why cure them? KILL THEM!

In modern settings however, it is possible that they could be cured. This would involve a total blood transfusion and even then there would be no guarantee it would work.

The best way to deal with the curing of vampirism, is that if the master vampire is killed, the others will be freed from his thrall. Unfortunately, In a game where vampires have their own culture, that wouldn't work – it would simply make the vampire have free will, unless commanded by their ex-masters creator (they would have +3 to POW to control you) and should that one be slain then his creator could try to command them (which they would have +1 POW) any further up the chain of command and they would be treat like any other attempt at Dominate vs. the character.

That serves to show how the chain of command and thrall works among a vampire society, if the whole of the vampires in a given city moved against you in concert, you would stand no chance at all.

CORPS RULES EXPANSION

Lycanthropes

This character type is built around the concept of the Shapechange power, and is a fairly common creature in horror media. In a game such as CORPS the threat of a Lycanthrope can often be more terrifying than a vampire – at least a vampire can be killed with a stake of wood, but a lycanthrope – that needs silver, an a very much more expensive proposition.

Please note, that as standard, this package isn't your 'man-beast' werewolf common to certain movies like the brilliant Dog Soldiers or those characterized by Lon Chaney Jr. This is your full on American Werewolf in London/Paris types, but without the comedy aspect of your victims harassing you from beyond the grave.

For the purposes of this template, we will again use the Hollywood stereotypes for them

Package Component	AP	SP
Power: Shapechange; Non-ranged, Self, Visible, constant, Automatic (full moon). Inherent, Requires concentration time (10 seconds each use), Single purpose (one type of animal), Negated by daylight (common, only works on 3-)	0	-5*
Physical Lim: Eyebrows meet in the middle Level 2	+4	0
Physical Lim: Hairy Palms Level 2	+4	0
Lethal Vulnerability: Silver level 5	+25	0
Enemy: Were-hunters Level 4	+20	0
Enhanced Regeneration (Divine)	-100	0
Toughness Level 5	-25	0
Non Lethal Vulnerability: Wolvesbane Level 5	+10	0
Dependence: Human Flesh when changed 2/night vs. HLT	+10	0
Enemy: Religious organizations Level 4	+20	0
Metaphysical Lim: Tainted level 5	+10	0
Special Mod (see notes)	+10	0
Total Package Cost	-12	-5

Notes: The Enhanced Regeneration and the Toughness Advantages do NOT apply to any damage caused by the lycanthropes Vulnerabilities, and the wolvesbane and silver weapon's Vulnerabilities add their level to the DV of attacks against the lycanthrope made with such weapons. This makes Auto kills etc easier. I have reduced the costs by 10 AP to make up for this disadvantage, and those injuries heal at the normal human healing rate.



Controlling the change

Simply by changing the Power to Conscious and removing the 'negated by daylight' modifiers (+7 SP) you would then have a character who could change into animal form when they wanted. Alternatively you could add the 'requires skill roll' modifier.

Shapeshifting

As you can see, the shapeshift power is central to the character concept. Using the optional Shapechange notes given earlier in this book, you can easily determine how much POW you will need for your character.

To create a 'man-beast' type lycanthrope requires 5 POW, and this gives you AV1/1, makes your melee damage lethal, gives +1 hex reach, +1 to one of your senses, and the ability to shift your attributes around (except for POW) as long as the total remains the same. You also look like the archetypical beast man.

Some samples are given in the chart below, these examples give you the natural attributes of the animal (STR, AGL etc), and their natural abilities (movement rates, attack forms etc) as in most cases in the legends, the animal form was basically that – an animal, incapable of rational thought, working only on instinct to hunt and kill. The sufferer of lycanthropy is mostly unaware of what occurred while in animal form (except for some disturbing dreams).

Gaining the natural attributes of the animal would normally cost you 5 POW, but since your mental stats are affected as well, this costs you 0 points of extra POW. (Should you want a more 'playable' Lycanthrope, then get the 5 extra POW and you will have the animals physical attributes, while remaining in full conscious control of your actions – having normal mental attributes).

▼ Shapeshifting Form

Form	Size Level	POW Minimum
Wolf	0	5
Cat	-2	7
Boar	+2	7
Bear, Kodiak	+4	9

As you can see, the closer to human size the form is, the less POW you need. The base of 5 on the table reflects the 'change species' modifier to shapechange given earlier in this book.

Infection

"Anyone bitten by a werewolf will become one themselves at the next full moon"

This is the propagation of the curse, where the werewolf must feed and in doing so will create another one like itself, unless it kills the victim. However, since most work on instinct the chances are if you can fight it off well, it'll leave you be – of course should you get bitten.....

I would say, in game terms that the likelihood of becoming infected is the DV+5 as a die roll. Roll higher and you'll be alright, if not then you will become a werewolf. Over the course of the next month, the character will have disturbing dreams about the type of animal that he was bitten by, until finally on the night of the next full moon the shapeshift power triggers and you gain all the abilities of the template package.

Remember though, that it is only Lethal damage that can cause infection, as that means it has broken the skin. Simply having a werewolf drool onto your face or knocking you over isn't sufficient for infection. However, claws, teeth, spines etc can all cause lethal damage, so they could cause infection.

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Curing Lycanthropy

There is only one cure for lycanthropy, and that is to slay the lycanthrope that made you. This obviously is very hard to do, as the next time you see it, you're likely to be a lycanthrope yourself. But, other people would be hunting such a creature and the likelihood is that they will 'cure' you when they kill the other beast.

A dead lycanthrope returns to its natural human form, naked and deceased with the injuries sustained as a werewolf.



Lycanthropic Culture

As a rule, lycanthropes are singular animals. But there is nothing to say that a group of people waking up naked and bloody from the night on the hunt wouldn't band together for mutual protection. This would be especially true for those lycanthropes who retained their mental faculties when in animal form or for those who can control their shape-changing.

Some out of the way communities could even all be lycanthropes, although this would work best if they were controllable and retained intelligence so they didn't make their presence obvious.

It is possible that there could even be a global community of werecreatures, that have their own hierarchy/social structures. Ultimately it all depends on what you want to make it.

The Change

As noted under the power, each use of the power takes 10 seconds, this represents the metamorphosis time, during which the lycanthrope can do nothing but writhe around in agony as he changes form.

Lizard-men

Normally found in sunny climates like deserts and some tropical regions, due to their need for sunlight.

It is the sunlight on their skins that begin the process of an anti-diuretic hormone being produced, which helps them survive the desert without water for extended periods.

Rumors abound of a City of Lizard-men in the great Southern Mountains. It is said to have been built far above the ground, above even the clouds, where the sun always shines.

Culture

This type of lizard men would be most active during the day, with almost no sign of them at night. In a desert they would typically bury themselves into the sand during the night to retain heat, as carrying wood and tinder for fires can be prohibitive over extended periods.

Other than that, the actual culture would vary tremendously, some groups may build cites, some may be totally nomadic, others a raider culture.

Locales

Deep desert is an ideal location for this race, as there is little cloud cover to spoil them receiving the sunlight they need. Although, those that wished to trade with other races (or attack and raid) may dwell near the edges of the desert.

Package Component	AP	SP
Scaly Skin (ARMOR. non-ranged, self, visible constant, automatic, inherent. Only used at HLT Aptitude and is split 50/50 between soak and blunt trauma)	0	-15
Nictating Membrane (PROTECT. non-ranged, self, visible, constant automatic, inherent. Special effect (no AWR penalties in underwater or dusty conditions), Single Effect (eyes))	0	-18
Extra Limb – Tail (Normal STR)	-5	0
Natural Weapons (BLAST. non-ranged, self, visible constant, automatic, inherent. Only used at HLT Aptitude)	0	-18
Physical Ad: Night vision	-5	0
Physical Dependence Sunlight. 2HLT/day. Must bask in daylight for around an hour per day. Has to be sunshine, not merely daylight	0	+10
Height/Weight. +10% height increase	0	+4
Natural Debility – Foreign Language skill. This is due to their tongue and vocal cord structure.	0	+20
Psych Lim – Aggressive level 4	+6	+2
Vulnerability – Cold (Temp <0°C) Level 2	+4	0
Dehydration Tolerance (PROTECT. Non-ranged, self, visible, constant automatic, inherent. Single Effect (only vs.dehydration) is based on HLT rather than POW)	0	-13
Total Package Cost	+4	-32

Notes: The natural weapons power represents the Claws and teeth of the lizard.

By changing the dependence to Water and removing the Dehydration Tolerance you can create a 'swamp dweller'. This variant costs only +4AP and -19 SP.

▼ BESTIARY

"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

This section, in the majority was written by Greg Porter and kindly allowed to be reproduced here from the never printed CORPS Bestiary.

Basics

Like CORPS itself, the bestiary is a general purpose gaming tool. It is not a complete guide to every animal in existence, nor does it delve exclusively into mythology, alien biology or supernatural beings. However, it does give you a wide selection of creatures and creature information that will be useful in just about any type of campaign for any role-playing game, with beasts of burden, vermin, ferocious carnivores and things that go bump in the night. We figure you don't need a lot of minutia, just the basic facts for using the creature in your CORPS or other campaign. The mythical and strange creatures have been put together with the assumption that they are biologically possible, even if under different principles of biology (i.e. magic), and are capable of long-term existence in an ecosystem. These assumptions might cause the description of a mythical creature to vary from its traditional description in some way, but if we had real examples to work from, they wouldn't be mythical, would they?

Types of Creature

Creatures are divided into three types: Herbivores, carnivores and omnivores.

Herbivores are plant eaters, munching on leaves, grass and other plant matter. Horses and cattle are herbivores.

Carnivores are meat eaters, munching on the flesh of other creatures, usually herbivores, but any meat will do in a pinch (the bigger the carnivore is, the less likely they are to be picky). Lions and tigers are carnivores.

Omnivores aren't picky. They will eat plants or animals, whichever is more convenient at the time. Humans and bears are omnivores.

The choice of herbivore, carnivore or omnivore influences everything else about the creature, from its size, appearance, means of acquiring food, right down to its digestive tract. If you are working on designing your own creatures, keep these distinctions in mind.

Creature stats

Creatures will have the same attributes as humans, and generally apply them in the same way. However, the dual nature of a few CORPS attributes does not apply to creatures without a little elaboration.

Animal AWR

Animals will have an AWR rating, just like humans, but in a non-sentient creature, the "reasoning" portion of the attribute is ignored. AWR represents solely the perceptive abilities of the creature. For purposes of native intelligence, animals are considered to fall into one of three categories.

AWR 0 Purely instinctual behaviors, little or no training or learning ability. Reptiles, insects and most really dumb animals fall into this category. Can communicate only in the most basic sense (threat, predator, prey, potential mate, etc.)

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AWR 1 Some learning ability, many instinctual behaviors. Is able to easily recognize individuals, remember bad experiences, can communicate with humans with a "vocabulary" of up to 50 sounds or types of body language (greeting, fear, affection, hunger, agitation, play, query, etc.). Dogs, cats and horses are typically AWR 1 (exceptional ones are AWR 2).

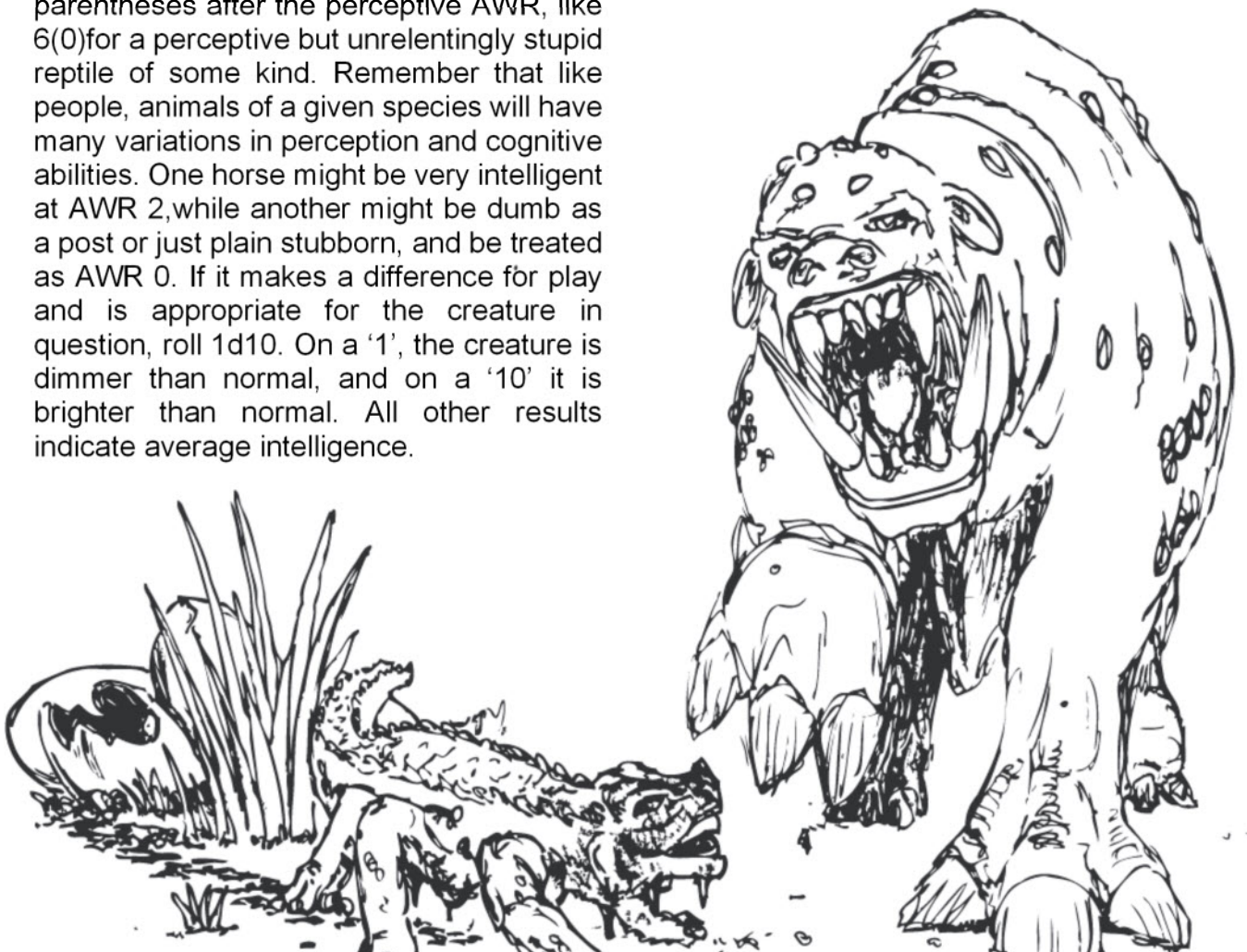
AWR 2 Significant learning ability, good memory, able to grasp some human concepts and perform sequences of actions to reach a goal. Capable of basic reasoning ability. Able to communicate with up to 400 types of discrete symbols if trained (sign language, proper names, colors, objects, etc.). Simians and porpoises are typical examples.

A creature's cognitive AWR will be listed in parentheses after the perceptive AWR, like 6(0) for a perceptive but unrelentingly stupid reptile of some kind. Remember that like people, animals of a given species will have many variations in perception and cognitive abilities. One horse might be very intelligent at AWR 2, while another might be dumb as a post or just plain stubborn, and be treated as AWR 0. If it makes a difference for play and is appropriate for the creature in question, roll 1d10. On a '1', the creature is dimmer than normal, and on a '10' it is brighter than normal. All other results indicate average intelligence.

Note that while a creature may have a number of inherent skills, learned intelligence-based behaviors are limited by the animal's ability to reason. For instance, an AWR 0 animal cannot have a non-instinct AWR Primary skill at a level of more than 0, so it can't be trained at all except for avoidance behaviors.

An AWR 1 animal can learn an AWR skill at a level of 1, and conceivably get a +1 Secondary and Tertiary skill, and an AWR 2 animal could have a Primary skill of 2, and Secondary and Tertiary skills of +1.

Also note that while an animal can easily be trained to do things it does naturally, like attack, getting it to do so on command is an AWR skill for the animal, and getting it to do a sophisticated attack maneuver is even more complex (like training an attack dog to go after a person with a gun, but not the hostage the person is holding).



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Animal HLT

This represents the creature's endurance and healing ability.

It is important to note that creatures in a given environment will have built-in protection against the normal temperature extremes in that environment and don't freeze to death because they forgot their coats.

This will not be elaborated on in a creature description unless there is some specific reason to. Over the course of a seasonal variation disease or other effect that would decrease an animal's survival chances, simply assign a Difficulty to the weather, which the animals have to complete a HLT task against. Just use the average result to figure the culling effect.

Example -The people of the plains hunt the wild aurochi for food and skins. We say the aurochi have a HLT of 6, and there is a terrible winter which the GM assigns a Difficulty of 8 to. This is a success chance of 7 or less, so about 70% of the aurochi survive the winter, the weak and frail being most of the casualties. Hunting will not be nearly as good for a few years.

Animal WIL

In a person, WIL represents force of personality, how strong-willed, dominant, etc. that person is, relating to other people. That's why the basic Difficulty for people is the other person's WIL+2. The strong-willed person might think a first encounter went well because they controlled it, while the other person might not feel so good, because they got railroaded.

With creatures, it is a little different. WIL in a creature represents not its looks, or personality, but how governed it is by instinctive behaviors. The higher the WIL, the more ingrained its instincts, and the harder they are to bypass with training or skill. Try teaching a beaver to not chew wood, for instance.

Creatures will have a dual WIL, like the dual AWR.

The first number is their ability to withstand damage effects, like stuns and knockouts. Almost all creatures will have the Pain Tolerance ability. Nature is harsh, and the frail are the first to be weeded out.

The second number is their "instincts", and is used for reaction rolls. A tough, very instinct-driven creature might have a WIL of 7(10) for instance, while a tough but easily trained one might have a 7(4).

Reaction rolls

Creatures can have a "first reaction" to people. This is usually a close contact or surprise contact, but can be what the animal does if it sees you several hundred yards off. This is handled slightly different than reaction rolls for people and sentient animals, since communicating with animal in a social sense is not usually possible.

Roll 1d10 vs. the creature's WIL. A result of equal or more than the WIL is a "good" reaction. A "good" reaction is one that is good for the person encountering it, and usually means the creature views you with curiosity, respect, fear, or indifference, whichever is best. Missing the roll by 1-2 points is a "neutral" reaction, and missing by 3 or more is a "bad" reaction, how bad depending on how much the roll was missed by. A "bad" reaction is often bad for the person, and might result in predation, territorial or self defense behaviors by the creature.

Usually, the higher than WIL, the more likely you get an instinctive reaction.

For instance:

Herbivores

Run from large animals that approach
Answer mating challenges (males)
Protect the litter (females)

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Omnivores

Protect the litter (females)
Run from large animals that approach
Make dominance or territorial challenges

Carnivores

Protect the litter (females)
Chase prey
Make dominance or territorial challenges

Example - A great white shark has a WIL of 10. This does not make it easy to get along with, since a roll of 1-7 is a “bad” reaction and a “neutral” or “good” reaction simply means it will ignore you...for now.

In some cases, this natural instinct can be tempered by the person's WIL or their Psychology skill (a secondary skill in Animal Psychology is possible). For instance, if you surprise an animal and you know what it considers threat gestures, you may be able to scare it off. Or, if you know what it considers prey behavior, you can make sure not to do that. However, most animals have instinctive “fight or flight” surprise behaviors that make this difficult. The Difficulty to do this is the creature's WIL, and success means that you can adjust the reaction roll by a category (Bad to Neutral, Neutral to Good).

Note - Many of these behaviors are intense enough that you simply cannot get a chance to use any talents that make a good first impression. If the animal's initial reaction to seeing you is to flee in terror, even if you surprised it at close range, it will be out of sight by the time it slows down to see what it was that surprised it.

Creatures with a high WIL are governed more by instinct, and are more likely to revert to their genetically programmed behavior in a stress situation (attack, flee, etc.), and are harder to train. Animals with a low WIL are more capable of using their limited AWR to make “intelligent” decisions, and are more capable of being friendly, tractable or trainable.

Each creature will have basic effects listed, for good (success), neutral (marginal failure) and bad (failed) reaction rolls.

Animals should always have enough descriptive information that you can determine what its instinctive reaction to people will be in other situations.

Animals that have been raised around people may keep their behaviors, but consider humans to be part of their environment, or possibly their social group. This is especially common with some domesticated animals, which will often have inconvenient behaviors “bred out” or reduced greatly..

Example - Wild deer are likely to flee at a human's approach, but domestic cattle are not. However, you still don't want to wander into the bull's pasture (territory), since he may see it as a territorial challenge.

Creature Attacks

Creatures do not often have the luxury of modern medical care, and don't usually get second chances. A predator that suffers a crippling injury, even a recoverable one, is often a goner. Likewise a prey species that escapes, but only at the cost of a serious injury. Untold millennia of natural selection have tended to weed out unsafe levels of aggression and have inspired natural caution and self-preservation instincts.

Naturally, most predatory creatures will fight to the death if cornered, since they have no other option and fighting is their stock and trade. Prey species in a similar situation may literally run themselves to death from exhaustion. But give either of them a way out of an unpleasant situation, and they'll take it. You have to be intelligent in order to die for a cause.

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Animals just cut and run. Very few animals will hang around a scene of combat after taking a significant injury, and significant usually means anything that will affect their immediate survival chances. If a lion gets an injured paw, and it gets infected, that minor wound could end up killing them.

This is one reason for natural threat displays and some relatively non-violent challenge behaviors. In the case of mating challenges, the challenge may not kill a potential rival, but if you are able to drive them off with zero risk of injury, it is worth it. Of course, if the non-violent means does not work, then yes, serious injury or death can be a result for the loser of the challenge, and even sometimes the winner. Mating rights are one of the few things that animals will voluntarily get themselves mangled for.

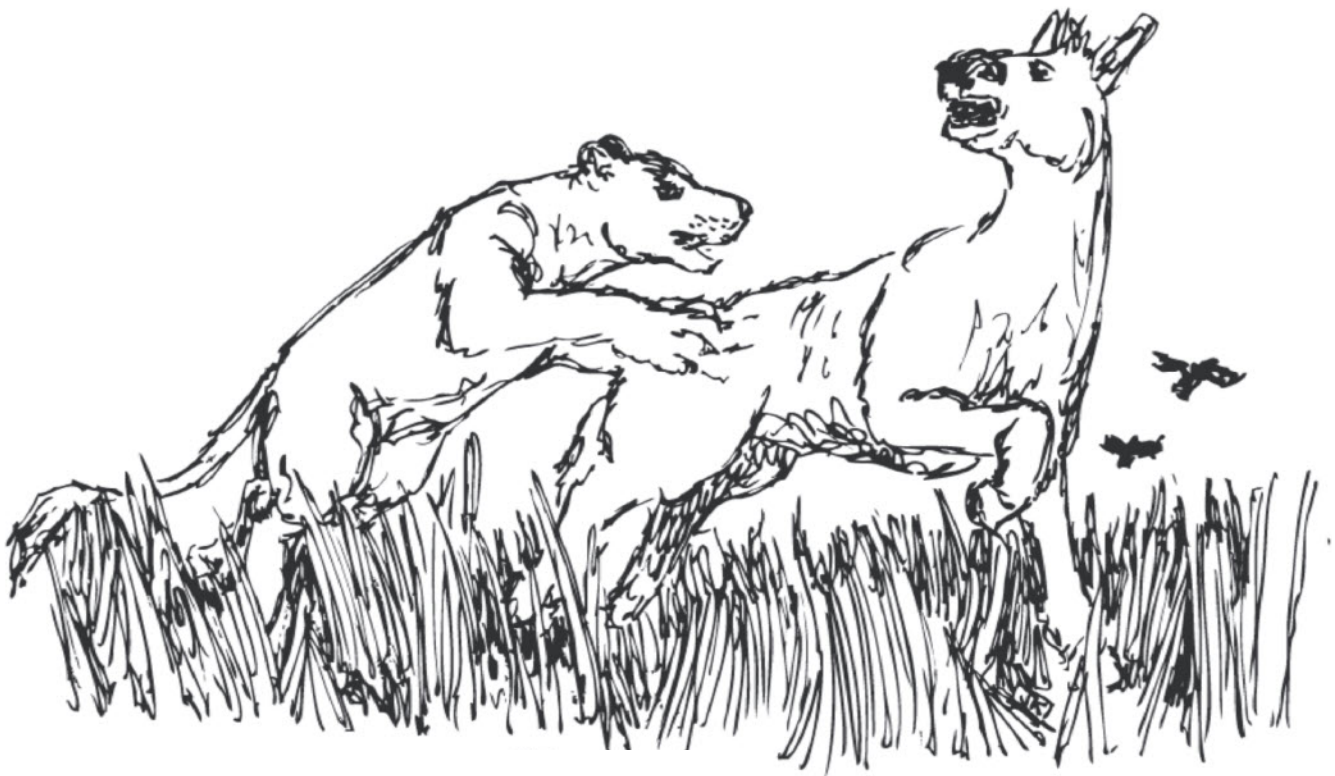
Attack types

Animals will almost always use their own STR and a natural weapon to inflict damage, either on prey or in self-defense. If you are applying different types of attacks for purposes of penetrating armor, use the following notes:

Some attacks may not do a lot of damage, but note that many of them would be considered armor piercing or have special effects that make them deadlier. For instance, a trampling attack would be considered armor piercing vs. flexible armor of any kind, while a concussing attack or tail thrash would ignore the blunt trauma part of an armor, just like a punch or kick would. Likewise, even teeth that aren't needle sharp would be considered fangs if their puncturing or tearing ability is how the creature kills things. Take this into account when using creatures as antagonists against characters.

In the real world, animals don't usually waste valuable energy harassing things they don't want to eat or get away from.

A poisonous snake would rather leave or frighten you away than bite you, because it can't eat you. While the bite might be fatal to you, it would also deplete the poison sacs of the snake, making it more vulnerable should it encounter something else with ill intent.



Creature Attack Types

Attack	Damage	Type
Bite	STR/4(n)	Puncturing combi damage
Fang	STR/4(n)	Puncturing lethal damage
Claw	STR/4(n)	Cutting combi damage
Talon	STR/4(n)	Puncturing lethal damage
Horn	STR/4(n)	Puncturing lethal damage
Kick	STR/3(n)	Blunt combi damage
Trample	STR/2(n)	Blunt combination damage
Tail Thrash	STR/4(n)	Blunt non-lethal damage
Concuss	STR/4(n)	Blunt non-lethal damage
Constrict	STR/3(n)	Blunt combi damage

For this reason, most wild animal reactions tend to be towards leaving the area or frightening you off. The major exception to this is for any animal with young that is protective of them. In this case, your presence alone may be threat enough to generate a bad reaction, with hostility continuing until you are no longer a threat, or are chased far enough from the young that the parent doesn't want to pursue the matter. Even less intelligent creatures like alligators can exhibit this behavior, sometimes in entire family groups.

Another aspect of animal attacks is the theory that animals, being used to four-legged prey, automatically associate height with body size or length, and a face with the front of the animal. So, if that leopard stumbles across you while you are tying your shoes, it makes the unconscious calculation "hmmm...about a meter high at the shoulders, makes him about 2 meters long. Yeah, I can take him." Then, when you stand up, the equation radically changes. In the leopard's eyes, you suddenly become twice as high (and thus twice as long and eight times as massive!). Whoa!. Deciding not to tangle with you, it slinks back into the brush, and you go on your way, unmolested and oblivious to the fate you just escaped.

A result of this is that attacks by larger predators are likely to be made when you appear the smallest and have your back turned. Which makes a lot of sense in that it also reduces the predator's vulnerability to counter-attacks.

Attack mentality

Most carnivores have evolved a hunting style appropriate for their anatomy, climate, terrain and so on. Rather than list these styles with each particular creature, a short list of common tactics follows. The creature description will indicate which style to use if a character happens to be on the wrong end of the menu some day.

Stalking

This tactic is usually followed by lone predators, either vs. a lone prey animal, or a particular member of a herd. The predator uses as much stealth as possible, hopefully getting within strike range. If not, a chase sometimes ensues, depending on the predator's estimation of its own chances. Sometimes, predators may act in concert. One will stalk prey in such a way as to drive it to where another predator is waiting, and they share in any successful kill.

Game effects - The creature will use available concealment and/or natural Stealth skill to get as close to the prey as possible. This stealth task is usually a Difficulty of the prey's AWR -2 at 1-4m, AWR -3 at 5-16m and AWR -4 at 17-36m. The stalker gets to apply a penalty to the observer's AWR (see below) of the amount the task was made by (1 if a rolled or marginal success). The observer gets an AWR task each time the stalker decreases the Difficulty of being spotted. Without terrain or circumstantial modifiers, this Difficulty is 2 at 1-4m, 3 at 5-16m, 4 at 17-36m and 5 at 37-64m. At some point, the predator will either get within strike range, or the prey will notice they are being stalked and head for the hills.

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To make things simple, a creature's Stealth skill will reflect any natural camouflage.

A strike is considered to be a movement/melee combination attack with an extra movement penalty based on the hexes moved.

The prey gets +2 base defense for an attack combination move of 1 hex, +3 for 2-4 hexes, and +4 for 5-9 hexes (square root of movement (u), +1 for combination move, as per page 58 and 60 in the CORPS 2nd Edition rulebook). If a chase ensues, both predator and prey are moving. The actual attack type will depend on the animal, but would typically be a paw/claw/talon strike or a bite, or possibly a lethal grab with fangs or claws or a straight knockdown attempt followed by a strike or grab.

Coup de grace

Most predators try to finish off prey as fast as possible, if only to keep the prey from escaping or injuring the predator. Usually, this is a powerful bite to the neck or the brain, usually from the back.

Game effects - In game terms this is handled as a lethal called shot or "gathering ki" (CORPS 2nd Edition Rulebook page 60).

That is, the animal will sacrifice some of its skill to get a higher effective STR, which increases the damage it does, and being a called shot there are additional effects based upon where the attack is aimed (see earlier in this book).

Once the prey is pinned or knocked down, its ability to dodge is reduced and the predator "goes for the kill". Animals with limited strength or attacks may instead crush the throat of their prey, holding it down and slowly strangling it. Treat this as an eventually fatal result on the animal, since it is taking lethal damage rather than just suffocating.

A small animal in fear for its life may also sacrifice skill for STR, especially after it already has its tiny teeth sunk into your hand (the author once suffered a cat bite that got infected quickly enough to almost be an "eventually fatal" result).

Pack attack

In pack-oriented predators, some members will get on all sides of the prey. Those most out of reach of horns and hooves will try to hamstring the prey (lethal attacks to the legs), and once the animal is unable to stand, everyone dives in and goes for what they can. Some of these will undoubtedly be attacks to the throat. If the pack is hunting a herd species, some of the pack may try to channel the herd, or separate a victim from the herd, this will usually be a slower, weaker individual like a very old or very young animal. While a mother will defend her young, once the youngling is crippled, the mother usually realizes the futility of further defense and goes back to the herd.

Game effects - Fairly simple. A large number of attackers can find a way to get some members in the worst arc for a defender, and a large number of attackers can overwhelm the possible number of blocks or parries available.

This leaves dodging as the only viable option, which suits the attackers just fine, as it reduces their chances of getting hurt. Even if the defender is able to damage some of the attacking pack members, the damage is spread over several individuals, while all the damage the attackers do will be applied to one defender.

A pack is willing to accept losses based on species. Some might give up after losing a small percentage or a key individual like the pack leader, while others don't care and will continue attacking so long as a single individual remains. The GM will often have to make the call, as it depends on many environmental factors, such as how hungry they are at the moment.

Swarm attack

This is a specialized case of a pack attack, where the number of attackers is so great that any form of normal defense is futile. A swarm of bees or school of piranha is an example. The chance of success for any given individual in the swarm is small, but the total number of attacks is large enough that some will always get through.

Game effects - A swarm's chance to hit successfully is independent of the melee skill of the defender, and is only modified by circumstance.

For instance, the number of bee stings might be reduced if you were running as opposed to standing. A swarm will have a base number of hits in a turn, with an effect for each hit or cumulative number of hits. This number of hits is only modified by the ability of the target to get out of the way or reduce the swarm's effectiveness.

Count any increase in Difficulty as a decreased number of hits, so if a target does something that would give +1 Difficulty to the swarm attack, the swarm gets 1 less hit that round.

Swarms are almost always small creatures, and their weakness is area effect attacks. Anything that can fill an area will damage all members of the swarm equally, while only damaging the much larger victim a small amount. In a fantasy campaign, a swarm of killer wasps could be taken out with a very small fireball that would only singe a character's hair.

Lurking

In this case, the predator simply finds a likely spot and waits for the prey to approach close enough to claw, grab or bite. This is especially popular with well camouflaged predators like the angler fish, which lures fish to right in front of its mouth before sucking them in.

Game effects - Like stalkers, lurkers use camouflage and stealth to make themselves hard to spot, but in this case, the prey is moving while the predator is stationary. Usually, the predator only strikes if within it's basic movement range, and does not engage in a chase.

Eat them all, let God sort them out

This tactic is used only by the most feared and unopposed predators. The predator simply moves through its range and eats anything slow or unwary enough to be in the way. The more intelligent the predator, the more likely that it will be picky about what it eats or where it hunts. For instance, orcas may have a preference for sea lions, but great white sharks may go for a license plate on a rusty meat hook.

Game notes - This type of predator usually attacks via a short chase followed by an incapacitating attack and a coup de grace. If you happen to be near where it is, it will likely move towards you, but if the first few attacks fail, it may just decide to move on.



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Defense mentality

Herbivores, small omnivores and anything else worried about being eaten will have evolved some kind of defense against this fate. In the case of humans, we got intelligence, which told us to work in groups and start carrying big pointed sticks for protection. Everyone else had to make do with other defenses, a few of which are below.

Run like Hell

The most common prey species defense. The idea is to either out-run the pursuer, or make it to a place of refuge where the predator cannot follow. Even if the predator is faster, the predator will often have more difficulty in trying to simultaneously make an attack and move at full speed. In any stable environment, predators and prey will be fairly well matched in hunting and escaping ability.

Game effects - If the prey can accelerate faster and outrun the predator, it usually gets away. The faster it can move, the harder it is to hit, either with ranged or melee attacks. If the prey can't run fast enough, it may try to out corner its pursuer using the turning rules on page 44 of the CORPS 2nd Edition Rulebook. If equally matched, many predators have sacrificed endurance for strength, and the prey may simply be able to outlast the predator in a prolonged chase, in which case the predator will give up about the time it loses HLT from running and the prey doesn't. We've all seen this on nature shows where the faster cheetah runs out of steam before the slightly slower gazelle.

Freeze

This is often a prelude to the Run like Hell tactic. The prey animal becomes motionless and blends in with its surroundings, hoping that the predator passes them by. Of course, this works best if the prey detects the predator first.

Game effects - This is a test of the predator's AWR versus the Stealth skill of the prey, with modifiers for range, cover, etc. (see Attack Mentality). The prey will usually stay put until it fails an instinctive WIL task vs. the Difficulty for range or is being pounced upon, at which point it loses its nerve and heads for the hills.

Safety in numbers

This isn't really a defense, just a statistical dodge. A lone prey creature has a 100% chance of being selected by a passing predator. A prey creature with 99 of its fellows has only a 1% chance of being selected. As long as you stay with the herd, your chances of survival are increased.

Game effects - None, really. It just means that instead of Zeo the Zebra having to outrun a lion, Zeo really just needs to outrun any zebra that's closer to the lion than he is.

Chew on this!

This is an uncommon defense used by some herd animals, notably musk oxen. If there is a threat to the herd, the animals form a circle, with the stronger individuals facing outwards, becoming a wall of horns and hooves that predators cannot flank. The younger and weaker members of the herd stay on the inside of this circle, protected by the outer ring, and able to trample anything that gets inside. In the case of musk oxen, there is actually evidence that humans can be accepted as part of a herd, which apparently scared the hell out of some researcher when a group of bulls charged him, only to form a protective circle at the last moment in response to a perceived threat.

Game effects - If successful, any predator must make an attack vs. the best defended arc and natural weaponry of the largest members of the herd. Quite useful if you can pull it off.

Forget about it

The prey is only prey to a very limited subset of predators, and can simply ignore everything else. This is usually because of the size of the creature (elephants), but it might have some built-in defense that makes it unpalatable to most potential attackers (like a porcupine's spines or a skunk's spray). These particular animals are very vulnerable to changes in the predatory environment, since they are slow to realize their vulnerability. For instance, a predator immune to chemical sprays would quickly gobble up skunks who are used to walking around unmolested by anyone.

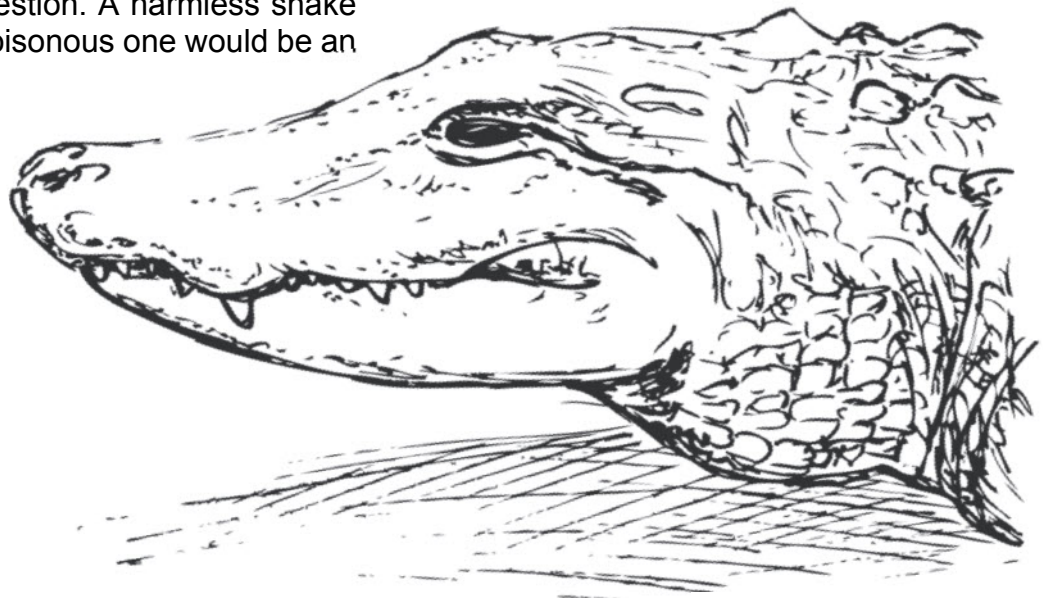
Game effects - Usually, this will trigger instinctive reactions in the predator (unless the predator is much hungrier than normal), and the predator simply goes elsewhere. If the avoidance is a learned behavior, one or two unpleasant encounters may help protect all other members of that species in future encounters. Some vulnerable species take advantage of this by mimicking a dangerous species and thus freeloading on its advantages without actually having the defense in question. A harmless snake that looks like a poisonous one would be an example.

I'm big, I'm bad, Don't mess with me!

The prey has some kind of built-in bluffing ability that sometimes works, making the creature appear larger or more formidable than it actually is. A cat arching its back, turning sideways and fluffing out is a good example of a small carnivore using this tactic.

Another example would be some species of tropical fish with a large dark blotch towards the rear of their body. In some cases, a predator might mistake this for the eye of what would have to be a much larger fish, and thus not an appropriate prey.

Game effects - Consider this to be a use of the predator's cognitive AWR vs. the prey's instinctive WIL. If the predator fails in this task, it's WIL is reduced by the amount failed by for that encounter's reaction roll, because it thinks the prey is actually more of a threat than it looks. This makes it more likely that it will not attack. Against people, most of these bluffs fail as we're reasonably perceptive and intelligent. However, against a potential predator with a cognitive AWR of 1-2, it can be very effective. Adjust the predator's WIL by any situational modifiers that would be a stronger instinctive drive, such as overwhelming hunger, protecting young, etc.



CORPS RULES EXPANSION

Habitat

Most creature habitats can be defined in terms of temperature, rainfall and terrain. Aquatic creatures are usually defined in terms of temperature and salinity (fresh or salt water). Each creature will have a short description of its preferred habitat, with any special habitat notes within the descriptive text.

Temperature

Arctic - Creature prefers temperatures of 5°C or less and can survive these kinds of temperatures year-round. It may not be able to survive in equatorial temperatures.

Temperate - Creature prefers temperatures in the 6°-25°C range, although it can usually tolerate higher or lower temperatures on a seasonal basis.

Tropical - Creature prefers temperatures of around 25°C with little seasonal variation, although it may be adapted to survive cold temperatures for limited periods.

Equatorial - Creature prefers temperatures in the 25°C and up range, and often cannot survive even limited exposure to cold temperatures.

Terrain

Plains - Any type of flat, unbroken terrain.

Forests - Any type of wooded or overgrown area. May range from large areas of heavy brush to open forest.

Mountains - Hilly, mountainous or rugged terrain that can be used for concealment or defensive advantage.

Swamps - Marshy terrain with slow-moving or stagnant water, with or without trees.

Coastal - The creature lives near the land/water interface, such as lake, river or ocean shores.

Rainfall

Dry - The area gets so little rainfall that it would be considered arid or a desert.

Average - The area gets enough rainfall to support most types of agriculture, although there may be seasons significantly wetter or drier than average.

Wet - The area gets significantly more rainfall than average.

A creature will usually have its habitat described in terms of these three categories. If a creature has no preference or is found over a wide range, then the category will be omitted, and if it has a limited preference, then this will be listed.

Example - A penguin is a Dry Arctic Coastal Plains creature (most Antarctic areas don't actually get that much precipitation, and some areas are among the driest in the world).

Note, the addition of Coastal to the habitat description. Since penguins swim and eat fish, being near the ocean is a required part of their habitat.

Example - Lions, cheetahs, hyenas and wildebeests are Average Tropical to Equatorial Plains creatures.

Generic life cycles

Most of the time, characters will be dealing with adult specimens of a creature, and the actual cycle of how it was born and raised is insignificant to the context of the adventure.

However, just because you might need to know...

You're on your own, kid

The parents (mother and father) have no interest in their offspring after mating is complete. Once born, hatched or whatever, the young are completely on their own, with nothing more than a small reserve of nutrients like fat or a yolk sac to tide them over until their first meal. Either the young are extremely capable right out of the gate (like young sharks), or they are hatched in such quantity that if even only a few percent survive to breeding age, it is still more than enough (like fish and sea turtles).

Mommy's here, but you better learn quick!

Usually only the mother has an interest in the offspring, and she provides only limited protection. The young are often expected to be mobile within minutes after birth. The mother provides food and some protection, but behaviors are mostly instinctual rather than taught, and she will abandon the young if necessary, but not without a fight first. Typically the number of offspring is fairly low, since the mother and sometimes the father are providing all the food for the young. The young mature fairly quickly, and soon are fending for themselves, at which point the parents lose any sense of responsibility towards them. Wildebeests are a typical example.

Don't worry, we'll take care of you

The mother and occasionally the father have an interest in the rearing of the offspring, which again are limited in number. The rearing period may be a significant fraction of the creature's lifespan, so good care of the offspring is required for continuation of the species. Protective instincts are strong, and attacks on territory intruders are likely. While some behaviors are instinctual, others may require training or encouragement by the parents if the offspring are to be successful adults. Lions, bears, and dolphins are typical examples.

The price of flexibility

The mother and sometimes the father must make an intensive effort for a significant fraction of their lifespan to insure that their offspring survive. They are usually born without any of the skills or abilities needed to survive on their own, and must be taught everything that is not instinctual. This category is usually reserved for creatures of human or near-human intelligence, where instinct has mostly given way to flexible programming. Without the normal and proper socializing influences at an early age, the offspring will not be able to fit in with others of their kind.

Food and leather

The GM will be the ultimate arbiter of how edible a creature is, or how good it tastes, keeping in mind that edibility is a matter of culture for intelligent species, and necessity for everyone else. Maybe you don't think that squid tentacles, snails, or eel tongues are delicacies, but odds are that someone does. Most natural creatures are edible, even if one culture or another finds it repulsive, distasteful or "unclean". In theory, everything except the hide and bones are edible. In practice, the only things usually eaten by people are muscle tissue, fat and select internal organs.

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Assume that half of an average (50-100kg) creature's mass is edible tissue. About half of this is "good" cuts of meat, and half of that will be "prime" cuts. Of the remaining half of the carcass, assume half is skeleton, a quarter is offal, and a quarter is any usable hide. On larger creatures, the hide percentage will be lower because of the altered ratio between volume and surface area.

Example - If you bag a 60kg antelope, you get about 30kg of meat, of which 7.5kg is good cuts of meat, and 7.5kg is prime cuts. The bones account for 15kg (less when dried), the hide will be 7.5kg (ditto) and unusable bits are also 7.5kg.

Remember that the cuts that are considered good or prime are cultural, but usually have some better flavor or texture in addition to any symbolic significance.

If possible to preserve the hide of a creature, it can be made into garments or armor with an AV equal to that the creature had while alive. This number must be split between the soak value and blunt trauma values of the armor, and it can't be any more flexible than what the creature had while alive.

Most animals will have a smaller area of their bodies that is slightly better protected or has a thicker hide. This represents about 10% of the total hide, but has a tanned AV of 1 point higher. The normal low-tech preparing and tanning of a hide is a Difficulty 4 task and takes at least 2 weeks (depending on tanning method), and this time cannot be reduced by skill.

Example - Our antelope had an armor of 0/1 while alive, so it's hide could be tanned into a soft and pliable 0/1 armor or clothing, or a more rigid 1/0 armor. The toughest skin on the back is a small portion of the total hide, but it could be made into a 0/2, 1/1 or 2/0 armor.

Note - While the bestiary lists creature armor in the standard x/y format, it's probably easier to just add the two numbers together for most game purposes. So, a creature listed as having an AV of 1/1 can be considered to have an AV of 2 rather than figuring out amounts of lethal and non-lethal damage.

To fully cover a person in armor requires about 1 square meter of material. For CORPS terms, a 100kg creature can provide this much material if properly prepared. Each time you quadruple the mass of the creature, you double the amount of armor it can provide, and each time you halve the mass, you halve it.

Armor for the full torso is about a quarter the mass of a full set, as is either armor for both legs or both arms and the head.

Example - If a 100kg creature can provide a person with a full set of armor, then a 400kg creature can provide two sets, and a 25kg creature can provide a quarter of a set.

This assumes every square centimeter of hide is used in the most efficient way possible. Normal waste and unwillingness to patch scraps and tiny pieces together often means that small creatures provide less useful hide than expected, and if only the best parts of a hide are used, only about 10% of the maximum amount is available per creature.

▼ Armor from Creatures

Creature Mass	Full Armor	Half Armor	Quarter Armor
25kg	0	0	1
50kg	0	1	0
100kg	1	0	0
200kg	1	1	0
400kg	2	0	0
800kg	2	1	1
1600kg	4	0	0
3200kg	5	1	1
6400kg	8	0	0
12800kg	11	0	1

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Metabolism

Creatures will need to eat and drink an amount appropriate for their metabolism, mass and biosphere.

A general figure is 2% of body mass per day in food, and 2% of body mass per day in water. Modify this as below:

▼ Creature Metabolism

Situation	Food	Water
Cold-blooded creature	x0.5	x0.5
Warm-blooded creature	x1	x1
High metabolic rate	x2	x2
Medium metabolic rate	x1	x1
Low metabolic rate	x0.5	x0.5
High quality food (meat)	x0.5	n/a
Average quality food (grain)	x1	n/a
Low quality food (pasturage)	x2	n/a
Arctic environment	x2	x1
Temperate environment	x1	x1
Tropical/equatorial environment	x1	x2
Resting	x0.5	x0.5
Very active	x2	x2

Example - A 500kg horse in open pasture will need a base of 500kg x 2% = 10kg of food per day, x2.0 for low quality food, for a total grazing of 20kg per day, along with about 10kg of water for a day without work or high temperatures.

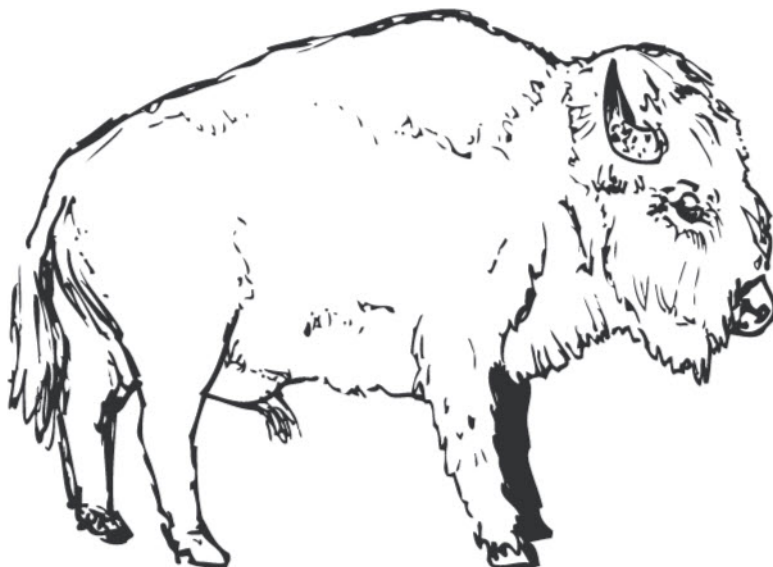
Typical animal communications

These can be vocal or body language, usually perceptible by humans, combined with other cues that may not, like pheromones. Not all animals express all of these, and it is largely dependent on the brainpower of the animal. Less intelligent creatures like reptiles will have a smaller set of communications than more intelligent ones like horses.

Typical communications

- ▲ Affection
- ▼ Anger
- Attention
- ▲ Contentment
- Curiosity
- ▼ Dominance challenge
- Excitement
- ▼ Fear
- General agitation
- ▲ I want something
- Non-threatening acknowledgement of presence
- Possession/territory marking
- Query?
- ▲ Sorrow/concern/worry
- ▲ Submission
- ▼ Threat gesture
- ▼ Warning!

The meanings of the symbols used on the above are explained here:



- ▲ May be appropriate on good reaction within its social group
- May be appropriate on neutral reaction
- ▼ May be appropriate on bad reaction

Anyone who has ever had a pet dog or cat will recognize most of these. If playing a game where magical communication with animals is possible, you can seldom speak in terms of words, but have to communicate with the animal in terms it can understand. Combined with images and naturally occurring behaviors, this can be used to generate or communicate complex actions.

Example - If “speaking” with a bear, you might open with a non-threatening acknowledgement. If you wanted the bear to attack someone, a mental image of a particular person combined with Warning! and an image of that bear's cubs might convey the idea that this person is inherently dangerous to the cubs, and should be attacked on sight. However, the idea of pre-emptively hunting down such a person is alien to the bear, and probably wouldn't work. On the other hand, describing a person as good prey for a tiger, combined with a mental picture of the person's location (within the tiger's territory), might do the trick.

In addition to the many normal modes of communication (for the animal, anyway), many creatures will also respond to actions that trigger genetic psychological limitations.

For instance, the scent of predators will agitate herbivores. Animals might fear fire, water or heights, to name a few others. The level of the Psych Lim will vary with species, but the level will help or hinder communications that interact with it. For instance, if talking to the aforementioned bear, conjuring up the image of an approaching forest fire might make it more inclined to flee. Knowing what items trigger what reaction is a skill roll for the person trying to get the response.

Training a creature

There are two types of training a creature can get: avoidance training, and command training. Animals that haven't been conditioned and broken to tolerate humans can only be given avoidance training, and permanently dim animals (cognitive AWR of 0) can only be given avoidance training.

Avoidance training

This is the type training you give a wild or domestic animal to make it not do something. In not doing this, it may actually do something you want, but this is purely coincidental.

Example - A wild predator will avoid an electric fence after it gets zapped a few times. The fact that it restricts its hunting/feeding range to the area between the fences is just a side effect.

Learning an avoidance behavior is a Difficulty 10 task, rolled with the creature's cognitive AWR + (10 -instinctive WIL), plus a number from 1 to 5 that represents how nasty the stimulus is that it learns to avoid. The smarter and more deliberate the animal is, the quicker it is to learn. One which tends to be aggressive or prone to flight will run into the negative stimulus more often, and take longer for the penalties to sink in. The creature gets a roll after each encounter with the stimulus, an encounter being a single instance or closely spaced series of contacts with the negative stimulus.

Example - Razorback Mudstompers have a cognitive AWR of 0 and a WIL of 8. They're mean, ill-tempered and very stupid critters, so swamp dwellers routinely surround their homes with electrified razor wire to discourage mudstompers from coming in and eating the cement pilings their houses are built on.

Each mudstomper that gets hunger pangs for some cured Portland cement has to complete a Difficulty 10 WIL task with a total skill of $0 + (10 - 8) = 2$ to get the idea into its skull that it is just not worth the effort. We'll say the razor sharp wire and electrical jolt adds 3 to their skill, making it a 5 vs. a Difficulty of 10. Once they learn to avoid the fence, which could take weeks, they will skirt it, only occasionally forgetting about the bloodied nose they got last time they tried.

Once learned, an avoidance behavior stays there as long as the negative stimulus persists. Once it is removed, the avoidance behavior can be unlearned through accidental exposure to the non-stimulus (like an inactive electric fence). This is a Difficulty 10 task, rolled on with the creature's instinctive WIL - cognitive AWR. Dumb, stubborn creatures are more likely to bang into the avoidance stimulus more often, while more intelligent and low WIL creatures know to avoid the fence entirely and may not realize for months that it has been turned off or removed. Once the behavior is unlearned, it is as though it were never there as far as influencing the creature's behavior goes. If it is reinstated at a later date, it must still be relearned, but you double the stimulus modifier because the creature will remember quicker.

Command training

This requires a creature that will accept a human presence and will subordinate its will to the human enough to accept negative reinforcement on occasion (bad dog!). For large creatures this almost requires that it be raised from an early age by humans, not only to be socialized to them, but to condition its behavior while it is still small enough to be controlled when it misbehaves (bad elephant!).

Breaking a wild animal is a test of wills. In any given session of training where a handler attempts to subordinate the animal, the handler must complete a WIL or animal training task vs. the animal's instinctive WIL + another stat. In general, the other stat is one that the animal can use to an advantage over the handler in, usually STR or AGL. A horse might use STR, while a small monkey might use AGL. If successful, the animal is broken for that session, and takes a cumulative 1 point penalty on further sessions to break its WIL.

Once the adjusted WIL + attribute number is less than the WIL or training skill of the handler, actual training can commence, but only with an individual whose skill or stats are that high.

Example - If the animal is only partially broken, say to an effective WIL + STR of 6, the animal will still be counted as wild and unbroken to anyone whose WIL or animal training or handling skill is 6 or less, since the animal senses it can exert dominance in that situation. A warrior may be able to control a warhorse, but the groom may not.

Assume each training session takes at least an hour, and acclimatizing the animal to human presence can be done on a more or less constant basis.

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Once the animal is subordinate to a handler, actual training can begin. This takes as much time as it would for a person to learn the appropriate skill, so the handler has to spend that much time in the training process (which counts towards their "animal trainer" skill). The animal cannot gain effective training time at a rate faster than twice its AWR in hours per day (with a minimum of 1). Even if all of the skills involved are instinctual or are AGL-based, you are trying to train the animal to use them on your command, or in a way that requires semi-intelligent use. It can still undergo additional strength or endurance training, however.

Example - An AWR1 horse can put time towards learning skills at the rate of 2 hours per day, if using the training times listed in the CORPS rules. It may require more than 2 hours per day to get the point across to the animal, but the rate of skill increase is based on a maximum of 2 hours per day. Remember that about 25 hours in a 3 month period is 1SP, 50 hours is 2SP, 100 hours is 3SP and 200 hours is 4SP (CORPS 2nd Edition rules p.124).

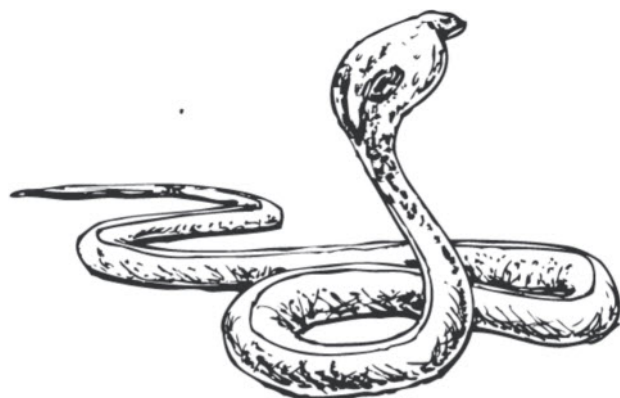
Giving commands to a trained animal requires that you know what they are, and would be a skill appropriate to the animal in question (equestrian for horses), with a base task Difficulty of 4. If you have the animal handling skill but do not know the commands as part of that training, you must get a +1 Secondary skill to use it correctly.

For the animal to understand the commands is also a Difficulty 4 task, based on its level of skill in the training. Its actual use of the ability you are commanding may be a separate AGL skill.

Example - You have an equestrian skill of 4, and are familiar with the subtle commands given to a dressage-trained horse. At this skill level, you will automatically succeed with your commands, unless there are modifiers to the Difficulty from other circumstances. The horse is very well trained, and has a defined Primary skill in "understanding dressage commands" of 2, with a +1 Secondary skill in each particular command, so it has a skill of 3 vs. a Difficulty of 4, for an almost certain success. With a particular rider it might have a +1 Tertiary skill in understanding their commands, for almost perfect performance. Note that with a cognitive AWR of 2, a total skill of 4 is as high as a horse can get on these skills. Its actual ability to do a complicated maneuver will be an AGL skill, which it would have to train in separately, but they could be Secondary skills to its natural abilities.

Using creatures in adventures

The purpose of the CORPS Bestiary is to provide rules for using creatures as part of your adventures. But, how do you make creatures a focus or major part of an adventure? First, creatures as an adventure tool are not limited to medieval or fantasy settings. Look how many modern horror or science-fiction shows and movies have "monsters" as an occasional plot device. An ordinary creature with an extraordinary ability, or a normal creature grown to unnatural size can be a challenge to the unprepared. Try these ideas on for size:



Characters go looking for creature

In a fantasy game, a mythical creature may be useful in a magical sense, in that its body parts may have mystical significance, and it may be a necessary component for certain alchemical preparations. If this has gone on for any length of time, the creature may be hard to find, wary of man, or both. On the way, characters can encounter others in search of the same thing, people who wish to protect the creature from this fate, or get caught up in local intrigues in the region where the creature is known to live. Of course, if they are successful, they have to get the appropriate parts back to wherever they came from. Success could bring financial rewards, allow a character to complete a goal, or make friends or enemies in high places, depending on how important the creature is and what it was used for.

It might also be something as simple as a reward being offered for the creature. Characters low on funds might decide the bounty offered for the “wilde beeste” which has been mangling the local cattle is a quick way to get some cash. Success might bring some money and local fame, while disaster could be an embarrassment later in life, provided you survive that long.

On an individual level, characters may have to quest after a creature as part of a ritual or test, usually without any advanced tools that a culture might have.

As a group, characters could be on a hunt, where the object is a test of skill and will rather than technology.

Even characters in a science-fiction world might have an opportunity to go hunting wild boar, while unarmored and equipped only with a spear.

Successful completion of any of these tests or rituals might be a requirement for joining certain groups or social circles, and would be considered points towards a Contact within that group.

Creature goes looking for characters

A less common thread, and mostly suitable for wilderness adventures, though there are certain creatures and plots that would work in an urban setting. For some reason, the creature has it in for the characters in a persistent way, and pursues them with a cunning beyond normal members of its species. This could either be a very intelligent animal, or one with a degree of sentience (the ordinary creature with an extraordinary ability). In a wilderness adventure, such a creature might be one whose mate the characters killed, or which has developed a taste for human flesh and the characters happen to be the “only game in town”. Typically, the creature will apply its strengths and skills against the characters weaknesses whenever possible.

An example would be attacking NPC's during the night, destroying or damaging vital equipment, running off with food supplies, etc. Remember that none of these actions are necessarily directed by intelligence. That radio transmitter the characters were relying on happened to be carried by the person whose scent was strongest on the carcass of the slain mate, and thus was an object for the survivor's wrath.

The NPC that vanished during the night was just a convenient meal who stepped outside the firelight to answer the call of nature. In an urban setting, it would require some sort of creature that could move among people without being noticed, either through some paranormal ability, or by using infrequently traveled routes, like underground sewers, air ducts, etc.

The final confrontation with the creature is likely to be a one-on-one encounter, at least to begin with, as the creature is too cunning to attack a prepared group. Success in an adventure like this simply means the characters get to keep body and soul together, and gain a new appreciation for the abilities of “dumb animals”.

Creatures as environmental hazard

This would have been known in an earlier era as the “wandering monster” problem. Specifically, should the characters be traveling through an area native to a nasty creature, and other people haven't gotten tired enough of the things to wipe them out, then the characters may encounter them. Of course, they could be nasty enough that the reason the area remains a wilderness is because of them, or that no-one would want to live there anyway.

Characters usually have the ability to dispatch such creatures, but the creatures can still do damage on the way out.

Even if your trip through the Great Dismal Swamp of Suffolk is punctuated by nothing worse than razorback mudstompers chewing up your oars, eventually you will run out of oars, and then they'll start chewing on your boats.

Lesser vermin have more ability to mess up equipment because there are usually more of them. Having a bomber beetle blow a hole in your boots, or Ur-burrs setting fire to your backpack can put a serious crimp in a day's travel, delay you, aggravate you, and possibly turn your attention from the real dangers of your trip. In a game world with paranormal powers, such creatures are often easily controlled, and can be manipulated to congregate in the path of your adventurers, increasing their natural frequency of occurrence.

Creatures as a group can be the adventure. This could be antagonistic, like an invasion of killer bees or poisonous ants, or coincidental, like settling an area and then finding out it is on a polar bear migration route. Either way, you have to find a way to live with the problem.

Creatures as general plot enhancement

Some creatures listed herein aren't really that interesting by themselves. It is their interactions with people that make them interesting or dangerous. Bloodsucking parasites are easily removed, but what if prolonged exposure brings forth mystical visions, or communication with ancient powers that demand that its “children” be fed? The dragon that lives in the mountain may be dangerous, but what if the nearby villagers want it around for protection and their more distant neighbors who are having livestock eaten don't?

Even something as simple as a prize bull can be worth starting a war over in some cultures, and people in every age may have animals with great personal, cultural or financial significance. Ask any prize thoroughbred owner.

Do it yourself creatures

Don't want to deal with the creatures we've made here?

Want to make up your own, but not sure how to keep it consistent with the creatures provided here? Read on!

Figure out what you want the creature to do. Easier said than done. Don't think about game stats. Think about what someone who encountered it (or its aftermath) would describe in subjective terms.

"Big as a horse, I tells you!"

"Damn thing disemboweled Fred with a single swipe of that paw!"

"It flew off with my mule!"

"We never even saw it coming!"

"It's so cuuute!"

After you get a handful of these, you probably have a better idea of what you've got than if you had just started with numbers.

Where does it live?

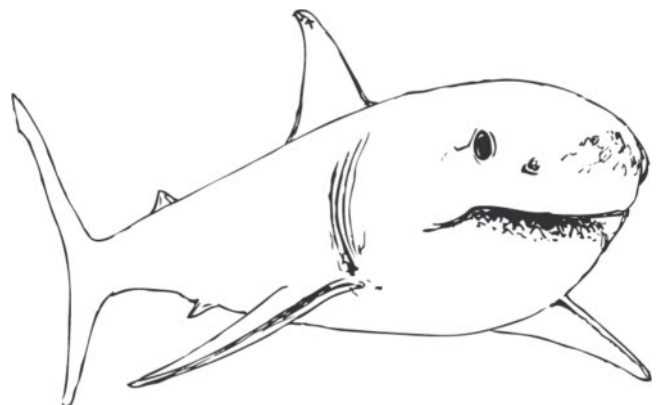
This you should know already, at least in a general sense, like caves, grassland, swamps, desert, plains, etc. Imagine the habitat and this creature's place in it. Is the chosen habitat big enough to support a stable population of this creature? For instance, a pride of lions in prime hunting territory still need about 3 square kilometers each to sustain themselves. Remember that cold climates have less diversity and food than warm ones. A very large creature that lives in cold climates would have trouble finding enough to eat unless there was some abundant food source, like an ocean, and this in turn influences its body structure, means of catching prey, and so on.

Example - Plants like the venus flytrap, sundew and pitcher plant are all native to marshy areas with certain vital elements missing from the soil. These carnivorous plants obtain these nutrients from insects that they catch. So, if you have a mundane but very large carnivorous plant, it might make sense to have it be native to marshy areas rather than areas where normal plants are more efficient.

What does it eat?

This depends on where it lives. It could be whatever is appropriate to that area, and can range from "anything that moves" to "12-year-old female virgins". As for all the other questions we're asking you, you should think up a reason why it eats what it does. This could be as mundane a reason as "it's the easiest to catch", to some convoluted mishmash involving deities, the creation of the world and "they taste good".

Just remember that if a creature eats something, it either needs to be able to digest it, pass it whole or cough it back up. If the razorback mudstomper lives in swamps and likes to chew on wood and rocks, why? Is it because it is just plain ornery and will chew on anything? Or is it simply because it's looking for trace elements or lots of roughage for its diet? It makes a difference. If you're trying to catch them to turn their hides into ugly luggage, knowing that they prefer pine over oak will help you set your traps better.



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What's special about it?

You have some idea about what you want this creature to do, otherwise you wouldn't be here. Does this creature have any unusual abilities? Does it breathe fire? Is its hide valuable? Does it taste good? Or is it just a speed bump for adventurers to run roughshod over? How does the creature interact with characters, other creatures and the environment to make it interesting enough to design stats for?

Its stats

Now that you're here, you can take all this information and write it down, just so you remember the subjective details and don't get lost in game stats.

STR

Remember when asked about what it could do? You can reverse that to figure out the creature's STR.

About how much damage can it do with a normal attack? Now go look and see what STR is needed to get that kind of damage.

Then figure out what the creature can carry. Beasts of burden have a typical load, while predators may be able to carry their prey to a place safe from scavengers. How much mass is this, and how much would it encumber the creature? This gives you another number for STR, and the two should be fairly similar.

Don't let raw numbers mislead you. Although tigers and pumas have the same claw damage on this chart, the tiger can use its extra STR to both keep you pinned and get a higher damage once it has you down.

▼ Creature STR

	Bite/ STR Claw	Unencum	+2 Encumb	Typical for
1	DV0	0.25kg	1kg	Rat
2	DV1	1kg	4kg	
3	DV1	2kg	9kg	Dog
4	DV1	4kg	16kg	
5	DV1	6kg	25kg	Person
6	DV2	9kg	36kg	Puma
7	DV2	12kg	49kg	
8	DV2	16kg	64kg	Tiger
9	DV2	20kg	81kg	Medium Bear
10	DV3	25kg	100kg	Pony
11	DV3	30kg	121kg	
12	DV3	36kg	144kg	Normal Horse
14	DV4	49kg	196kg	
16	DV4	64kg	256kg	Draft Horse
18	DV5	81kg	324kg	
20	DV5	100kg	400kg	Dragon
22	DV6	121kg	484kg	Elephant
24	DV6	144kg	576kg	

AGL

The agility of a creature depends on its lifestyle and body structure. Most adult creatures that require skills to survive will have them at a level of their AGL, while juveniles will have a lower AGL, lower skill or both.

Most earth-normal creatures will have AGL in the 4-6 range (predators slightly higher than herbivores), but this does not prevent you from developing an ecology where all the creatures have AGL of 10+, and humans and other earth-type creatures would be hopelessly outclassed in such an environment.

Keep the relations between animals realistic. Lurkers will have less AGL than stalkers, specialists will have more than generalists, etc. In the predator vs. prey case, they are probably closely matched. If you do a sample case of predation and the predator wins every time, then your AGL or skill is too great. In the real world, such a predator would be wildly successful, breed prolifically, eat every prey animal within range and then starve to death. A predator can't survive without prey.

AWR

For cognitive AWR this is easy. A rating of 0 for really dumb animals, 1 for most animals and 2 for very clever ones.

Anything more than that puts them on a human intelligence scale. For perceptive AWR, think of what the creature does for a living and how it protects itself.

A turtle is slow and relies on its shell. It doesn't matter much how far off it can see a predator, there's no way it's going to outrun it. Therefore, perception is not a high priority on the natural selection scale. On the other hand, there aren't too many near-sighted eagles, and their keen eyes give them a very high AWR for spotting things.

Start with around an AWR of 5, and then list off characteristics of the creature that favor or require perception, and those that hinder or make perception less of a necessity.

Add or subtract 1 to AWR for each one that applies, and see if the result suits the creature and looks appropriate. If a particular sense is very important or unimportant to the creature, add or subtract 2.

Example - Take a rhinoceros. You might use "too big for local predators", and "eats relatively slow plants". If you start with a 5, and each of these is a -1 to AWR, you would give the rhino a final perception AWR of 3. The eagle has "flies at high altitudes" and "hunts small prey". If you start with a 5 and each of these is a +2 to AWR since sight is the only sense that really applies in this case, the eagle ends up with a perception AWR of 9. If you wanted to be detailed, you might give it penalties to the senses it doesn't really use.

While people are very good at perceiving sounds and

images, our sense of smell is atrophied compared to most animals. The easiest way to handle this when dealing with animals is to assume that they get -10 to the Difficulty of detecting or identifying them, or that humans have +10 Difficulty, whichever you prefer.

WIL

As we said earlier, an animal's WIL is split between its ability to endure hardship, and its many instinctive behaviors.

Most creatures will be fairly hardy. Those easily incapacitated by pain often did not survive and pass that trait on, so the remainder are stronger as a result.

Most creatures with violence as a part of their life, either as predators or prey, will probably have Pain Tolerance and WIL in the 5-7 range. This means they can't be knocked out by extremity (WIL 5) or torso (WIL 7) hits, but can still be knocked out by head hits. If the creature is so tough that it fights to the death and never really passes out, then a WIL of 8 or more is appropriate.

For instinct, figure out what a good, neutral and bad reaction would be from the creature, and how likely it is to generate a particular reaction upon seeing characters for the first time.

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Quite simply, the more likely the “bad” reaction, the higher the instinctive WIL. As a second opinion, think how hard the animal is to train. The more untrainable it is, the higher the instinctive WIL should be. These two numbers should be close. Domesticated species should have a lower WIL than a similar wild species, and less intelligent creatures generally have a higher instinctive WIL than more intelligent ones.

HLT

This represents the stamina, recuperative ability and disease resistance of the creature, just as for humans, and so human performance is a good comparison. Does the creature have any special ability that would count as a Physical Ad for its HLT, such as extended breath-holding for seals? How long can it run at top speed? Can it be walked or run to exhaustion by a fit person? What is the HLT needed to survive cold winters? Generally, creatures that have to survive a range of environmental extremes will have better HLT than those who live in an unchanging climate, and those who live in harsh climates (hot/cold/arid) will have better HLT than those creatures who live in comfortable ones.

POW

If you are not running a campaign with paranormal abilities, POW is not needed and can just be set at 1. If a creature has no paranormal abilities but is living in a campaign with paranormal powers, its POW is equal to its STR Aptitude, adjusted by minus 1 for non-sentient creatures, with a minimum of 1.



This is because POW represents the life force of the creature, and STR is a simple indication of its size and energy.

If the creature has a paranormal ability, first make sure that it should be based on POW. Some abilities (like paranormal flight or armor) might be better handled as being based on HLT. Then decide what the limits of the power are. If it is always on, then the creature needs to have a POW high enough to run the power at the needed level. If it is a damaging power, the same applies. Go through the paranormal powers and limits and see what is appropriate for the creature, and then make sure it has sufficient POW to use the ability like you want it to be used.

Size

Many creatures will be larger or smaller than humans, and thus be easier or harder to hit in combat. In general, the following chart can be used as a guide.

▼ Creature Size

Example	Mass (kg)	STR	Size	Tough	Hex
Insect	<1	0	+4	x5.0	-
Rat or Cat	5	1	+2	x3.0	-
Medium Dog	15	2	+1	x2.0	-
Large Dog	40	3	+0	x1.2	1
Person	80	4	+0	x1.0	1
Large Person	100	6	+0	x0.9	1
Bear	300	8	-1	x0.8	2
Horse	400	12	-2	x0.6	3
Large Horse	1000	14	-2	x0.5	3
Rhino	2500	20	-3	x0.3	4
Elephant	5 ton	22	-3	x0.2	6
Whale	20 ton	30	-4	x0.1	14

Skills

As mentioned earlier, adult animals will usually have skills that are used constantly at a level of the appropriate attribute. If the creature is specialized to a particular environment or particular prey species, it may have a Secondary skill appropriate to this. For example, if the Rynorian Snowcat feeds exclusively on the Three-toed Mountain Badger, then either it has its hunting skills at a level of AGL with a Secondary skill in "mountain badger", or it has a lower than AGL level of skill, and the Secondary skill just brings its total up to AGL.

If a skill is secondary to the creature's existence, then it should be at half(d) the appropriate attribute, and if for some reason it has a rarely used skill or one which is not at all difficult for the creature's daily life, then it should be at Aptitude for the appropriate attribute.

Armor

Some creatures will have natural protection against the mundane hazards of life. This depends on their environment and biology.

A creature that defends itself by being poisonous has less need for armor than one that is slow and tasty.

A creature which needs natural insulation from climate extremes will have more natural protection than one from a comfortable unchanging climate.

A large creature might have problems overheating if its armor was too thick, so it might have proportionately less, based on its size.

One where the males of the species routinely engage in nasty mating challenges will have protection for the areas most commonly targeted in such challenges (like the head and neck).

For fantasy games, you can look at it in terms of human hunters. Is the creature tough enough to turn sword blows, or bounce arrows?

Remember to take Toughness into account. The creature might not be heavily armored, but have light armor and the ability to ignore small amounts of damage. Flying creatures also have to save mass wherever they can, and also probably have less than normal (and may have Frailness as well because of their lower mass).

As a general guide, give a creature a total armor of its STR Aptitude, and then add or subtract 1 or more based on the previous guidelines.

Example - If the Rynorian Snowcat has a STR of 5, this is an Aptitude of 1, for an AV of 1. But, since we are fairly sure by its name that it lives in a harsh climate, we add 1 to represent the cushioning effect of its body fat and thick fur, giving it a total AV of 2. An elephant might have a STR of 22, for an inherent AV of 6. However, it does have temperature regulation problems (those big ears are heat sinks), comes from a climate without much seasonal temperature change, and has few natural predators. If we subtract 1 from its AV for each of these, it ends up with an AV of 3, which we'll probably list as a 1/2 because it is naturally flexible rather than rigid.

Note - Remember that most animal armors only apply in full vs. the same types of attacks the creature is exposed to in the wild. This generally means that most technological attacks will count as armor-piercing vs. natural armors.

Random ecologies

The following tables let you generate random creatures of unwarranted viability, either for populating new areas, or to give you ideas for more consistent creations of your own. It won't do all the work for you, but is a good start. Just make some basic choices, and then roll 1d10 on the following tables and apply the modifiers to rolls as indicated. Use the modifiers for any table entries that apply, as sometimes more than one item from a table will be appropriate. If there is any doubt, apply the category with the largest modifiers.

For instance, a creature which lives both in temperate plains and arctic mountains will have adapted for the harsher of the two conditions, and probably use the modifiers for arctic mountains.

Note - Many of the results you get here will be completely boring and have no adventure use whatsoever. That's a hazard of using random tables.

You may be able to get some weird creatures off these tables, like trampling camouflaged lurking carnivores ("Then the elephant leapt from its hidden burrow, trampled poor Fred and dragged him back to its underground lair..."). Again, this is a "random" creature generation table, not an "only duplicate existing life-forms table".

However, certain creatures are impossible without paranormal assistance (no 10 ton flying dragons, for instance). Application of paranormal abilities is solely up to the GM as befits a particular game world. If you really want to start from the ground up, start with a few basic small creatures, and assume that all other creatures are their evolutionary descendants.

This will give you guidelines for large groups of species. For instance, if your first good carnivore is a fast spiny creature with claws, then many of its successful descendants may have some combination of fast, spiny and clawed, even if they are the size of lions instead of rats.

Habitat

Modify die rolls on the appropriate table based on the creature's Habitat below.

▼ Random Habitat

Habitat Type	Size	Defense	Movement
Forest	+0	+0AV	+0
Plains	+1	+0AV	+1
Coast	+0	+0AV	+0
Swamp	+1	+0AV	-1
Mountain	-1	+0AV	-1
Ocean/River	+1	+0AV	-1
Arid	-1	+0AV	+0
Wet	+0	+0AV	+0
Arctic	+1	+1AV	-1
Temperate	+0	+0AV	+0
Tropical	-1	-1AV	+0
High Gravity	-1	+1AV	-1
Low Gravity	+1	-1AV	+1
High Pressure	-1	+1AV	+1
Low Pressure	-1	+1AV	-1

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Size

This determines the creature's size based upon the habitat it dwells in. A creature's size will also denote other facts about it.

▼ Random Size

Roll	Creature Size	Base STR	Type /Offense /Rearing	Move.
-3	<0.05kg	0	-2	+1
-2	0.1kg	0	-2	+1
-1	0.2kg	0	-2	+1
0	0.5kg	0	-2	+0
1	roll again, subtract 2			
2	1kg	0	-1	+0
3	2kg	0	-1	+0
4	5kg	1	-1	+0
5	10kg	2	+0	+0
6	20kg	3	+0	-1
7	50kg	4	+0	-1
8	100kg	5	+0	-1
9	200kg	7	+1	-1
10	roll again, add 2			
11	500kg	10	+1	-1
12	1000kg	13	+1	-2
13	2000kg	16	+2	-2
14	5000kg	19	+2	-2
15	10000kg	22	+2	-2

Creature Type

This denotes what type of animal it is, does it eat meat, vegetation or both?

▼ Random Creature Type

Roll	Creature type	Defense	Offense/ AWR	Move
1-4	Omnivore	+0	+0	+1
5-7	Carnivore	+2	+0	+2
8-10	Herbivore	+1	-3	+0

Carnivores and Omnivores often have subtypes within this broad category, so if either of those results were rolled, check the table opposite to see what subtype of animal it is.

▼ Random Creature Subtype

Roll	Carnivore subtype	Roll	Omnivore subtype
1-4	Stalker (hunts prey)	1-4	Predominately herbivore
5-7	Lurker (waits for prey)	5-7	Mixed
8-10	Opportunist (eats anything)	8-10	Predominately carnivore

Movement Type

How does this animal move, does it move along the ground, in water or through the air?

▼ Random Movement Type

Roll	Movement type (halve movement in water)	Defense /AGL
1	Slither/ooze/flop (movement = (STR+AGL)/4)	-2
2-3	Crawl/waddle (movement = (STR+AGL)/2)	-1
4-9	Walk/swim (movement = (STR+AGL))	+0
10	Fly (movement = (STR+AGL)x2)	+1



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Natural Offense

The majority of creatures will have at least two natural weapons, whether these be teeth, claws etc

▼ Random Natural Offense

Roll Natural offense (roll twice)

1-	None
2-3	Hoof (STR/3)(n) combination damage
4	Horn (STR/4)(n) lethal puncture damage
5	Fang (STR/4)(n) lethal puncturing damage
6	Bite (STR/4)(n) combination puncturing damage
7	Talon (STR/4)(n) puncturing lethal damage
8	Claw (STR/4)(n) cutting combination damage
9	Constrict (STR/3)(n) blunt combination damage
10	Concuss (STR/4)(n) blunt non-lethal damage
11	Tail thrash (STR/4)(n) blunt non-lethal damage
12+	Trample (STR/2)(n) blunt combination damage

Natural Defense

Most creatures have at least two natural traits that assist the animal in some way to stay alive. This could be speed to outrun pursuers or simply a tough hide to endure attacks.

▼ Random Defense

Roll Natural Defense (roll twice)

1	Shell (base AV=STR Aptitude x 2)
2	Poison (HLT task at 1d10 Difficulty to avoid effect)
3	Spines or barbs (Attacker takes own STR Aptitude in damage)
4	Terrain modification (burrow, nest, etc.)
5-6	Camouflage (+2 Difficulty to spot)
7-9	Hide (base AV=STR Aptitude)
10	Speed (multiply movement by x2.2 instead of x2.0)

Natural STR/AGL

This will denote how strong and agile the creature is, as compared to the normal Attribute system in the CORPS 2nd Edition Rulebook.

▼ Random Natural STR/AGL

Roll Natural STR/AGL (start with base STR, AGL 5, roll for each)

1	-2 normal
2	-1 normal
3-8	Normal
9	+1 normal
10	+2 normal

Natural AWR

This shows how intelligent and aware the creature is, as compared to the normal Attribute system in the CORPS 2nd Edition Rulebook.

▼ Random Natural AWR

Roll for each type

1	Cognitive AWR 0 Perception AWR 3
2-9	Cognitive AWR 1 Perception AWR 5
10	Cognitive AWR 2 Perception AWR 7

Natural WIL

This will denote how well the creature uses its instincts and how well it can resist pain, as compared to the normal Attribute system in the CORPS 2nd Edition Rulebook.

▼ Random Natural WIL

Roll for each type

1	Pain Tolerance WIL 4 Instinct WIL 5
2-9	Pain Tolerance WIL 6 Instinct WIL 7
10	Pain Tolerance WIL 8 Instinct WIL 9

Natural HLT

This will denote how healthy the creature is, as compared to the normal Attribute system in the CORPS 2nd Edition Rulebook.

▼ Random Natural HLT

Roll	Natural HLT (start with 6)
1	-2 normal
2	-1 normal
3-8	normal
9	+1 normal
10	+2 normal

Offspring Rearing

This indicates how much care and looking after is lavished upon the offspring of this species of creature, are they born and left to fend for themselves or do they enjoy being looked after for a long time?

▼ Random Offspring Rearing

Roll	Result
1-2	None
3-6	Limited
7-9	Extended
10	Dedicated

Social Organization

How is this creatures society organized, if indeed it has any, beyond being a target for the player characters.

▼ Random Social Organization

Roll	Social Organization
1-2	Loner
3-7	Small family group/pack
8-10	Extended family/herd

Real world animals have the disadvantage that they are fairly predictable, and that humans have been able to reliably hunt and kill them for perhaps the last 10,000 years. So, making them more than an annoyance can sometimes be a challenge to the GM. Thankfully, humans have provided their own way to do this.

▼ REAL BEASTS

The greatness of a nation and its moral progress can be judged by the way its animals are treated.” Mahatma Gandhi

This chapter gives a reasonable sampling of real world creatures, including a number that are now extinct. Just because something is extinct doesn't mean that you can't use it, just that you can't overdo it. If you want to have the last dinosaurs living in a remote jungle somewhere, and it makes for good adventure, then by all means go for it.

Basics

Remember the motivations of real creatures. While a few can indeed be stupidly violent in the face of overwhelming odds, most wild animals will head for the hills when they hear humans approaching, provided they have had bad experiences with humans. Bears might think humans means “easy pickings” and follow them around waiting for camp to be set.

The circumstances in which wild animals will approach or threaten people is limited, even more so for the smaller ones.

And remember that domestic animals weren't always that way. Your faithful dog was once a wolf of some type. While Fifi may be your loving pet, she'll also run with packs, roll in carrion to mask her scent and chase down deer if given the chance (poodles were originally a hunting breed). The wild instincts are still there under the domestic behaviors.

Real world animals have the advantage that you can use them in just about any adventure setting and not have to justify them in more than a geographical sense. Any place can have guard dogs or rats, but you're unlikely to run into hyenas or hippos unless in the African wild.

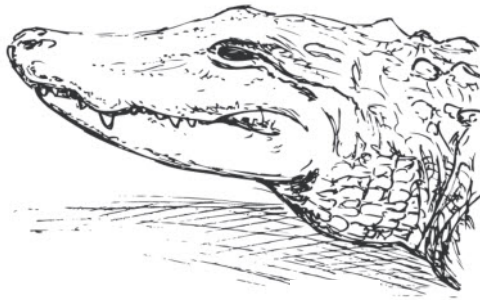
In a less modern sense, you could substitute “the rajah's rare white tigers” for “endangered species” and get the same game effect. When animals are treated as property or a natural resource, they often have the protection of human law, which restricts the actions characters can legally take against them. This can go to extremes, such as the death penalty for poaching the King's deer, or the shooting of a police dog being treated almost as harshly as shooting a police officer, and each country and culture has its own laws and social conventions on the various roles animals play. Lassie, Black Beauty and Flipper may all be adorable, but they're all on the menu in different parts of the world.

Most people (author included) tend to see wild animals as something that simple caution and a modern firearm are proof against. Of course, thousands of people are killed by wild animals every year, mostly in developing countries. It is easy to see how they might have been a threat in past times, without our modern communications, medicine or weapons, but what about now?

First, remember that most places in the world strongly frown on the ownership of firearms, and those that allow it still make it damned difficult for foreigners to get their hands on them. The ones that you might have (the loaner rifle as part of a safari package) are unfamiliar, and probably of limited clip capacity and rate of fire. And then, characters are adventuring and all kinds of accidents can happen. If that rhino tips over your Land Rover and its hot engine starts a grass fire, that two hour drive back to camp has suddenly become a four day walk, and all you have is a canteen, a bolt-action rifle and five bullets, small comfort if you run into a pack of forty hyenas. Those wild animals you weren't worried about a few minutes ago may be feasting on your carcass tomorrow if you're not careful.

ALLIGATOR

STR 8
AGL 4
AWR 5(0)
WIL 7(8)
HLT 4
POW 1



Description

Dark green to grey-green reptile, with short legs and a muscular tail approximately as long as the body. The upper surface is often ridged and bony, while the underbelly is lighter colored and lacks this dermal armor.

Mass: 800kg

Variation: ± 200 kg

Length: 5m

Size modifier: -1

Good reaction roll: Leave the area

Neutral reaction roll: Watch but not attack

Bad reaction roll: Sneak and attack if you are in the water or at its edge

Habitat: Temperate to equatorial marsh or coastal

Fear Rating: 8

Special abilities: Toughness x.5

Inherent AV of 2/0

Run at up to 5m/sec

Swim at up to 4m/sec

Skills: Bite/grab (lethal DV2), skill 4

Stealth, skill 4 (6 if in the water)

Details

The habitat of the American alligator is the south and south-east United States, and the slightly smaller Chinese alligator is found only in the Yangtze River in China. Its relative, the crocodile, comes in a variety of sizes, and is found in virtually all equatorial and tropical habitats, including of course the ocean going, aggressive and man-eating Indo-Pacific crocodile.

Some species can winter over in climates cold enough that they are almost hibernating, using negligible energy and breathing through holes in the ice. These stats represent adult members of the larger species.

Smaller species and juveniles are less of a problem, but considering that the listed stats in a Nile crocodile reflect an animal capable of taking down a Cape Buffalo, lesser alligators and crocs are still worth a bit of respect.

Having only puncturing teeth, alligators are not able to chew on prey, or cut, so they have developed another means of tearing flesh. While in the water, they grab a piece and then twist their bodies around, thrashing or corkscrewing until something is torn loose along the weakened areas created by the numerous punctures. The piece is then swallowed whole and the process repeated. Treat this as a separate lethal attack each turn, occurring on the alligator's movement Initiative. If a +10 impairment is reached from the inflicted wound, something tears loose.

Alligators will often congregate at the site of an attack or kill of a large animal. Not only is it harder to defend from such poaching, it is probably easier to tear prey apart if several alligators are working on it.

Alligators and crocodiles hunt by patience and stealth, lurking almost entirely beneath the water's surface, and waiting or very slowly moving to a position of opportunity. Their muscular tails can propel them out of the water with surprising speed, and even large specimens can get almost 2m of body length vertically out of the water to snag birds or animals on low-hanging branches or standing at or near the water's edge.

CORPS RULES EXPANSION

Unlike many reptiles, alligators and crocodiles are protective of their numerous young for several months after birth, and unrelated individuals will often respond rapidly to the distressed cries of a juvenile. Most species have a moderately complex social structure which allows these predators to maintain a high population density regardless of their solitary hunting practices. This includes dominance challenges by males, who may also capsize small boats in the mistaken belief that they are other males challenging their authority.

Game notes

The largest prehistoric crocodile known was Deinosuchus, which characters in any "Land that Time Forgot" type of adventure could be terrorized by. Dwarfing modern specimens, it had a total length of around 11 meters, and massed around 6 tons. It's tremendous strength and toughness would be about the same as a T.Rex, and it would probably do to larger dinosaurs what a crocodile does to buffalo or antelope.

AMPHIBIAN

STR 0
AGL 5
AWR 8 (0)
WIL 5
HLT 4
POW 1



Description

This category covers cold blooded smooth, moist skinned animals like frogs and toads.

There are many colors and shapes of frogs and toads, from the green of the common frog to the bright yellows and greens of some of the poisonous tree frogs of the rain forest.

Mass: 0.5kg
Variation: ± 0.1 kg
Length: 0.2m
Size modifier: +4
Good reaction roll: Watch you
Neutral reaction roll: Watch you and croak
Bad reaction roll: Croak and hop away
Habitat: swamps, riversides etc
Fear Rating: 3 or 5 for the poisonous types
Special abilities: Toughness x5.0
Night vision
Swim at 4m/s
Hop at up to 5m/sec
Skills: Jumping, skill 5
Swim, skill 5
Sneak, skill 5

Details

Amphibians are prone to having their skin dry out, leading to infection, which is why they spend roughly half to three-quarters of their lives underwater.

Some kinds of frog and toad secrete poison from their skin to ward off predators. The type of poison varies from causing an irritating burning sensation to full on neurotoxins like some tree frogs have.

ANACONDA

STR 10
AGL 4
AWR 6 (0)
WIL 7 (9)
HLT 6
POW 2



Description

Thick-bodied snake with large flattened head. Body is usually patterned in bands and splotches of green, brown and black for natural camouflage.

Mass: 200kg

Variation: ± 100 kg

Length: 7m

Size modifier: -1

Good reaction roll: Leave the area

Neutral reaction roll: Evaluate prey

Bad reaction roll: Attack if threatened or if prey available

Habitat: Wet tropical to equatorial forest

Fear Rating: 8

Special abilities: Toughness x.5

Slither at up to 2m/sec

Swim at up to 3m/sec

Climb at up to 1m/sec

Skills: Bite/grab (combination DV3), skill 4

Constrict (combination DV3), skill 4

Climbing, skill 4

Stealth, skill 5

Details

The anaconda is the largest member of the boa constrictor family, and lives in Central and South America. Smaller members of the boa family are found worldwide, but generally do not exceed half the anaconda's length. Anacondas and other boas are not poisonous, but they are muscular enough to deliver a powerful bite.

Not having a high land speed, anacondas usually wait for prey, or slowly slither towards it until within striking range.

Anacondas almost always live near rivers, are excellent swimmers, and in the water may have much greater mobility than other land animals trying to cross these rivers. The typical anaconda attack is a bite/grab, followed by wrapping its body around the prey and constricting. While this may initially do damage, this is not a repeated occurrence that crushes the prey, rather, if the STR of the anaconda is more than the prey, the constriction prevents the prey from breathing, and it suffocates in short order. In game terms, this is simply counted as not being able to breath for purposes of exertion, and penalties on the prey's actions based on the grab, any damage done, and any penalties from exertion.

Game notes

Anacondas are not likely to attack anything they don't think they can eat. Also, the reaction roll for an anaconda should be based on how recently it has fed. You can simulate this by saying its WIL for reaction purposes is a random roll of 1d10, with a maximum of its listed instinctive WIL. If it is still busy digesting a wild pig (say a roll of '2'), it is not going to want confrontations of any kind. So, if there is only one anaconda in the vicinity of the characters, its first roll should be an indicator of its state of hunger for several days.

Anacondas can be used as a model for unnaturally large snakes, which could be used in a fantasy setting as natural hazards, especially in areas where lots of weapon fire cannot be brought to bear, such as tunnels, caves or dense forest. To further even the odds, some boas are excellent night hunters, and have specialized senses that allow them to judge the mass and distance of potential prey by its body heat.

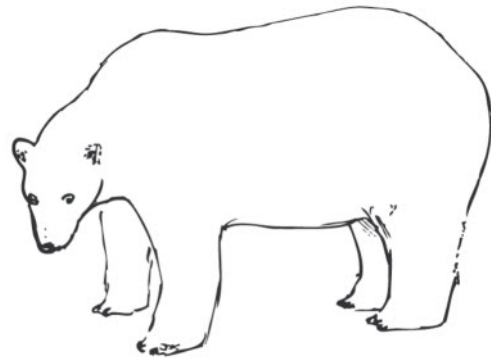
CORPS RULES EXPANSION

On the other hand, they have the intelligence of snakes and naturally expect all other animals in the area to flee if it attacks one of them (rather than everyone else drawing swords and spitting it). For this reason, your "big snake" natural hazard is best suited as an individual foe or one vs. a small or poorly equipped or trained group.

Reports of anacondas growing up to 12m and 400kg are partially substantiated, and while such a snake could swallow an adult whole, there are no records of this actually happening.

BEAR, POLAR

STR 10
AGL 4
AWR 6 (1)
WIL 8 (8)
HLT 6
POW 2



Description

Very large bear, with overall white or light grey fur, sometimes tinged yellow at the ends from ultraviolet exposure. Wide paws for weight distribution, each paw having 5 non retractable claws.

Mass: 500kg

Variation: ± 100 kg

Length: 3m

Size modifier: -2

Good reaction roll: Ignore you

Neutral reaction roll: Watch but not attack

Bad reaction roll: Attack you

Habitat: Arctic coastal

Fear Rating: 9

Special abilities: Toughness x.6

Armor of 2/1 (1 point is a fat layer)

Run at up to 11m/sec

Swim at up to 2m/sec

Skills: Bite (combination DV3), skill 4

Claw (combination DV3), skill 4

Stealth, skill 4 (6 on snow/ice)

Details

The arctic or polar bear is one of the largest bear species, with the record individual being over 1,000kg and 3.5m long.

Unlike other bears, polar bears lose weight in the arctic summer, and gain it back during the winter. They are also active year-round, and do not hibernate like many temperate zone species.

Polar bears have no natural predators except for man, but the scarcity of food has forced them to develop skills, adaptability and cunning in order to meet their daily energy requirements. They have a keen sense of smell, and can track airborne scents back to their source from over 50 kilometers away. Polar bears are excellent swimmers, and well insulated from the cold of arctic waters. They have been spotted in open ocean, and can swim up to 100km without resting. They can hold their breath for up to 2 minutes, and will dive several meters underwater to get at clams, crabs and bottom-dwelling fish. They are also patient and skilled enough stalkers to sneak up on seals on the open ice, sometimes covering their black nose tip with snow to complete their winter camouflage. They have also been known to use rocks to spring traps before eating the bait, and of using blocks of ice to break open seal dens.

They will eat carrion if it is available, but their normal diet is seals and walruses. An adult polar bear needs to make roughly 1 seal kill per week.

Their excellent insulation gives them great durability in the arctic, but the mass of fat they carry insulates them so well that they easily overheat if forced to run for long distances, so they generally amble, stalk and pounce, only engaging in a chase if they see tangible possibility of success.

Polar bears are not bound to a particular territory, but go where the food supply is. Often this is a seasonal path over a large amount of real estate. An individual bear may hunt over an area of 50,000km or more per year, mostly within 100km of a coastline of some kind. The young stay with the mother for about 2 years before going out on their own, and she is protective of her offspring until this time.

Game notes

Their limited habitat makes polar bears a very regional threat to characters. There are arctic settlements that happen to be on yearly migration paths, and people have to be careful, make sure they leave nothing that smells good where a bear might be tempted to go after it, and generally stay out of their way. The bears are curious, but quickly learn to avoid people most of the time. However, there are always newcomers, both human and polar bear, who haven't gotten the unwritten rules yet.

Characters in the wild like seal hunters may be chased off of kills by polar bears, especially if the culture has not developed really effective anti-bear weapons, or possibly be attacked or stalked by an ill-tempered or injured bear that is having trouble with more wary prey.

CORPS RULES EXPANSION

BEAR, KODIAK

STR 12
AGL 4
AWR 6 (1)
WIL 7 (7)
HLT 6
POW 2



Description

Very large bear, with overall dark brown fur, heavy head with long snout. Short, thick legs with large paws, each one having 5 non-retractable claws.

Mass: 700kg
Variation: ± 100 kg
Length: 3.5m
Size modifier: -2
Good reaction roll: Ignore you
Neutral reaction roll: Watch but not attack
Bad reaction roll: Attack you
Habitat: Temperate mountain forest
Fear Rating: 9
Special abilities: Toughness x.5
Inherent AV of 1/1
Pain tolerance
Run at up to 12m/sec
Swim at up to 2m/sec
Skills: Bite (combination DV3), skill 4
Claw (combination DV3), skill 4

Details

Kodiak bears are the largest of the bear species, and are found only in the western half of North America.

The largest bears are the Kodiak bears, found in Alaska, and the smaller, related grizzly bears are found further south, down through the temperate part of western North America. They are big, strong, and have an excellent sense of smell, better than that of a human.

They have no natural predators, and have been known to attack people with little or no provocation.

Kodiak bears are omnivores and during the summer fattening period can consume up to 40kg of food per day, and will gain up to 2kg of body fat every day in preparation for "hibernating". They will eat grass, nuts, berries, fish, deer, elk, domestic livestock or just about anything else that is edible.

And they can smell your campfire dinner from several kilometers off. Bears do not actually hibernate by strict definition of the word, and someone who disturbs one may find that they are surprisingly light sleepers.

The Kodiak's preferred tactic is to first knock down its opponent, then to chew on it a while, usually on the head or upper torso. This would be counted as a "throw" attack (CORPS 2nd Edition page 56), and the STR difference would apply in the bear's favor to get by any defenses. The prone target would then be the subject of numerous bite or swat attacks until the bear's anger was vented or it was dissuaded from further attack.

Sometimes they will just maul a person and then leave, and they have not been known to ever hunt people as food, but will follow them for the food they carry.

They are usually found alone unless a mother with cubs. During the two years she raises them, she is fiercely protective, and is likely to chase intruders an illogically far distance, or will take on potential threats larger than she is (cars, for instance). However, her protectiveness also tends to keep her and her cubs away from concentrated human activity.

Game notes

Lesser bears have a much broader geographical range than the Kodiak, and are much more likely to be encountered by wilderness explorers and travelers, but a single Kodiak encounter is likely to be more memorable. Stumbling across cubs and being chased by the mother is a possibility, as is angering a larger and territorial male.

Bears are reasonably intelligent, and if raised from cubs, bears can be trained to perform moderately complex tasks on command. However, they still retain enough of an untamed nature to occasionally be a hazard.

BOAR

STR 8
AGL 5
AWR 7 (1)
WIL 9 (7)
HLT 7
POW 1



Description

Lean, hairy version of the domestic pig, usually with stiff bristles in gray, brown or black, and protruding canine teeth or "tusks".

Mass: 200kg

Variation: ± 50 kg

Length: 1.8m

Size modifier: -1

Good reaction roll: watch you

Neutral reaction roll: watch warily

Bad reaction roll: charge and attack

Habitat: Temperate to equatorial plains and forests

Fear Rating: 8

Special abilities: Toughness x.8

Inherent AV of 1/1

Pain tolerance

Run at up to 10m/sec

Skills: Bite (combination DV3), skill 5

Gore (combination DV3), skill 5

Details

Boar are any number of wild or feral pigs, ranging from the European boar to the African warthog, each with distinctive appearance and general bad attitude. The domestic pig is descended from these, and lacks the tusks you see on wild boar only because they were yanked out shortly after birth.

Domestic pigs do still have powerful jaws and can seriously injure you regardless. Boars are omnivores, but their formidable teeth are mainly used for tearing up roots and getting at bugs and grubs, and combat use is mainly to deter predators.

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Many boars seem to have a dietary fondness for snakes, and are not deterred by poisonous ones, as the venom often gets trapped in their fat layer and does not have significant effect on the boar.

Boars generally travel in family groups of up to a few dozen individuals, although solitary males who have not won mating privileges are also found. Both parents are defensive and will chase down and badly maul perceived threats.

Game notes

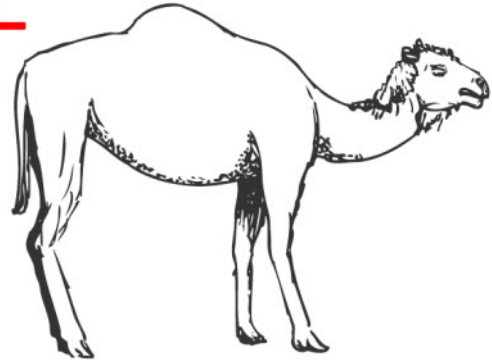
Wild boar should be considered to have 1 ASP that can be used solely for purposes of ignoring damage from lethal attacks for a number of seconds equal to their WIL. This helps represent their ability to take mortal wounds and still have the ability to effectively savage their attacker.

The fierceness of wild boar and their willingness to attack people rather than flee the area made them a game animal in previous centuries throughout Europe and Asia. Hunting one armed only with a spear is the preferred method, with a broad crosspiece on the spear to prevent the boar from voluntarily impaling itself on the spear to get to you. Hunting with spear is still done in some places, but has been replaced with large caliber handguns in others.

European boar have been imported into the United States for hunting purposes, and still roam wild in a few regions, predominately the east and southeast regions.

CAMEL

STR 12
AGL 4
AWR 5 (1)
WIL 6 (6)
HLT 6 (8)
POW 2



Description

Long necked, long legged herbivore with a shaggy brown coat. The camel has a very distinctive single hump (if a dromedary camel) or two humps (if a bactrian camel). The bactrian camel has shorter legs and stockier body than the dromedary, and both have split feet and leathery soles instead of the solid hooves of most other herbivores this size.

Mass: 450kg

Variation: ± 80 kg

Length: 2.2m

Size modifier: -2

Good reaction roll: Ignore you and chew their cud

Neutral reaction roll: Bellow, leave if wild specimens

Bad reaction roll: Bellow, bite, spit or kick if captive, otherwise leave if possible

Habitat: Temperate to equatorial plains

Fear Rating: 9

Special abilities: Toughness x.6

Inherent AV of 1/1

Pain tolerance

Run at up to 22m/sec

Special desert adaptation

Skills: Bite (DV3 non-lethal), skill 4

Spit (annoyance damage), skill 3

Details

Camels used to exist in a number of varieties worldwide, but by the time they were domesticated about 5000 years ago, they had diminished to two main types. These are the dromedary (one hump), which is commonly used for riding, and the bactrian (two humps) which is used as a beast of burden. The listed stats are for the dromedary. The bactrian camel is +2 STR, +1 HLT, -2m/sec running.

The dromedary is not as fast as a horse, but in harsh conditions the camel can make excellent time across inhospitable terrain, and can manage 4m/sec all day without a rest. On the other hand, the bactrian can carry a load of around 200kg at 2m/sec for the same period.

It is a popular misconception that camels are only seen in the desert. While it is true that their biological adaptations make them uniquely suited to hot arid climates, they are quite capable of living on their own in temperate climates, and their split feet that allow them to walk on shifting sand also allow them to walk on snow (llamas are relatives of the camel).

Also, camels do not store water in their humps. The hump is a reserve of fatty tissue which can be used if there is a food shortage, but it does not store water, rather, the camel has several other adaptations that allow it to conserve water and survive with less than other animals. A camel will, if it is given the chance usually consume about 25kg of water per day, but can drink up to several times this if thirsty.

Game notes

The ability to traverse waterless areas is why the camel is called the “ship of the desert”. In low-tech societies, the presence of camels is the only way that trade between certain areas is possible, and in these cultures much importance would be placed on these creatures.

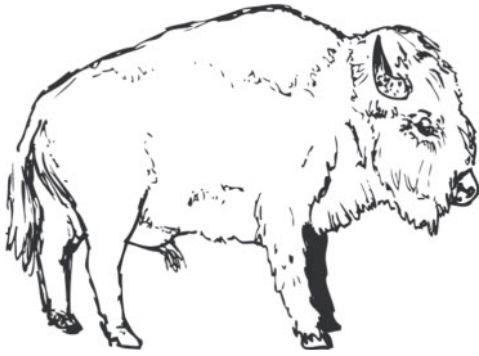
The camel's extra HLT applies solely for endurance purposes, and a camel loses exertion points from thirst only once per 4 hours of exposure rather than per one hour like humans do. This allows riders to carry water only for themselves, allowing desert trips of several days that would kill horses or other beasts of burden.

Camels are well used to people, with them having been domesticated for so long. This familiarity also has given them an attitude. While they can be trained, they are still obstinate beasts that routinely bellow their complaints, and they can develop likes and dislikes of certain people. As cud chewers, one way they can express a dislike is to aim and spew their cud at someone's face... and then look smug about it. They also have more teeth than the usual herbivore, and can use their long neck to put the bite on someone who thought they were out of reach.

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CAPE BUFFALO

STR 15
AGL 4
AWR 5 (1)
WIL 5 (7)
HLT 6
POW 3



Description

Medium-large bovines, brown to black in color, with the males having heavy curved horns protruding to either side of its heavy skull. They are usually seen in herds of several dozen to several hundred, usually led by an older female. The same stats can also be used for the now nearly extinct American Buffalo.

Mass: 750kg
Variation: ± 100 kg
Length: 2.5m
Size modifier: -2
Good reaction roll: Ignore you or move away
Neutral reaction roll: Eye you warily and move away
Bad reaction roll: Eye you warily and treat you as a possible threat to the herd
Habitat: Temperate to equatorial plains
Fear Rating: 9
Special abilities: Toughness x.5
Inherent AV of 1/1
Pain tolerance
Run at up to 16m/sec
Skills: Gore (lethal DV4), skill 4
Kick (combination DV4), skill 3

Details

The cape buffalo is the largest of the African or Asiatic buffalo, and considered one of the more dangerous big game animals in Africa. This is because it is moderately intelligent for an herbivore, and has a well-known vindictive streak. An injured cape buffalo will sometimes turn and stalk whoever injured it, hunting them down and goring them with its heavy horns.

Uninjured, they are relatively peaceful herbivores that wander the grasslands in large herds of up to several hundred, and are only dangerous if you happen to be in the way of a stampede. Unprovoked attacks are rare, though it is possible an injured buffalo might take out its mean streak on the first available target rather than whoever or whatever injured it.

The water buffalo is a related domestic species, not as large, bright or vindictive. These are seen from the Nile Valley through southeast Asia, and have been used and domesticated for as long as people have lived in these regions. They are the all-purpose beast of burden, food animal and power source in many regions, even today.

Game notes

When attacked from the front arc, the heavy bone structure and horns provide an extra 2 points of armor and an additional +1 Difficulty to target vital regions of the head and torso due to the potential for glancing shots.

With modern weapons, taking down a cape buffalo is less of a challenge than in pre-gunpowder days, but is not without risk. Its toughness requires a good rifle, and its wariness means you may not get a good close range shot. The result is that you might injure one and then lose it, only to find that it looking for you and has an axe to grind. The typical fictional encounter is that of a would-be "Great White Hunter" wounding one, having it charge you and finding that your bolt-action rifle has jammed up. Either the hunter gets the rifle un-jammed at the last second, or a trusty companion finishes the beast off a few short yards from goring the greenhorn.

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CAT, DOMESTIC

STR 1
AGL 7
AWR 5 (1)
WIL 6 (5)
HLT 4
POW 1



Description

Small carnivore, with varying coloration, fur length and facial structure, depending on breed. Domesticated for thousands of years, natural selection has bred for characteristics which are pleasing to humans. This includes the type and volume of purring, degree of affection, socialization and "cuteness".

Mass: 5kg

Variation: ± 2 kg

Length: .4m

Size modifier: +2

Good reaction roll: Friendly approach

Neutral reaction roll: Watch from a distance

Bad reaction roll: Leave the area, hiss or spit

Habitat: Anywhere humans are

Fear Rating: 5

Special abilities: Toughness x3.0

Run at up to 8m/sec

Climb trees at 1m/sec

Skills: Bite/grab (lethal DV0), skill 4

Claw (lethal DV0), skill 4

Stealth, skill 4

Details

If cats are in fact domesticated, we have to assume it was for two reasons; one is that they hunt rodents that would eat our stored foodstuffs and two is that they purr and seem to enjoy our company so much. When dogs and cats came in from the cold to take in the warmth of our ancestors campfires and eat our scraps, the dogs got to pay it back by going out to help hunt down mammoths.

The cats paid their rent by bringing home a dead mouse on occasion. You decide who got the better deal. Of course, not too many dogs have been burned as witches familiars...

"Housecats" come in a staggering variety of breeds, some of which have distinctive personality traits and dispositions, but some things are relatively constant.

They are semi-social, territorial animals who easily form emotional attachments to humans or just about any other type of animal they are raised with from kittens, including some potential predators like dogs, potential prey like mice, or totally unrelated animals like horses. While uncommon, cats may defend their owners much as some dogs do. If given the room, a housecat can have a personal territory of over a square kilometer (males more than females). In more urban areas, their perceived territory may be the size of a yard, or even just the inside of a house.

Housecats, like all cats, are natural hunters, and will display these behaviors even if raised in a prey-free environment. Ones that are raised where small game is plentiful may become very skilled, and bring home fresh kills as some form of social gesture.

While it is not normally done, cats can be trained to perform on command, much like dogs. However, most people assume that cats are not trainable, and put this down to their independent or aloof nature.

Game notes

In game terms, housecats are just window dressing. In a magical campaign, cats may be popular familiars, in which case their stats are altered somewhat. Assume they have a normal human AWR, and a POW of at least 2. They are either a separate intelligent species with the ability to use magic, or a physical manifestation of some other kind of being that only looks like a housecat. They could additionally be sources of esoteric knowledge or magical

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assistants, but should still always retain such cat-like traits as inscrutability, excessive sleeping, curiosity, bringing home dead things as gestures of affection, and demanding attention when you have your hands full of delicate work. Feral cats have the same stats as domestic ones, but a WIL of 6 (9) or more, since they are usually very wary.

CHIMPANZEE

STR 10
AGL 6
AWR 6 (3)
WIL 6 (5)
HLT 6
POW 3



Description

Tailless medium-sized simians, with bare faces, long arms, short legs and opposable thumbs on both hands and feet.

Males have pronounced canine teeth, visible when they "smile".

Mass: 50kg

Variation: ± 15 kg

Length: 1.2m

Size modifier: +0

Good reaction roll: Watch you cautiously

Neutral reaction roll: Scatter to trees or other safe place

Bad reaction roll: Scatter and throw things at you

Habitat: Temperate to equatorial forest

Fear Rating: 7

Special abilities: Toughness of x1.0

Armor value of 1/0

Run at up to 10m/sec

Climb trees at 2m/sec

Skills: Bite (combination DV3), skill 5

Grab, skill 4

Throwing, skill 4

Climbing, skill 7

Tool use, skill 2 (Aptitude)

Details

Chimpanzees are intelligent, and may resemble early or primitive human development. They have complex social structures that are based on geography and availability of food, work in groups with division of labor, are capable of using tools to accomplish simple tasks, and teaching this tool use to their offspring.

They are omnivores, and will hunt down and eat other animals, and they also have their own form of verbal communication which is capable of expressing simple concepts for instance, there may be a sound that indicates a threat to the group at ground level, and another for a threat at tree level.

Chimpanzees hearing either will direct their attention in the appropriate direction. Some chimpanzees have been trained in sign language or keyboard use, and can sometimes communicate on a much more sophisticated level (simple sentences, future/present/past tense, etc.).

Chimpanzees are also extraordinarily strong for their small size, and they do have powerful jaws. You don't normally think of chimpanzees hunting herbivores like young antelope, but they do. A powerful grab with any of their four thumb-equipped limbs and a bite with their canines can do some serious damage.

Like humans, their young are dependent on parental care for an extended period of time (several years), during which the behaviors that most animals have as instinct are taught by their mothers, including tool use, food preference, social rules and communication.

Game notes

There have already been a number of books and movies with chimps and other simians as plot devices.

More than any other real-world creature, they are capable of cunning and sophisticated behavior to accomplish a goal, and are well equipped biologically to carry it out. Agile, strong and capable of using tools to good effect, they could be a dangerous opponent.

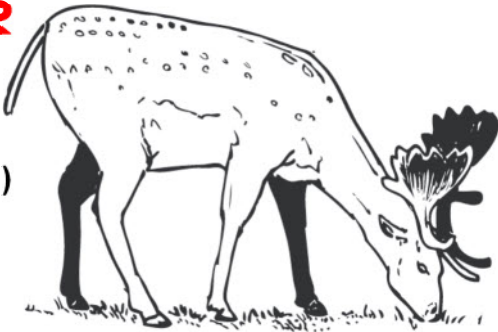
However, it is worth noting that the more emotionally agitated they become, the less likely they will use learned behaviors, and instead revert to instinct instead of tools and forethought.

In a fantasy campaign, chimpanzees could be trained as guards or specialized assassins, while in a science-fiction campaign they could have human or near-human intelligence. With their strength, climbing ability and four tool-using gripping limbs, they could find profitable work in space as a construction crews or other zero-g workers.

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DEER

STR 4
AGL 1
AWR 6 (1)
WIL 4 (8)
HLT 5
POW 1



Description

Brown to reddish-brown medium herbivore, males being somewhat larger and seasonally equipped with antlers of varying types.

Mass: 75kg
Variation: ± 15 kg
Length: 1.6m
Size modifier: +0
Good reaction roll: Ignore you
Neutral reaction roll: Watch warily, fleeing if you approach
Bad reaction roll: Run away
Habitat: Any plains, forests or mountains
Fear Rating: 7
Special abilities: Toughness x1.0
Run at up to 15m/sec
Skills: Gore (comb. or lethal DV1), skill 4
Stealth, skill 5

Details

The generic term “deer” is used to describe a number of similar animals, including whitetails, mule deer, gazelles and red deer. The general class is skittish medium-sized wild herbivores. Their most important characteristics to a low-tech culture are that they have hides usable for leather, antlers for tool handles and ornamentation, meat for eating, and hunting them is seldom a life-threatening proposition. This book will not break them down into their various classes, save to say that variants of the basic form exist on all the continents except Antarctica.

Deer are social animals with the exception of males in rutting season. During this time, the males challenge each other for breeding rights and can actually be aggressive enough to threaten people, though this is usually restricted to larger species and/or individuals.

Assume a bad reaction roll during a close encounter means the animal sees the person as a threat to his territory. The danger from horns or antlers depends on the species. Some are blunt and pose little threat to people, while others are more pointed and can pose serious danger on a lucky hit.

Deer can often be found in loosely knit herds, the size of which varies with the resources available. Their numbers range from a handful, to dozens, to a few hundred in extreme cases. In civilized areas they can often be a nuisance to farmers, drawn towards tasty, easily accessible crops, and quickly adapting to non-lethal deterrents such as noisemakers.

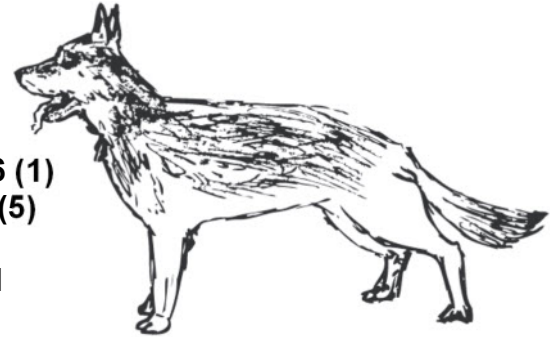
While they can be domesticated (i.e. reindeer), most wild deer are extremely cautious and will usually flee if intruders are spotted. In game terms, whenever a character moves within sight or hearing of wild deer, each deer in the group gets to make an AWR check vs. the character. To make this simple for large herds, just add 1 to the average AWR each time you double the number of individuals (i.e. +1 AWR for 2, +2 AWR for 4, etc.). If the character is spotted, make a herd reaction roll. Usually, all the individuals in the herd will have the same reaction. If they decide to watch the intruder, it will be several minutes before they settle down to normal routine again.

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Some types of deer can be confused by a practice known as "spotlighting", where a night-adjusted deer is unexpectedly hit with a powerful spotlight. The deer is suddenly illuminated, but can't perceive any threat through the glare of the light, nor can it see in the dark anymore to escape. Often they just stand there for several seconds trying to figure out what to do, by which time a hunter has already lined up and fired. Spotlighting, while effective, is also illegal in most localities.

DOG, GERMAN SHEPHERD

STR 3
AGL 5
AWR 6 (1)
WIL 6 (5)
HLT 5
POW 1



Game notes

This is just a generic wild herbivore that can be used as food when trying to survive in the wild, make leather and so on. Most other herbivores of this size will have similar behavior patterns.

Description

Large dog, with thick fur in shades of black, brown and gray.

Mass: 40kg

Variation: ± 10 kg

Length: 1.6m

Size modifier: +0

Good reaction roll: Friendly approach

Neutral reaction roll: Watch and do nothing

Bad reaction roll: Threaten to attack or attack

Habitat: Anywhere humans are

Fear Rating: 7

Special abilities: Frailness x1.2

Run at up to 12m/sec

Thick fur provides 0/1 armor

Enhanced sense of smell

Skills: Bite (lethal DV1), skill 4

Details

The German Shepherd as a dog breed dates quite far back, but these stats are appropriate most large dog breeds, such as Dobermans, mastiffs and so on. They can be found in any climate where humans have chosen to live, but in the wild would tend to be an average temperate zone creature.

Dogs have been domesticated and bred for specific purposes for many thousands of years. These stats are appropriate for breeds designed to guard, protect or attack people as part of their duties. The reaction rolls can be misleading, though, since dogs can be trained to react to humans in general or specific humans in a variety of ways.

The “junkyard dog” might consider the junkyard “their” territory and will attack anyone who isn't part of the “pack”. A police K-9 unit might be friendly enough, but turn vicious in a number of ways on command, whilst a seeing-eye dog or companion animal is always expected to be friendly to anyone, even if that someone is a toddler pulling its ears and tail. The WIL and associated reactions will be based on how the dog was raised and trained.

Dogs are pack animals and have a dominant male and female within the pack social structure. A human owner is considered part of that dog's “pack”, and some dogs can get the upper hand in this relationship, growling and threatening to get their demands from a weak-willed owner. In any dog-human relationship, the dog will stay subordinate if the owner's effective WIL is higher than the dog's. If lower, the dog will exert dominance and influence the owner's behavior in ways that the owner will usually interpret as feistiness or finickiness. In larger dogs this dominance can be dangerous if the human does not recognize it and assert their own primacy in terms the dog can understand. Of course, this pack behavior also means that a dog is more likely to come to the defense of a pack member (the human) if threatened or attacked, one of the features that humans have found very useful.

In hunting terms, a dog or dog pack will attempt to immobilize larger prey with leg attacks before killing it with throat bites. Some members of a dog pack will distract and stay away from the dangerous front end of a prey animal, while others flank the prey and try to bite the legs. Smaller prey is just attacked, with a shaking motion to snap the spine of smaller animals like rabbits. Humans, especially those who have never been attacked by wild animals, will usually have to make a fear check if being confronted by hostile dogs, especially trained ones or dog packs.

Game notes

Dogs can be trained to do a variety of complex tasks, including such things as show-training, point-to-point deliveries, seeing-eye or hearing-ear duties, watching or guard patrols, tracking, attacking or disarming a person, sniffing out contraband and explosives as well as ordinary general obedience training.

Some dog breeds are easier to train or better suited for a particular task than others. German shepherds are intelligent enough to handle most of these tasks well.

DOLPHIN

STR 6
AGL 6
AWR 6 (2)
WIL 6 (3)
HLT 6 (8)
POW 2



Description

Gray fish-like marine mammal with large horizontal tail fluke, tapered protruding snout and lots of pointed conical teeth.

Mass: 250kg
Variation: ± 50 kg
Length: 3.5m
Size modifier: -1
Good reaction roll: Cautious approach
Neutral reaction roll: Watch from a distance
Bad reaction roll: Move away
Habitat: Temperate to tropical ocean
Fear Rating: 8
Special abilities: Toughness x.8
Swim at up to 12m/sec
Natural 0/1 armor
Echolocation ability
Extended breath holding ability
Skills: Bite (lethal DV2), skill 4
Ram (combination DV3), skill 4

Details

These mammals are extraordinarily intelligent, and some debate is made as to whether they are sentient, but for now the issue is in doubt. However, they are capable of understanding and acting on cause and effect relationships, and can be trained to perform complex actions that involve independent decisions once outside human control.

A dolphin has a complex echo-location system which it uses to navigate underwater in conditions that block normal sight. This acute sense is developed enough to recognize complex shapes and fine enough to navigate around small obstacles.

The sonic pulses emitted by their built-in sonar are powerful enough to stun small fish at short range. You can treat this as a DV1 non-lethal ranged attack in the line of hexes directly in front of the porpoise, but it should only work against animals with a Frailness of x2 or better.

If a dolphin is going to attack something in anger, it will probably ram it rather than bite it. The skull and jaw structure of the dolphin is tough enough to absorb a full speed impact against a resilient surface like the body of another marine animal. At full speed, this would do combination damage with a DV of 3, albeit with an increased Difficulty of +4 due to movement penalties. Dolphins do not like sharks, and will gang up on one if the opportunity presents itself to pummel one to death.

The relationship between humans and dolphins is unusual, and goes back for thousands of years. Also known as ship fish, having them escort a ship out to sea has long been considered a good omen. Tales of dolphins rescuing swimmers or frolicking with divers are well known. Dolphins apparently enjoy play for play's sake, and the leaping and acrobatics seen at aquariums is also a natural behavior in the wild. They travel in groups of a dozen or so, and are unusual in that they will support injured or ill members of their group. Groups will sometimes temporarily combine, and herds of several hundred are possible in this case.

CORPS RULES EXPANSION

Modern science is beginning to identify that Dolphins are in fact intelligent. They can understand many things which help to prove their intelligence, including understanding pointing, watching and understanding TV and identifying correlations between human and dolphin body shape.

Game notes

The extra HLT of a dolphin is for its extended breath holding ability, and they do not exceed an exertion level of 3 unless swimming more than half their top speed. While they normally surface for air once or twice a minute, they can hold their breath for several minutes if necessary and dive to depths of 300m without harm.

Characters are unlikely to be ambushed by porpoises while swimming, but their intelligence and trainability makes them a natural resource for use by any aquatic culture. They can be trained to carry weapons like limpet mines, or carry tools to divers or messages to the surface. In a science-fiction game, they might be considered sentient, with a culture so alien it just took hundreds of years to understand it.

EAGLE

STR 2
AGL 6
AWR 9(1)
WIL 5(8)
HLT 6
POW 1



Description

Powerful birds with large hooked beak, long curved talons and large wingspan. Coloration varies with species, but wings are usually dark, and lighter regions are limited to the head or underbody.

Mass:7kg
Variation:±2kg
Length:1m (wingspan 2m)
Size modifier:+1(resting),+0(flying)
Good reaction roll: Ignore you
Neutral reaction roll: Mock attack pass vs. intruders
Bad reaction roll: Attack intruders (see text)
Habitat: Any temperate to equatorial
Fear Rating: 6 or 7 when flying
Special abilities: Frailness x3.0
Fly at up to 10m/sec
Dive attack at up to 35m/sec
Skills: Beak (DV2 lethal),skill 6
Talon (DV2 lethal),skill 7

Details

Eagles and other birds of prey cannot be domesticated, but can be trained after a fashion. They do not show loyalty, but do recognize certain individuals can follow commands appropriate to their nature (attack and return on command).

The listed stats for an eagle's strength mainly represent its carrying capacity. The strength in an eagle's talons is immense, and one perched on your wrist can deliver enough pressure to break your arm bones. Both their talons and beak are very sharp and capable of inflicting severe wounds.

The largest eagles, of which this is an example, are capable of killing prey several times their mass.

An eagle's attack is almost always an ambush from above, and they do not engage in protracted chases if the initial attack fails. A diving attack with talons ready usually ends up with an effective skill of 0 vs. a surprised defender, and has a lethal DV of 3. To a creature with a frailness of perhaps x2, this is usually enough. The talons lock onto the prey, and the eagle uses its beak to deliver the killing blows, usually to the head. They will not attack something they don't intend to eat unless it is threatening their nest, so reaction rolls should take this into account.

Game notes

Eagles have had symbolic significance in many cultures since ancient times. When falconry was a sport of kings, only kings could use the eagle. Eagles have been emblazoned on coats of arms, their feathers used in ceremonial dress, and their traits perpetuated in common expressions, like "eagle eyes".

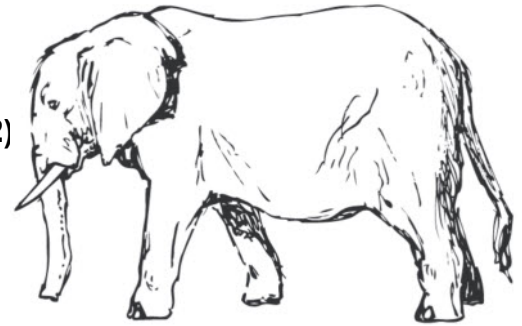
Even today, the bird is invoked to give certain impressions to objects or titles, like the "Eagle Scout", "F-15 Eagle" fighter plane or the "Eagle Talon" automobile..

Characters are unlikely to encounter eagles in the wild unless they are actively trying to get near a nest. However, characters in a low-tech campaign may encounter eagles used against them as a specialized weapon, or have a trained bird of prey of their own. Remember that for all their grandeur, eagles are still birds, and fairly fragile. People will generally not throw away years of training the bird just to get in a petty attack against someone.

In a magical campaign, eagles would make excellent scouts, either as a form for a mage to shift into, or as an observation platform for which to view from.

ELEPHANT

STR 22
AGL 4
AWR 6(2)
WIL 6(5)
HLT 5
POW 5



Description

Large grey quadruped, with prehensile trunk, massive head, large ears, heavy body and thick legs. Indian elephants are smaller and have proportionately smaller ears than the African variety. Elephants are the largest existing land animals.

Mass:6,000kg

Variation:±1000kg

Length:7.0m

Size modifier:-3

Good reaction roll: Ignore you

Neutral reaction roll: Look alert and keep an eye on you

Bad reaction roll: Approach to drive you off

Habitat: Temperate or equatorial plains or forests

Fear Rating: 10

Special abilities: Toughness x.2

Armor Value of 1/0

Run at up to 11m/sec

Skills: Grab, skill 4

Tusk (DV6 combination),skill 4

Trample (DV11 combination),skill 4

Details

Elephants come in two varieties, African and Indian, the African being the larger. The listed game stats are a compromise between the two types. One major difference is that only male Indian elephants have tusks, and these are proportionately smaller than those on African elephants. The other major difference is that the Indian elephant has been domesticated (more or less)as a draft animal, and in previous centuries, as a troop carrier.

CORPS RULES EXPANSION

In the wild, elephants travel in herds of 10 or more, led by the dominant matriarchs of the group. They travel over a broad range, as a full-grown elephant can consume over 200kg of food per day, and a herd can strip vegetation at an alarming rate.

Elephants have tremendous herd loyalty and will group together to defend their own, led by the largest of the matriarchs. Non-aligned, i.e., “bachelor”, bulls will trail along with the herd, but not as a member. Females tend to be larger than the males. Elephants can go berserk with no apparent provocation. Even ones that have been hand-raised have turned on their handlers after years of good behavior, and caused significant damage before being killed.

Elephants can throw a man up to 10 meters with their trunks. Fortunately such events are rare among trained elephants, but the hazard is always there, and the chance of surviving an elephant's rage is slim to none. An enraged elephant can be compared to a berserk human, attacking all around it with no regard for personal injury or long-term consequences, and chasing down anything that looks like it would be a good idea to utterly demolish and crush.

Game notes

Angry elephants are not something characters will want to deal with, especially since a berserk one should be considered to have Pain Tolerance and 1 ASP to use solely for ignoring a lethal injury for a number of seconds equal to its WIL.

Possible adventure hooks could resolve around their use in a mass combat for a fantasy campaign. In the modern industrialized world, they are only seen in zoos, circuses or as a facet of daily life in few areas where they are still used for labor.

The African elephants that remain are a protected species, as ivory hunting has driven them nearly to extinction. Elephants could be used as part of a poaching/smuggling adventure hook, and actually show up while tracking or confronting the poachers.

Elephants were often used as land battleships on the Indian subcontinent, with armored platforms on their backs holding several archers, and the elephant itself doing significant damage with its bulk and crushing weight. A howdah has room for four people to use outward-facing weapons, and provides them waist-high cover with an AV of 4 vs. melee and low-tech projectiles. The elephant itself would probably be draped with a light set of barding (AV1), and leg wraps to protect it from minor damage.

HIPPOPOTAMUS

STR 15
AGL 4
AWR 4(1)
WIL 6(4)
HLT 6
POW 3



Description

Large grey quadruped, with broad jaw, short legs and heavy, compact body structure. Its eyes, ears and nostrils are set near the top of the head so that it can see, hear and breathe while nearly completely submerged.

Mass:3500kg
Variation:±500kg
Length:4.5m
Size modifier:-3 (+0 if near-submerged)
Good reaction roll: Watch but ignore you
Neutral reaction roll: Make threat display
Bad reaction roll: Make threat display and consider an attack
Habitat: Tropical to equatorial freshwater coastal
Fear Rating: 10
Special abilities: Toughness x.2
Armor Value of 1/0
Run at up to 8m/sec
Swim at up to 2m/sec
Skills: Bite (combination DV4),skill 3
Trample (combination DV 8),skill 1

Details

The hippopotamus is a nocturnal herbivore that spends its days in or around rivers, and trundles onto land at night to feed, sometimes wandering significant distances on habitual trails to do so. They will also feed on underwater grasses and plants, and can hold their breath for several minutes while doing so, leaving open the possibility of one surfacing in an area you thought was deserted.

Hippos defend themselves with their bulk and massive lower canine teeth, backed by the crushing strength of their jaws.

They are territorial, especially in the water, and the common open-mouth “yawn” is their threat display.

They will attack intruders in their water territory, and have killed people and destroyed small boats.

A rare variant of the hippo is the pygmy hippo, which only reaches about 200kg in mass, is terrestrial rather than amphibious, and is restricted to a small portion of western Africa.

Game notes

Hippos fall into the natural hazard category of creatures.

A family group of a dozen or so lounging in the shallows is likely to ignore you, unless you have to move through their area. Then you have to deal with three tons of angry hippo trying to nosh on your dugout canoe, and if you fall into the water, you as well. Increase the instinctive WIL of a hippo by 2 if you and it are both in the water.

Hippopotamus ivory is valued, and the animals have been hunted to near-extinction in some areas. In a modern campaign, characters may need to be in close proximity to hippos either as poachers or protectors. In either case, the real problem is other people, but the nearby presence of these large and sometimes lethal herbivores can be an added dramatic complication.



HORSE, BELGIAN

STR 14
AGL 4
AWR 5(1)
WIL 5(5)
HLT 6
POW 3

Description

Large, heavily built horse, usually in chestnut, roan and bay, less often in black, brown or grey. Horses of this type date back to the Roman era, though this actual breed is much more recent.

HORSE

Horses have been domesticated for over 6,000 years, and selective breeding over the centuries has provided humans with a variety of animals for the different uses to which they are put. Draft horses, while slow, have great strength and can carry or pull large loads. Arabians and similar breeds are not as strong, but very fast, and ponies are small, but sturdy, able to tolerate environments the other types could not.

Historically, horses have been valuable property. Warhorses often survived battles that their riders didn't, because the horse was often too valuable to be attacked. If you kill the rider, the horse was gold on the hoof. If you kill the horse, you've got horsemeat.

Mass:1000kg
Variation:±100kg
Length:3m
Size modifier:-2
Good reaction roll: Friendly approach
Neutral reaction roll: Ignore you
Bad reaction roll: Move away
Habitat: Average temperate to tropical plains
Fear Rating: 9
Special abilities: Toughness x.5
Armor Value 1/1
Run at up to 18m/sec
Skills: Bite (combination DV3),skill 2
Kick (combination DV4),skill 3

CORPS RULES EXPANSION

HORSE, ARABIAN

STR 12
AGL 5
AWR 5(1)
WIL 5(5)
HLT 5
POW 2

Description

Medium horse, usually a solid color of bay, grey, chestnut or brown, with occasional white markings on the legs or face.

The breed characteristics date back over 2,000 years, and is considered the oldest true horse breed.

Mass:400kg
Variation:±100kg
Length:3m
Size modifier:-2
Good reaction roll: Friendly approach
Neutral reaction roll: Ignore you
Bad reaction roll: Move away
Habitat: Temperate to equatorial plains
Fear Rating: 9
Special abilities: Toughness x.6
Armor Value 1/0
Run at up to 21m/sec
Skills: Bite (combination DV2),skill 2
Kick (combination DV3),skill 3

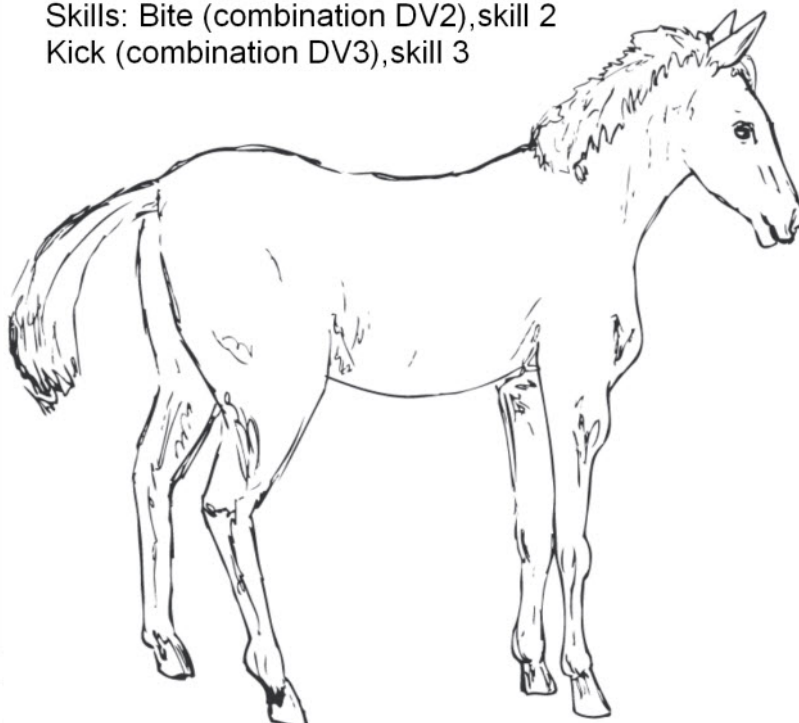
HORSE, WELSH PONY

STR 10
AGL 5
AWR 6(1)
WIL 6(6)
HLT 7
POW 2

Description

Small horse, with a compact muscular body and short legs, usually in a solid shade of brown or grey. Ponies are most common in harsher climes where scarcer food favors breeds with smaller food requirements.

Mass:230kg
Variation:±40kg
Length:2.5m
Size modifier:-1
Good reaction roll: Friendly approach
Neutral reaction roll: Ignore you
Bad reaction roll: Move away
Habitat: Temperate plains
Fear Rating: 8
Special abilities: Toughness x.7
Armor Value 1/1
Run at up to 15m/sec
Skills: Bite (combination DV2),skill 3
Kick (combination DV3),skill 3



CORPS RULES EXPANSION

Details

Wild horses travel in herds, led by a herd stallion. Like many other animals, dominance challenges take place during mating seasons. Their teeth are not designed for cutting or tearing, but can still deliver hide-ripping pressure, and hooves are capable of breaking bone, a death sentence for a wild horse if a leg happens to be the target. Wild horses are extremely skittish around humans, since among other things, we smell like meat eaters. The reactions listed for the horses assume they are acclimated to humans, and this is just a matter of how they feel about you, rather than the instinctual desire to get away from a possible predator. Their levels of attack skill reflect residual domesticated levels.

Experienced wild horses may be better, and trained warhorses will have a wide variety of maneuvers:

Bite

The horse swings its head around and takes a chunk out of whatever is handy. Normally, this does not actually tear flesh, but can leave a whopping big bruise. This attack can be made into any of the three hexes adjacent to the head.

Throw

In addition, the horse can use its significant neck strength to try and throw a bitten target to the ground on its next action. The horse uses its AGL Aptitude vs. the AGL of the target, but the horse gets a bonus equal to the STR difference. The result is the same as a martial arts throw, the target taking a -2 on their base defense until they make a Difficulty 5 AGL task as one of their actions.

Front strike

The horse raises a foreleg and lashes out with the front hoof edge. This can strike anywhere in the hex in front of the horse.

Rear strike

The horse uses its rear legs to kick with the flat of both hooves. This is counted as a single blow for being dodged or blocked, and can target any of the three hexes adjacent to the tail. For purposes of damage, treat as two blows to the location hit.

Double strike

One of the most powerful blows, where the horse rears up and puts all its mass behind its front hooves in addition to striking out with them. This would be counted like gathering ki in a character's strike. The horse may add up to its skill to its STR before figuring damage. This is counted as a single blow for being dodged or blocked, and targets the hex directly in front of the horse. For purposes of damage, treat as two blows to the location hit.

Game notes

The normal maximum speed of a horse is around 20m/sec. With selective breeding and training, this can be increased up to 23m/sec for a sprint, and stamina raised to allow up to 18m/sec for distances of up to 2km. If the horse has a rider, top speed is usually reduced by at least 1m/sec. Large riding animals (appropriate also for camel, elephant, dragon, Pegasus, wyvern, hippogriff) use the same STR tables for humans to see how much they can carry.

Example - A STR 12 horse would be at +1 Difficulty on all physical tasks with a lightweight jockey and saddle (37- 72kg), but would be at +2 with a more normal load (73-144kg). This affects the top speed of the horse just like it would a person.

One interesting tactic that was used to catch wild horses is to walk them down. A person walking has more endurance than a horse on a constant state of alertness from running away. If the person is in good condition and the terrain is right, the person will still have stamina left when the horse is completely exhausted and unable to get away. At this point it can be hobbled and haltered and the new owner can and should start trying to break the horse's will.

Maintenance

Horses are not zero-maintenance creatures.

You don't just turn the ignition key and drive off, nor park them in the garage for a week if you don't need them.

Saddling a horse is an equestrian task with a Difficulty of 6 and a base time of 2 minutes, 3 minutes if it needs to be bridled as well, assuming a cooperative horse. Harnessing for a team takes 5 minutes per horse, at the same Difficulty.

Obnoxious horses can sabotage saddling efforts in a number of ways, so the GM should check for character success.

Marginal failures should be counted as success, since all the equipment is in the right spots. However, some sort of mistake has been made somewhere that will guarantee a random disaster check each time the character tries anything tricky, like going full speed, jumps, fording rivers, etc. The result of failure is usually having the saddle or some other item come loose enough to dump the rider.

Example -Joe Greenhorn has saddled up devious old Jinx, but not noticed that Jinx inflated his chest fully while Joe was tightening the girth strap. Joe gets on, and Jinx exhales, making the saddle a loose fit. Joe, being a greenhorn, does not notice. Later that day, he kicks Jinx up to a gallop, and is rather startled to find the saddle is slipping down around Jinx's belly, and Jinx is showing no inclination to slow down.

Joe fails a riding task with his marginal equestrian skill, and takes a tumble off the horse for normal falling damage. Jinx immediately slows down, whinnies and canters back to the stables, mission accomplished (yes, horses are capable of this level of deviousness).

When done riding for the day, the horse will need to be unsaddled, rubbed down and checked over for possible saddle sores, items caught in the hooves and its food and water needs attended to. This is a Difficulty 4 task with a base time of 5 minutes, and riders who value their mounts take the time to do it right. Failing to do this gives misfortune a skill of 1 vs. the horse's HLT the next morning to see if the horse has a lethal +1 impairment of some type. This skill goes up by 1 each day, and the impairments are cumulative.

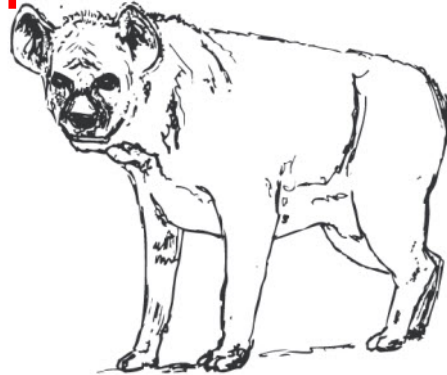
The tack itself also needs occasional maintenance and repair to make sure it all holds together. In an urban area, all these tasks can be handled by grooms, but when in the field a character will have to handle it themselves or have servants or retainers to do it for them. In TL12 money, a character can expect to spend about 750Cr per month to have a horse properly boarded and cared for. This includes food, shelter, and occasional grooming and exercise. This portion of an average person's income would apply at any TL.

CORPS RULES EXPANSION

Skill rolls while riding assume that the rider has a saddle of some kind. Rolls while riding without any reins are at +2 Difficulty, and without a saddle (bareback) are an additional +2. If the horse has been trained to respond to foot pressure commands, there is no penalty for missing reins. If the horse has a marginal saddle like a bareback rig, there is only a +1 penalty instead of a +2.

HYENA

STR 6
AGL 6
AWR 6(2)
WIL 7(3)
HLT 6
POW 2



Description

Dog-like carnivore with high shoulders, large head and powerful jaws.
Greyish-brown fur with dark brown or black stripes or spots.

Mass:75kg
Variation:±20kg
Length:1.5m
Size modifier:+0
Good reaction roll: Trot away to a safe distance
Neutral reaction roll: Move to safe distance, watch and call packmates
Bad reaction roll: Attack, if odds of numbers and mass favor them by 2:1
Habitat: Tropical to equatorial plains
Fear Rating: 7
Special abilities: Toughness x1.0
Run at up to 15m/sec
Skills: Bite (lethal DV2),skill 6

Details

Hyenas are largely thought of as scavengers, but are more accurately thought of as African wolf packs. They will scavenge the kills of other predators, sometimes driving off the original predator with sheer numbers, but they are mainly pack oriented nocturnal hunters and extremely efficient at it.

The matriarchal packs number up to several dozen members, which gives them a much greater communal ability to absorb battle damage than smaller groups like lion prides or individual hunters like leopards or cheetahs.

The well-known “laughing” sound made by the spotted hyena is usually made while fighting among themselves for food, either during or after a kill.

The spotted hyenas live in family clans, and have strict territorial boundaries with other clans. These boundaries are often tested, and fights between clans of hyenas are not uncommon.

Lions and hyenas also have a natural antipathy towards each other. They will drive each other from kills when odds permit, and will not hesitate to chase or kill the other if the situation is favorable.

Game notes

The instinctive WIL of hyenas is based on one hyena. Each time you double the number of hyenas, add 1 to the WIL, and add 1 more if it is night, as they are likely to be hunting, with a maximum WIL of 8. Hyenas are a definite natural hazard for the traveler in some parts of Africa, especially those without benefit of modern vehicles or weapons. While they may be put off by noise, lights and the smell of smoke, they are also cunning and have a lot of hungry mouths to feed. Like most pack hunters, they attack cautiously, wearing the prey down until an opportunity arises for the kill, and then they dive in en masse to feed, an event which the prey is unfortunately still alive to experience, at least for several seconds.

As a game complication, hyenas are best reserved as an unseen or unencountered threat, to make travelers wary and prepared. In a low-tech game, they could be a constant hazard of life, and in a paranormally-oriented campaign, they might have some power which they can use as a group, but not as individuals, like making their prey irrational with fear. For that matter, they qualify as ferocious carnivores for purposes of fear anyway (basic rules, page 115).

LION

STR 8
AGL 5
AWR 6(1)
WIL 7(5)
HLT 6
POW 1



Description

Large cat with short tawny coat, compact head and long tail with black tuft at the end. Adult males are larger, have a prominent mane and may be darker in color.

Mass: 160kg
Variation: ±40kg
Length: 2.0m
Size modifier: -1
Good reaction roll: Lounge about and ignore you
Neutral reaction roll: Eye you alertly
Bad reaction roll: Approach and investigate potential
Habitat: Temperate to equatorial plains
Fear Rating: 8
Special abilities: Toughness x.8
Run at up to 19m/sec
Armor Value of 1/1
Skills: Bite/grab (lethal DV2), skill 5
Claw (lethal DV2), skill 5
Stealth, skill 4

Details

The following material mainly deals with the African lion.

The Asiatic lion is restricted to a preserve in western India, notable in that it is bordered by inhabited areas, and there are approximately a hundred maulings per year from lions that have left the area of the preserve.

CORPS RULES EXPANSION

Lions have a reputation as “king of the beasts”, but in fact are layabouts who would probably sleep all the time if it weren't for the need to eat occasionally. As it is, lions sleep nearly 20 hours a day. Their low instinctive WIL reflects their general apathy and unlikeliness of irrational hostility towards characters (hunger is another matter). They are also only mediocre hunters, and a large part of their diet is food scavenged from other predator's kills. They will keep an eye on vultures, and use them as pointers to fresh kills they can take away from someone else. However, their size and strength in numbers lets them take down prey that other predators couldn't tackle, like rhinoceros or small elephants.

Normally this wouldn't be attempted due to the risk, but in times of hardship, it may be the only alternative to starvation. An adult lion consumes about 150kg of meat per month, and it takes about 2.5 square kilometers of prime territory to supply this. So, a pride of 20 lions would need about 50 square kilometers of good territory, with variation for game type and the number of adults in the pride.

With the exception of unattached males, lions live in prides of a dominant male or males, related females and cubs of various ages. These average about a dozen or so lions in size, but can be several times larger in prosperous times.

The females do most of the hunting, and the stronger males act in a protective role, and chase off other males. Hunting is usually a stalk and pounce, using a claw rake to injure or knock down the prey, and a throat bite to strangle or break the neck of the downed victim.

Game notes

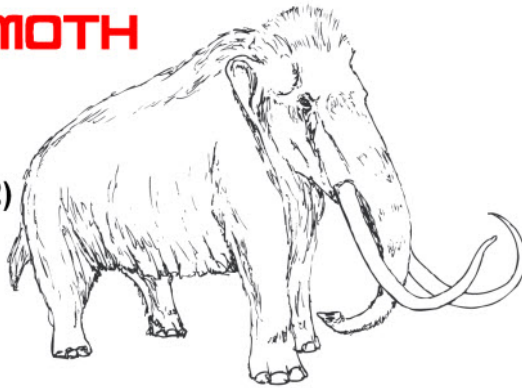
Since female lions do most of the work in a pride, the game stats reflect a large female lion. A male would have an extra point or two of STR, and have a Stealth skill 2 points lower, partially due to lower skill and partially due to the prominent mane which also gives an adult male an additional 1/1 in armor to the neck area.

In previous centuries, both Asiatic and African lions were much more plentiful, and more likely to be encountered in the wild. In addition, many rulers had them imported as curiosities or spectacles, as immortalized in the arena combats of the Romans. Prisoners could be thrown to lions as entertainment, or characters could be sent to capture and return one or more lions.

In a modern game, they are a natural hazard, and this is exacerbated by their status as a protected or endangered species in some areas.

MAMMOTH

STR 25
AGL 4
AWR 6(2)
WIL 6(4)
HLT 6
POW 5



Description

Elephant-like body structure, but with long, shaggy reddish-brown fur and long curved tusks that curved obliquely and towards the center rather than an elephant's vertically curved tusks. The largest specimens stood 4.5m high at the shoulder.

Mass:8,000kg
Variation:±1000kg
Length:8.0m
Size modifier:-3
Good reaction roll: Ignore you
Neutral reaction roll: Look alert and watch you
Bad reaction roll: Approach and drive you off
Habitat: Temperate plains or forests
Fear Rating: 10
Special abilities: Toughness x.2
Armor Value of 2/1
Run at up to 11m/sec
Skills: Grab, skill 4
Tusk (DV6 combination),skill 4
Trample (DV12 combination),skill 4

Details

Mammoths are a group of now-extinct elephants that roamed northern temperate regions up until about 10,000 years ago. A variant, the pygmy mammoth, survived on Wrangel Island (latitude 72 °N) until about 2,000BC. These were similar in body structure, but only had a mass of around 1,500kg.

We assume many of their habits were similar to elephants, but that they traveled in smaller herds (say 4-10) due to lower resources in their northern habitat.

These would be led by an older female, with one male, subordinate females and some number of juveniles.

They probably had few predators, and wandered unopposed through their range.

Game notes

As an extinct species, mammoths are hard to work into modern adventures, but they can be useful for fantasy campaigns. In CORPS Dreamtime, the last of the mammoths are sometimes encountered by our earliest ancestors, and when armed with basic bows and stone-tipped spears, they can be quite a challenge. In a fantasy campaign, they could be a cold-climate version of the war elephant, able to carry slightly more load and with better natural armor. In a historical campaign, the discovery of a frozen mammoth would cause quite a stir (the first recorded incidence of this is in the 15th century), and characters could be involved in an expedition to investigate it. In this case, the adventure is the trip and its hardships, and the mammoth is just tangential.

Of course, there might be pockets of survivors here and there that no one knew about until the characters wandered into their hitherto uncharted habitat...

Like other extinct species, they can also be used as a "natural" life form on other planets for a science-fiction campaign, and may have some specialized adaptation to their alien environment to keep characters from taking them for granted.

CORPS RULES EXPANSION

MARINE BIRD

STR 1
AGI 7
AWR 7(1)
WIL 4
HLT 7
POW 1



When hungry, such seabirds have been known to dive bomb and attack beachgoers to steal food.

These are included for that purpose, they can be a hazard for characters in a seafront situation.

Description

These are birds who live by oceans and seas. This type of animal includes seagulls, pelicans, petrels and so forth.

Mass:2.5kg
Variation:±0.25kg
Length:0.7m (wingspan 1m)
Size modifier:+2
Good reaction roll: Ignore you
Neutral reaction roll: Watch you
Bad reaction roll: Attack you then fly away
Habitat: Coasts, Oceanic, marshes, estuaries
Fear Rating: 5
Special abilities: Toughness x3.0
Exceptional endurance
Keen vision
Night vision
Fly at 14m/s
Hop/waddle on the ground at up to 2m/sec
Skills: Peck (lethal DV0),skill 7 Puncturing
Dive Bomb (lethal DV1),skill 7 Puncturing
Fly, skill 7
Swim, skill 7

Details

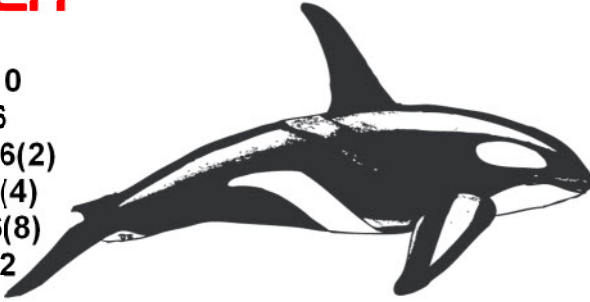
These animals spend most of their time over water, nesting in cliffs and on islands.

Some of them will dive into the water to catch their prey, using their speed and sharp beak to spear fish.

In a modern setting, a lot of breeds are accustomed to the presence of man, and the abundance of food he brings with him.

ORCA

STR 10
AGL 6
AWR 6(2)
WIL 5(4)
HLT 6(8)
POW 2



Description

Usually black with large white patches by which a particular individual can be identified. Large dorsal fin and flippers, powerful horizontal tail fluke.

Mass:8,000kg

Variation:±1,000kg

Length:8m

Size modifier:-2

Good reaction roll: Come over and investigate

Neutral reaction roll: Hold distance and observe

Bad reaction roll: Leave the area

Habitat: Any ocean

Fear Rating: 9

Special abilities: Toughness x.5

Swim at up to 10m/sec

Armor Value of 1/1

Extended breath holding ability

Skills: Bite (combination DV3),skill 4

Tail concuss (non-lethal DV3),skill 4

Details

Also known as a killer whale. The orca is an aquatic mammal, like dolphins and whales, and while it can be found in all the oceans, it prefers colder climates. Their normal diet is fish (including sharks),although they will also eat small dolphins and some have a preference for seals, even going so far as to voluntarily beach themselves to get one on the shore (they wriggle back into the water afterwards).

Normally they will kill their prey with their teeth, and swallow it mostly whole. They may also stun prey with a slap of their tail fluke, and may toss injured prey through the air like a cat playing with a mouse.

Orcas have not been domesticated, but ones in captivity can be raised to be friendly with humans, and ones in the wild have not been known to attack humans (even though we are well within their prey range).Humans that look like seals because they are wearing black diving suits and swim fins are another matter...Orcas are very intelligent, and can be trained to perform complex actions, recognize patterns, and make decisions based on changing conditions. While they need to surface regularly to breathe, they can also hold their breath for extended periods, and can dive to depths of 300 meters in search of food.

In the wild, they live in groups of about a dozen or so, called a pod. Pod members will cooperate and act as a pack to hunt down large prey, such as baleen whales.

Like dolphins, they can communicate through a complex series of phonations, each pod having a distinctive dialect that other pods can recognize. They also have the same echolocation ability that dolphins do, allowing them to "see" though murky water conditions.

Game notes

As you may have seen at major aquariums or on television and movies, orcas can be quite clever and friendly with people. Nor are they known for attacking rubber boats with whale watchers, even though the occupants are certainly snack-sized. An orca or pod deliberately going after humans in a campaign might have some plot-based reason the characters have to unravel.

CORPS RULES EXPANSION

In a fantasy or science-fiction world, orcas and dolphins might be genuinely intelligent, with their own unique culture, one which has no reliance or need for tools, and with totally oral traditions and history. You could easily imagine cooperative ventures where they help herd fish into nets in exchange for getting a share of the catch without having to worry about hunting, or they might develop a taste for land-based meat like beef that they exchange services for. Their abilities as underwater scouts or guards would be hard to beat, especially if they were able to carry and use weapons.

PUMA

STR 6
AGL 6
AWR 6(1)
WIL 5(4)
HLT 5
POW 1



Description

Medium-sized cat, usually with thick red-brown or brown fur, with a tail of up to half the body length.

Mass:50kg
Variation:±10kg
Length:1.5m
Size modifier:+0
Good reaction roll: Leave the area
Neutral reaction roll: Leave the area
Bad reaction roll: Watch from a distance
Habitat: Any temperate to equatorial
Fear Rating: 7
Special abilities: Toughness x1.0
Run at up to 19m/sec
Armor Value of 1/0
Skills: Bite/grab (lethal DV2),skill 7
Claw (lethal DV2),skill 6
Stealth, skill 6

Details

The natural range of the puma, or mountain lion used to cover all of South America and most of North America except for the extreme north and the central plains. The range is currently much reduced but they are still common enough to be hunted in some parts of the western United States. The physical stats for puma can also be used to represent other medium sized cats such as jaguars or leopards.

Jaguars are native to Central America and the equatorial parts of South America, and leopards are native to the non-desert parts of Africa, the Middle East, India and southeast Asia. Note that these other cats may have starkly different personalities and levels of aggressiveness towards man.

Pumas are solitary cats that shy away from human presence, with very few recorded puma attacks on humans.

They also have a dislike for dogs and prefer to run away rather than confront dogs, even those of much smaller size.

This makes dogs excellent guard animals in puma country, and a pack of hunting dogs can tire one down and tree it when it gets too fatigued to run anymore. Leopards on the other hand, will hunt and eat dogs if given the chance...

Game notes

The reputation of the puma exceeds the reality, and if raised from cubs can socialize quite well to humans, with the significant advantage that a playful cuff from one won't knock you flat like a lion or tiger would. On the other hand, they are capable of taking down prey several times their own mass, including elk and horses. While puma will seldom be encountered except for their distant calls, the more aggressive jaguar or leopard are less likely to be cowed by the presence of humans, and more likely to be a problem in their parts of the world.

All three have at various times been both predators on domestic livestock, or valued for their hides. As a result, they have been hunted to extinction in some areas where they used to be plentiful. Either reason for hunting them is a possible means to get characters involved with them and any political or local concerns over their value.

RAT

STR 1
AGL 4
AWR 4(1)
WIL 6(7)
HLT 7
POW 1



Description

Rats comprise many separate species, but this description covers the largest ones characters are likely to deal with in an urban environment, like *Rattus rattus norvegicus*. Black or grey, with a hairless tail about two-thirds their body length long, small black eyes and whiskers that extend to approximately body width on either side.

Mass:5kg

Variation:±2kg

Length:.3m

Size modifier:+2

Good reaction roll: Ignore you

Neutral reaction roll: Move to cover and chitter angrily

Bad reaction roll: Leave the area

Habitat: Anywhere humans can live

Fear Rating: 5

Special abilities: Frailness x2.0

Run at up to 6m/sec

Climb about anything at 1m/sec

Skills: Bite (lethal DV0), skill 4

Climbing, skill 4

Details

Rats are extremely adaptable, which accounts for their extraordinary success in a variety of environments.

Environments created by people are especially popular, since humans tend to leave edible food or garbage just lying around for the taking, and create structures that give rats concealed spaces to live, move and breed.

Bad movies aside, rats do not hunt in packs and terrorize whole communities. However, they are superb opportunists and can eat anything that is too feeble to put up a fight. Rats are no respecters of the dead, and since meat is a lot more nourishing than plant matter, any given source will be quickly exploited and consumed. While they generally prefer to avoid fights with larger creatures, the term “fighting like trapped rats” came from somewhere. If faced with no other option, rats can put up a lot of resistance, and even if they die, their teeth leave nasty wounds that often get infected.

While they will tend to shy away from rapid changes in their environment (like a person entering a room and turning on the light), they will quickly become habituated to environmental changes that don't seem to directly affect their survival. So, while rats in an alley might shy away from a person who enters the alley, the presence of people walking by on a regular basis would soon cause the more adventurous rats to ignore them, and thus be able to get at tasty garbage morsels the other rats can't. If this continues, the better fed rats will have more breeding success and this trait will be selected for in future generations.

Aside from having a high toughness for their size, rats can tolerate toxins in their environment that would kill most other animals. Part of this seems to be generic adaptability, and partly a short lifespan. They die of old age before they would suffer long-term effects that might do in a longer-lived species. A rat that survives poisoning will probably remember the conditions and not be so stupid a second time.

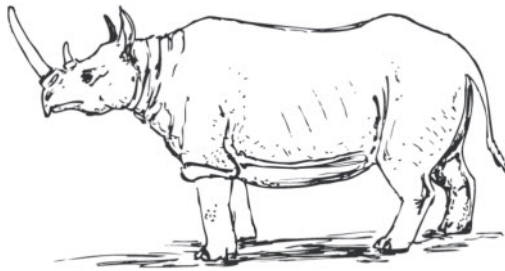
Game notes

Rats are going to be a feature of any game set on Earth, and perhaps even manage to get exported to other worlds as well. Given that they can eventually chew through anything softer than their teeth, and need to chew to keep their constantly growing teeth in check, the havoc that can be wrought on everything from food bins to computer cables can well be imagined. Once you have rats, getting rid of them is very tough, and simply keeping them in check is an uphill battle. Being a rat-catcher was nasty work, but you always had employment. In a fantasy world, one can well imagine rats with higher POW than normal, to resist magical extermination methods, adapting to that just like they would poison or traps. In low-tech areas you have the added complication that they carry the fleas that carry bubonic plague.

When the rat dies, all those fleas look for a new home, usually hopping to the nearest warm-blooded creature, whether dog, cat or human.

RHINOCEROS

STR 18
AGL 4
AWR 5(1)
WIL 6(5)
HLT 6
POW 0



Description

Ponderous grey quadruped with short thick legs and a distinctive short horn or horns on the nose. Its thick skin hangs in folds on some parts of its body, given it a semi-armored appearance.

Mass:3500kg

Variation:±500kg

Length:3.5m

Size modifier:-3

Good reaction roll: Ignore you

Neutral reaction roll: Pay attention to you

Bad reaction roll: Charge you

Habitat: Tropical to equatorial plains

Fear Rating: 10

Special abilities: Toughness x.3

Run at up to 12m/sec

Armor Value 1/2 hide

Poor vision

Skills: Gore (lethal DV5), skill 4

Details

The rhinoceros comes in two main types, the African (listed) and Asian (somewhat smaller).The Asian rhinoceros lives in jungle instead of open plains, but has many of the same habits.

Rhinoceros are solitary vegetarians, and generally avoid or are not afraid of people because of their size (they are tied with the hippopotamus as the second largest land animal).However, males during the mating season or females with offspring are more likely to be aggressive, and their instinctive WIL should be increased by 2 in this case. The African species are also territorial, and mark their boundaries with piles of dung that can reach significant size.

Rhinoceros are generally nearsighted, and take a +2 Difficulty on any vision-based AWR task. However, their hearing and sense of smell are good. What this means is that they might detect some thing well before they can visually identify it. A male might mistake your Land Rover for an encroaching male during mating season, for instance, and charge you. And while they may be ponderous, rhinoceros are capable of decent (and maybe surprising) bursts of speed.

At the moment, all rhinoceros species are endangered, mainly because of poaching for their horn, which is believed to have aphrodisiac and other properties in some cultures.

There is also circumstantial evidence that rhinoceros were in some way involved in unicorn myths, either from imported horns or mangled third-hand descriptions by returning traders.

Game notes

Rhinos are another generic African hazard. Unlike elephants, they are more likely to be aggressive without any apparent reason other than your presence.

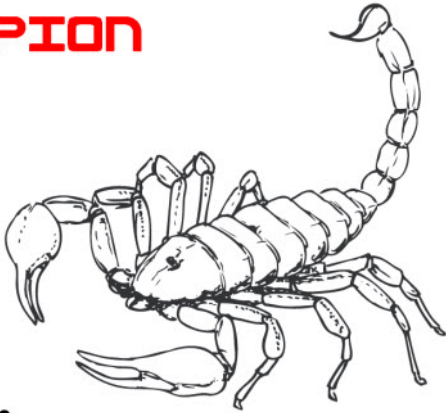
On foot or in high grass with limited visibility, the encounter could be extremely dangerous. With a modern vehicle the personal danger is lessened, though a DV5 horn could make mince- meat of a civilian vehicle given time, not to mention that the rhino won't be satisfied until it has tipped your vehicle onto its side. And, like most other endangered species in modern times, you can't shoot at it, and you always have to be on the lookout for poachers.

The prehistoric rhinoceros, Baluchitherium, lived in what is now Asia during the Oligocene and early Miocene (circa 30 million years ago). Fossils indicate it reached up to 7 meters in length, and was over 5 meters high at the shoulders.

CORPS RULES EXPANSION

SCORPION

STR 0
AGL 6
AWR 4(0)
WIL 7(3)
HLT 5
POW 1



Description

Scorpions are large arachnids (eight legs) of which the forward two have powerful pincers. They are also equipped with an upward-arching tail with a distinctive stinger.

Mass: .05kg

Variation: ±0kg

Length: .1m

Size modifier: +4

Good reaction roll: Leave the area

Neutral reaction roll: Do nothing

Bad reaction roll: Attempt to sting you

Habitat: Dry tropical to equatorial

Fear Rating: 5

Special abilities: Frailness x5.0

Run at up to 1m/sec

Poisonous sting

Skills: Claw (lethal DV0), skill 4

Tail sting (lethal DV0), skill 6

Details

Scorpions have been around a long time, and scorpions or related species may have been the first land-dwelling creatures on Earth. They are small nocturnal predators, and subsist on insects and sometimes mice or other small animals.

Generally, they try to kill prey with their claws, but are fairly free with their stinger when needed. Characters are unlikely to encounter them during the day unless deliberately disturbing their daytime hiding places.

The poisonous sting of most scorpions is simply counted as a 1 point lethal impairment with no permanent impairment effects. It will just take a few days to recover the impairment, during which the body part is painfully swollen and the victim in a bad mood.

However, certain African and Mexican scorpions are much more lethal, and should be counted as a Venom 2 poison (page 82 CORPS 2nd Edition rulebook).

Game notes

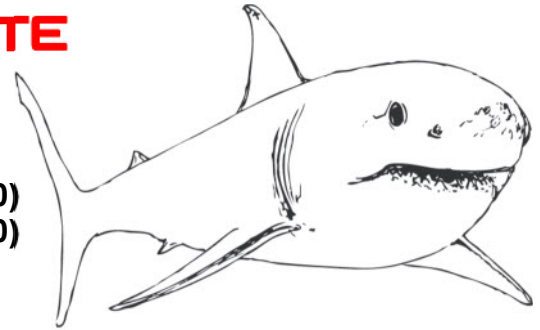
The problem with scorpions is that they are driven by habit and don't have any comprehension of humans. Since they are nocturnal, then tend to find enclosed spaces to hide from the heat of the day and daytime predators. If this happens to be your boot, and you stick your foot in it the next morning, WIL 3 or not, you're going to get a stinger in your toes. As a double threat, wearing heavy enclosed footgear in hot climates can lead to all manner of foot fungus, and not wearing it leaves you open to stings and fangs from anything you happen to step on. In built-up areas, all kinds of human-occupied areas can have scorpions, and they can pose a continual threat to children and the unwary. The extremely poisonous ones may kill you, but numerous stings from other varieties could also do you in.

Characters trekking through scorpion country for the first few times should make an appropriate Survival task with a Difficulty of 4. Anyone who fails and rolls the current Random Disaster number somehow forgot to empty their boots out (or reached in to see what was rattling around), and gets a stinger for their trouble sometime during that part of the adventure.

Native guides are good for a -1 Difficulty on the survival task, provided the guide likes the character in question. Annoying the guide could be an increased Difficulty ("Señor, you shook your boots out, and there was still a scorpion there? Oh, and it is so badly mashed I cannot tell if it is one of the bad ones. This is most unfortunate...").

SHARK, GREAT WHITE

STR 10
AGL 4
AWR 6(0)
WIL 8(10)
HLT 6
POW 3



Description

Usually colored in shades of blue, grey and white. Small eyes, large mouth filled with multiple rows of sharp, triangular teeth.

Mass:1500kg

Variation:±500kg

Length:5m

Size modifier:-2

Good reaction roll: Ignore you

Neutral reaction roll: Watch but not attack

Bad reaction roll: Attack you

Habitat: Temperate or equatorial ocean

Fear Rating: 9

Special abilities: Toughness x.5

Swim at up to 10m/sec

Pain tolerance

Skills: Bite (DV3 lethal),skill 4

Details

Most sharks are mindless eating machines, fearless, vicious and dumb as dirt. The great white is probably the nastiest example of what evolution does to you when you to sacrifice everything else to get to the top of the food chain. Great whites will eat virtually anything that is in front of them and will fit down their throats, edible or not. They fear nothing, and will attack targets on the surface as well underwater, ranging from surfboards to small fishing boats.

CORPS RULES EXPANSION

Sharks rely on a number of senses to find prey. Eyesight works at close range. The shark can also pick up on the weak electrical impulses of prey if the water is clouded, can hear extremely low-frequency sounds that may travel a great distance underwater, and may have a sense of smell that will allow it to track any interesting up current scents.

Great whites have one attack: a mouthful of really nasty teeth. The typical attack is to bite, hang on, and then thrash the body around until something comes loose. Swallow whatever that is, bite and repeat. Sharks do lethal cutting damage with their bite, and a body thrash lets them do this damage again on their movement initiative without having to make another attack roll. A total cutting impairment of +10 from a single bite plus associated thrashing usually means amputation of the part bitten. The damage to a target is cutting because of the number of teeth, but for purposes of penetrating armor, they are sharp points and count as puncturing, which may halve many types of armor. The sheer number and constant growth of new teeth means a shark has no problems with chewing on steel bars or other items that damage them, and if necessary, a swimming bash (DV4) may be employed to get at something that can't simply be chewed through. Normally, an attack will be made while moving, since most prey is going to be trying to get the hell out of the way. An attack which misses by 1 will probably graze the shark's body along its target, which will do a lethal DV of 1 from the shark's rough skin.

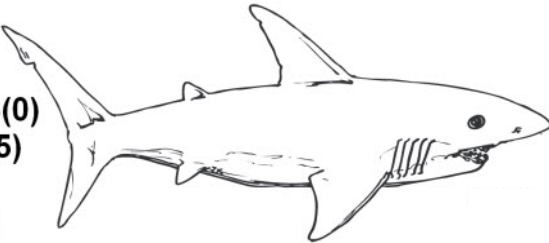
Most sharks (including great whites) cannot pump air over their gills, and most seem to require constant movement or some water currents in order to extract oxygen from seawater. Presumably then, if you can catch one in a net it can't bite its way out of, it will eventually suffocate. Easier said than done. Of course, resting sharks have been seen lying on the bottom in areas without significant current, so not all of them have this limitation.

Game notes

The decreased ability of characters to dodge underwater attacks, and the sheer damage a great white can manage in a matter of seconds means it is not something to lightly throw against characters. Stainless steel chain mail has been developed as shark protection, and while this may stop all damage from lesser sharks, the crushing power of a great white's jaws can still cause serious if not fatal injury if you treat it as a "constricting" attack vs. flexible armor.

SHARK, LESSER

STR 3
AGL 5
AWR 6(0)
WIL 6(5)
HLT 5
POW 1



Description

Varying coloration, from off-white to deep maroon. Small eyes, large mouth filled with multiple rows of sharp, triangular teeth.

Mass:20kg

Variation:±5kg

Length:1.5m

Size modifier:+1

Good reaction roll: Ignore you

Neutral reaction roll: Watch but not attack

Bad reaction roll: Attack you

Habitat: Temperate or equatorial ocean, or more rarely river or lake

Fear Rating: 6

Special abilities: Frailness x1.5

Swim at up to 8m/sec

Skills: Bite (DV1),skill 4

Details

There are several major types of sharks, including those that eat only plankton, fresh water species and with preferred habitats ranging from the coast to deep ocean. There are sharks that regularly frequent the lower reaches of the Mississippi and Amazon, and that live in lakes in the near East and Central America. The stats here represent a small shark of a type that might decide to take a bite out of a person on occasion, like a bull shark, hammerhead, mako or very juvenile great white.

The only reason these sharks are less likely to attack you is that you are bigger relative to their body size. This is offset by the greater likelihood they will be found in quantity.

Once one makes a successful attack and there is blood in the water, it is much more likely the others will decide to attack that or nearby targets. Roll for reaction again vs. the target of the attack. If it is not attacked, roll again for nearest other target. Remember that the nearest target can also be other fish, not just people in the water.

Lesser sharks are more likely to attack a larger target like a swimmer if they are unsure of its size. For instance, in murky water, night or poor visibility, especially if compounded by thrashing noises that could represent a wounded prey. Anything that makes a shark more likely to think you are prey or that it can take a bite and get away with it means an increased chance of a bad reaction roll. However, since these sharks are small enough to be prey for other species, they are a little smarter and capable of limited coexistence with divers. They will still bite the hand that feeds them, however. Lesser sharks are regularly hunted by nearby coastal cultures. The meat can be eaten, the hide used for armor or a biological type of sandpaper, and the teeth used to edge wooden weapons in areas where metal is scarce.

Game notes

The most common personal weapon against a shark attack at TL10+ is the "bang stick". There are two variants of this:

The first is basically a shotgun shell on a stick. When pushed up against the target, it goes off and hopefully delivers a painful and discouraging load of lead straight into the offending creature.

CORPS RULES EXPANSION

The second has a single-use gas cartridge and a perforated spike. The weapon is jammed into the body of the shark and triggered automatically after a certain penetration depth. This fills the body of the shark with gas, and it bobs up to the surface. Depending on the size of the shark, it will either suffocate or just be really pissed. Treat either type of bang stick as a melee weapon which only activates on a solid hit. No variety of graze will usually trigger the weapon. If it does activate, apply normal weapon damage for the first variety, or a lethal +10 impairment for the second (adjust for Toughness/Frailness). The size of a bang stick head makes it unsuitable for spear gun use. However, smaller "power heads" can be used. These are .22 rim fire blanks driving an aluminum slug, and triggered by a solid spear hit. This has a lethal DV of 6 if it goes off.

SKUNK

STR 1
AGL 3
AWR 4(1)
WIL 5(3)
HLT 5
POW 1



Description

Small carnivorous mammal, with short legs with long toes and non-retracting claws, small rodent-like head with beady black eyes. Black fur, commonly seen with two prominent white stripes down its back, extending onto a long bushy tail.

Mass:2kg
Variation:±1kg
Length:.3m
Size modifier:+2
Good reaction roll: Ignore you
Neutral reaction roll: Turn rear towards you and raise tail
Bad reaction roll: Spray you
Habitat: Temperate to equatorial forests
Fear Rating: 5
Special abilities: Frailness x?.0
Run at up to 3m/sec
Skills: Bite (lethal DV0),skill 3
Spray (special),skill 3

Details

Skunks are nocturnal, solitary creatures usually living in burrows or concealed in brushy or rocky areas. They are carnivores, and feed on worms, grubs, insects, bird eggs and anything else that is relatively slow and tasty.

Skunks are well known for the malodorous spray they will emit from glands at the base of its tail when disturbed, and their complete lack of fear of any other forest creature. When threatened or even approached, it turns its back, raises its tail as a warning, and sometimes balances on its front paws to get a better angle of aim.

If the contrasting black and white fur doesn't convey recognition of a possible threat to even color-blind intruders, the skunk will spray a form of biological mace out to a range of 4 meters with very good accuracy.

This tends to discourage all predators in its natural environment, and the scent is so intense and so penetrating that it can be detected downwind for over a kilometer, and sometimes can never be completely removed from clothing.

Game notes

Unless you surprise one at close range, skunks are just another innocuous forest denizen. However, they will wander into your campsite around dusk with no fear whatsoever and rummage through your stuff, and woe be to the person who tries to interfere.

Resourceful characters could presumably find various amusing and vicious things to do with a temporarily sedated skunk (can you get the smell out of the leather upholstery of a Rolls-Royce?).

In game terms, treat the spray as having a maximum direct fire range of about 4 meters and a Range Mod of 0. A direct hit means the target takes full effect. Any other result, or being slightly further away means the target just gets odorized, since the spray fills a wide area that can't really be dodged effectively. Count a direct hit as having the same effects as Mace (page 81 CORPS 2nd Edition Rulebook), with the side effect of a +10 Difficulty to any interpersonal skills until you get out of your stinking clothes and take a bath. Odds are that unless you have some high-tech neutralizing chemical, the clothes involved will give you a +1 to interpersonal skills whenever you wear them ("what's that smell?"), and you will be at +2 for about a week, even with regular and frequent bathing in the traditional deodorizer of tomato juice.

Snake, Diamondback

STR 1
AGL 3
AWR 4(0)
WIL 6(8)
HLT 5
POW 1



Description

Thick-bodied snake with a distinctive pattern of brown and dark brown diamonds down the length of its body, ending in a multi-segmented rattle which it usually agitates as a threat gesture.

Mass: 8kg

Variation: ±2kg

Length: 1.5m

Size modifier: -2

Good reaction roll: Leave the area

Neutral reaction roll: Hiss and rattle, preparing to strike

Bad reaction roll: Attack you

Habitat: Average temperate

Fear Rating: 9

Special abilities: Toughness x5.0

Slither at up to 3m/sec

Poisonous fangs

Skills: Fang (lethal DV1), skill 3

Stealth, skill 4

Details

Most snakes are shy and retiring with regards to everything except prey. The only time people run into them is at close range, and naturally the snake is going to be quite defensive about something human-sized towering over them or having possibly stepped on them. The snake relies on its poison to get food, and doesn't prefer to waste it in angering something big enough to kill it long before it succumbs to the poison's effects. The reactions listed assume an encounter where both parties are surprised to see each other. If the snake sees you coming, it will likely get out of the way and you'll never know it was there.

CORPS RULES EXPANSION

The listed fang damage is solely for the purposes of penetrating light armor such as clothing. The fangs are considered armor piercing vs. fabrics, but normal vs. leather. If the target takes damage through the armor, it is a +1 lethal impairment, regardless of location, but this impairment will quickly be increased by the poison effects. Effects are those of Venom 1 in the basic rules (page 82). The fangs are considered permanent damage only because of the extra tissue damage at the bite location from the concentrated venom.

Rattlesnakes are cold-blooded creatures, and need to hibernate over the winter, often in "snake dens", some concealed, enclosed space where a number of them will congregate over the winter months, emerging again in spring to go their separate ways.

Rattlesnakes (and snakes in general) only prey on species that they can fit down their throats, aided in most cases by the ability to unhinge their jaws and stretch themselves around prey larger around than they are. They are still restricted to small game like rodents and baby birds.

Game notes

Snakes and characters are unlikely to choose each other's company, although in habitats with cold nights, they may be drawn towards the warmth of campfires or warm bodies in sleeping bags.

Since some snake-eating predators are not fond of being bitten by rattlesnakes, other snakes in its geographical range may mimic its appearance or behavior. Non-poisonous species may have a similar appearance, or rattle their tail in dry leaves to produce the rattlesnake's warning sound.

While a bite from one of these non-poisonous snakes can draw blood, a person who thinks they have been bitten by a rattlesnake instead may actually get so agitated as to make themselves ill, which reinforces the belief that they have been poisoned. If the attacking snake escapes, someone who sees the snake or the bite will need to make a Difficulty 6 temperate survival task to recognize that the bite or snake is non-poisonous. Otherwise the bitten character will believe themselves poisoned and burn 1 exertion point per 10 minutes for the next hour from worry and adrenalin rush.

Characters with snake phobias may suffer worse effects.

Snake, Cobra

STR 1
AGL 3
AWR 5(0)
WIL 6(8)
HLT 4
POW 1



Description

Medium-thick snake in shades of light brown and green, many varieties having a distinctive "hood" that flares out when they are threatened.

Mass:10kg

Variation:±2kg

Length:3m

Size modifier:+2

Good reaction roll: Leave the area

Neutral reaction roll: Rise up, flare hood and prepare to strike

Bad reaction roll: Attack you

Habitat: Tropical to equatorial

Fear Rating: 9

Special abilities: Frailness x2.0

Slither at up to 3m/sec

Poisonous fangs

Skills: Bite (lethal DV1), skill 3

Stealth, skill 4

Details

The reactions listed for cobras assume an encounter where both parties are surprised to see each other. If the snake sees you coming, it will likely get out of the way and you'll never know it was there. A threatened cobra raises the front of its body off the ground, and spreads its neck ribs to form the distinctive hood, making the snake appear larger than it actually is, and making it harder for a potential predator to get a firm grip behind the head. Only the king cobra is capable of moving (1m/sec) while in this pose.

The listed fang damage is solely for the purposes of penetrating light armor such as clothing, just as for rattlesnakes.

Effects are those of Venom 2 in the basic rules (page 82 of the CORPS 2nd Edition Rulebook).

The fangs are considered permanent damage only because of the extra tissue damage at the bite location from the concentrated venom. Cobra fangs are towards the rear of its mouth, and any attack which is a graze will not actually inject any poison, although psychosomatic effects are quite possible for a few hours. Cobra venom is neurotoxic, meaning it affects the nervous system, rather than the blood toxin of rattlesnakes. Untreated, a cobra bite can easily be fatal, and so most other creatures given them a wide berth.

Specialized snake hunters like the mongoose have no innate protection against the venom, but rely solely on speed to avoid being bitten. While cobras have a nasty reputation, they are far from being the most venomous, and their strikes are slow enough that they can be dodged (especially if you count an attack vs. a leg or foot as taking a called shot penalty). Mongooses were imported into regions with the more deadly fer-de-lance, for instance. Most of the mongooses weren't fast enough, and the surviving mongoose took to eating domestic chickens instead.

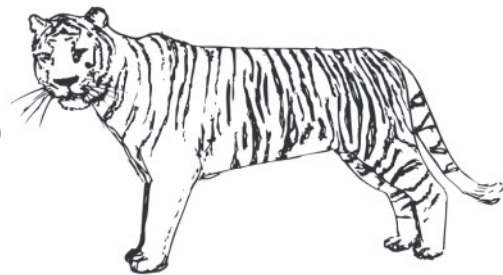
A variant of note is the African spitting cobra, which can accurately squirt its venom into the eyes of a target up to 3 meters away, allowing it to keep its distance from a potential predator (treat as skill 4). This venom is also neurotoxic, and can cause permanent blindness. A victim does not have to check for eventually fatal results, but if they fail all their HLT tasks, the impairment to their vision is permanent. Otherwise, it heals up like any other lethal injury.

Game notes

Since human habitation seems to breed rats, and cobras eat rats, characters can encounter cobras in urban areas, especially in densely populated countries where they have nowhere else to go. Even with antivenin available, there are a significant number of fatalities from cobra bites each year, because of the speed with which the venom acts. Modern adventurers who travel in remote areas are recommended to have antivenin available (at a cost of several hundred Cr), just in case. In low-tech cultures, there may be a variety of treatments, ranging from the passive acceptance of fate to herbal poultices and shamanic rituals, all of which are of dubious efficacy.

TIGER

STR 8
AGL 6
AWR 6(1)
WIL 7(5)
HLT 6
POW 2



Description

Large feline with characteristic orange and black stripes, fading to black and white stripes on the underbody.

Mass:250kg

Variation:±50kg

Length:2.5m

Size modifier:-1

Good reaction roll: Leave the area

Neutral reaction roll: Watch and follow from a distance

Bad reaction roll: Stalk and attack

Habitat: Average to wet forest or mountain

Fear Rating: 8

Special abilities: Toughness x.8

Run at up to 15m/sec

Fur provides AV of 1/1

Skills: Bite (lethal DV2),skill 4

Claw (lethal DV2),skill 4

Stealth, skill 6

Details

The natural habitat of tigers is the Indian subcontinent, parts of southeast Asia and a small part of Siberia. The territory of a tiger is determined by prey density, and can range from 20 square kilometers to over 1,000 square kilometers per tiger.

Males have larger territory than females, and their territory often overlaps that of several nearby females. Males tend to hold these territories more exclusively than females. So, if a given territory has had a male tiger removed from it, odds are there will be no more tiger encounters in that area until word gets around that there is some open real estate to be exploited.

Tigers are mostly nocturnal hunters. They stalk their prey, and almost always attack from behind, using their strength to quickly crush the neck or skull of their prey. A reasonably effective tactic to prevent tiger attacks is to wear a mask with exaggerated facial features on the back of your head.

This seems to fool the tiger into thinking that you are facing it when you are not. It is also thought that many carnivores imply a prey size based on its height. For instance, if you are as tall as a horse, you must be as massive as a horse.

This gives people a slight edge against a tiger unsure of its abilities, since we're the only potential prey that always walks upright. However, when you bend over to tie your shoes, to the tiger you suddenly become shorter, and less formidable, which may prompt an attack, even if you are "facing" it at the time. Tigers are opportunists, and will readily brave the presence of nearby humans to get at domestic livestock.

"Man-killers" are often tigers which due to age to disability have lost the ability to reliably get more challenging game.

They brave the noise, smell and weapons of humans because we're soft and we can't run very fast. They may develop an almost human degree of cunning in their ability to find and kill lone humans, or stealthily move into a village and make off with penned livestock like goats. If desperate, they may even claw through the side of a thatch hut to get at sleepers within, grabbing a victim and quickly dragging them off into the darkness.

Game notes

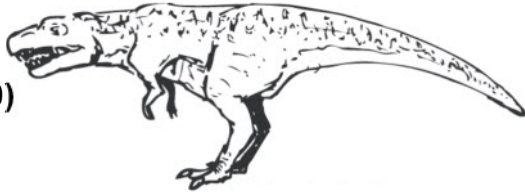
Tigers are capable of cunning, and recognizing what a weapon is, especially if they have survived an attack from one. This could make tracking one down a problem, as it would only prey on those it saw as unarmed. Another angle is that while Western cultures have were-wolves, Eastern ones might have were-tigers. This can bring a nasty element of surprise to the time and place of attacks, and could be the focus of a supernatural or paranormal type of campaign.

Also, traditional Western "cures" for the problem (silver weapons) might not apply in this case. Note that tigers are the mortal enemy of Eastern Dragons, and in such a campaign may have some inherent ability to protect themselves from and/or harm the much larger dragon.

CORPS RULES EXPANSION

TYRANNOSAURUS REX

STR 22
AGL 5
AWR 5(0)
WIL 9(9)
HLT 7
POW 3



Description

Varying coloration, unknown due to lack of evidence, but comparison with modern reptiles indicates they may have had some bright coloration, if only for mating purposes.

Large bipedal reptile with very small fore claws and a tail that represents about half its body length. Powerful jaws, forward-facing eyes, presumably lousy disposition.

Mass:10,000kg

Variation:±2,000kg

Length:10m

Size modifier:-3

Good reaction roll: Ignore you

Neutral reaction roll: Watch but not attack

Bad reaction roll: Attack you

Habitat: Average to wet equatorial plains

Fear Rating: 10

Special abilities: Toughness x.2

Inherent AV of 2/2 on body

Inherent AV of 3/3 on head

Run at up to 15m/sec

Skills: Bite (lethal DV6), skill 4

Details

The current knowledge of Tyrannosaurus Rex is secondhand, based on assumptions and deductions made from the fossil record.

That it was a carnivore and predator is not in doubt, judging by its tearing claws and teeth, and forward-looking eyes.

The bipedal stance and powerful legs would have given it a strong running ability, and the long tail could be used as a counterweight to the body and for balance.

So, it probably was the land equivalent of a shark, chasing down and munching on anything it felt like, as well as bullying its way to kills made by other carnivores. The massive jaw strength would allow it to crush and tear flesh and bone with ease, and the dense skull protected the small brain from most types of counterattack. Larger dinosaurs may have evolved protective measures like armor and spines, horns or spikes, but lesser creatures caught in the open were probably just lunch. Due to the denseness of the body and skull, do not count modern weapons as armor-piercing vs. a T.Rex. T.Rex had no natural predators, and would have been vulnerable only when young. How long it would take a T.Rex to mature depends on whether they were warm or cold-blooded, but would probably have been at least 20 years from egg to adult size.

Given this length of time to maturity, the female T.Rex may have nurtured the offspring until they were old enough to hunt on their own, and like most watchful mothers would be very territorial and protective of the young. This and other parallels to current-day carnivores can be made, with unknown accuracy at this time.

Game notes

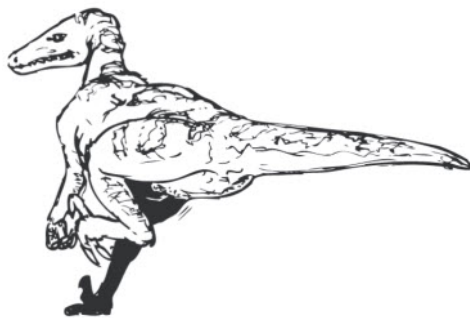
Dinosaurs are “real world ” creatures, just ones that have been extinct for millions of years. They would only be encountered as part of a time travel or science fiction adventure, either as genetically engineered from fossil DNA, or as an example of similar evolution on an alien world. In either case, characters who encounter it are likely to have advanced technology at their disposal, and despite its size and strength, and weapon that would take down an elephant would take out a T.Rex as well. To make characters fear the terrible lizard king, they have to be without a means of killing it at long range, or somehow encounter enough of them at one time that some can get to close range.

CORPS RULES EXPANSION

The GM also needs to remember its ability to pick up a character in its jaws, bite a few times and swallow the remnants whole.

VELOCIRAPTOR

STR 6
AGL 6
AWR 5(1)
WIL 7(7)
HLT 5
POW 1



Description

Varying coloration, unknown due to lack of evidence, but comparison with modern reptiles indicates they may have had some bright coloration, if only for mating purposes.

Medium bipedal reptile with powerful fore claws and a tail that represents about half its body length. Powerful jaws, forward-facing eyes, a wary but aggressive disposition.

Mass:150kg
Variation:±30kg
Length:2.5m
Size modifier:-1
Good reaction roll: Ignore you
Neutral reaction roll: Watch but not attack
Bad reaction roll: Attack you
Habitat: Average to wet equatorial plains or forest
Fear Rating: 8
Special abilities: Toughness x1.0
Inherent AV of 1/0 on body
Inherent AV of 1/1 on head
Run at up to 15m/sec
Skills: Bite (lethal DV3),skill 4
Claw (lethal DV3),skill 4

Details

These stats could represent velociraptors or juvenile versions of T.Rex, allosaurus or other large meat eaters. Most of these details of conjectural and based on suppositions that may be contradicted by future research.

In the modern world, reptiles are a minority, and often occupy niches unfilled by mammals. Not so during their heyday.

CORPS RULES EXPANSION

While T.Rex had no impetus to be intelligent, lesser dinosaurs did. In a world composed of reptiles, competition for ecological niches would be with other reptiles, and the most adaptable or intelligent species were the ones that made it. Think of the velociraptors as reptilian wolves, able to hunt in packs to bring down prey too large for any individual to manage.

The frequency and aggressiveness with which a velociraptor would hunt depends on whether they were warm or cold blooded. A warm-blooded carnivore of that size would need to hunt as often as any large mammalian predator. Cold blooded ones would need to hunt less often, and would restrict hunting to times when they would not overheat in the sun, or be sluggish due to the cold, probably mid-morning or early evening.

With their toothy jaws and cutting fore claws, a typical attack might be to harry prey until it tires, trying to disable it with leg strikes and bites. If an opening can be found, one pack member could bite and hang on, using its claws to do further damage, while the burdened prey is then set upon by the other members of the pack. Remembering that its natural prey is other reptiles, it had to be fast enough to chase down other species, and agile enough to strike with claws or teeth while doing so. The long tail probably aided balance and was not likely used as a weapon.

Game notes

These can be played as reptilian or cunning as you like, but they should be used in quantity, so they can do simple distractions, diversions and flanking tactics to corner or herd potential prey. Seeing a group of characters as a herd, they might try to peel off what they see as a slower or weaker member, hoping the rest of the herd will scatter and sacrifice one of their number in the interest of group survival.

Note that if velociraptors were cold blooded, there would be certain tropical climates in which their body temperature would match the background temperature, making them much less visible to any sort of infrared detectors.

CORPS RULES EXPANSION

WATER BIRDS

STR 1
AGI 7
AWR 5(1)
WIL 4
HLT 5
POW 1



Some kinds of water birds (like geese) may in fact attack those who enter its territory, but situations like those are left to the games master to adjudicate depending on the situation.

Description

This includes ducks, cranes, geese and swans. They are all wading or diving birds that feed on insects, fish, frogs and plant material.

Mass:3kg

Variation:±0.3kg

Length:0.8m (wingspan 1.2m)

Size modifier:+2

Good reaction roll: Ignore you

Neutral reaction roll: Watch

Bad reaction roll: Fly away

Habitat: Swamps, marshes, glades, ponds/pools, lakes, slow moving rivers and flood plains

Fear Rating: 5

Special abilities: Toughness x3.0

Insulated water repellent feathers

Fly at up to 13m/sec

Hop/Waddle along ground at 2m/s

Skills: Peck (lethal DV0),skill 3

Flight, skill 7

Swim, skill 7

Details

These animals are only really included as 'curiosity' animals, to solve such questions as, "so how dangerous IS a duck?" The answer is simply, not very.

It is useful to have some sample stats for animals like these though for instances when characters go hunting for food when they're in the great outdoors.

▼ MYTHOLOGICAL BEASTS

“Surely though, shouldn’t every myth contain at least a grain of truth?”

Unknown

Basics

This section goes over a number of mythical creatures, mostly from European and Mediterranean sources, but with a few other cultures thrown in as well. Sometimes we have taken minor liberties with classical descriptions to add believability and consistency to their biology. A few of the creatures are more fanciful ones from legends or folklore, and while they may not have as much detail given, it's only because they are harder to find... or get away from.

Seriously, the more fanciful creatures are useful as examples of what people will believe in when information is hard to come by, and tales are embellished in the retelling. Apply this philosophy in a world where paranormal creatures really exist, and separating fact from fiction becomes even harder.

Most mythological creatures will have a point more in their POW than natural creatures, to reflect their origins.

Mythological creatures are sometimes oddities of biology, or unique creations of the gods. They are not encountered very often, and don't frequent the areas populated by humans, or perhaps humans don't populate the areas that they frequent.

Otherwise, they wouldn't be mythical.

Mythic beasts are seldom well understood. They may have different names in different regions, and wild tales and mistranslations often grossly misrepresent any special abilities they might have. Even characters skilled in natural wonders and ancient lore will seldom know all the facts, perhaps to their undoing.

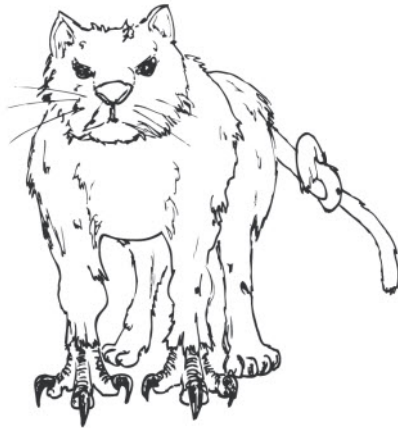
What if the powers of the Medusa were based not upon your gazing on it, but of it gazing on you?

A simple transposition of words, a minor mistelling of the tale. It could have made a lot of difference for a certain Greek hero who was confident he could avoid petrification by only looking at the Medusa through the reflection off his shield.

Myths arise about these creatures for a reason. Keep them mysterious.

ALPHYN

STR 10
AGL 8
AWR 2(1)
WIL 5(7)
HLT 4
POW 3



Description

This creature resembles a Tiger, although with a stockier wolf like body, thick mane and tufts of fur over the body. The tufted lion's tail is knotted in the middle. The truly distinctive feature of the Alphyn is that it's forelegs are those of eagles, ending in large talons. It is skillful, but not very observant.

Mass:80kg
Variation:±20kg
Length:1.2m
Size modifier:+0
Good reaction roll: Move away and forget about you
Neutral reaction roll: Ignore you if you ignore it
Bad reaction roll: Stalk and look for attack opportunity
Habitat: Temperate mountains
Fear Rating: 8
Special abilities: Toughness x1.0
AV 1/0 hide
Run at up to 12m/sec
Skills: Bite (lethal DV3), skill 4
Talons (lethal DV3), skill 6
Stealth, skill 6

AMPHIPTERE

STR 2
AGL 3
AWR 7(0)
WIL 6(4)
HLT 4
POW 2



Description

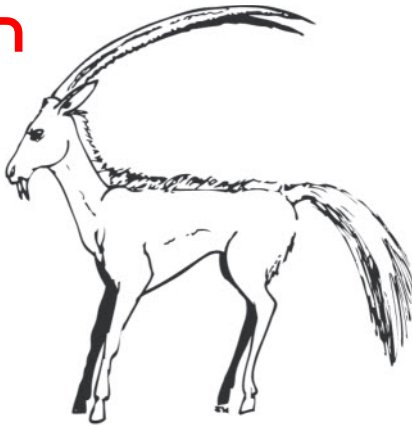
The also known as a coatl, it is a winged serpent, although its wings are not feathered, but covered in iridescent scales. It is significant in several respects. First, its skin is highly prized due to its beauty. Second, it has a religious significance among some peoples in its native habitat, and third, its venom is toxic magically as well as chemically, and difficult to heal.

Mass:5kg
Variation:±2kg
Length:1.0m
Size modifier:+2
Good reaction roll: Fly or slither away
Neutral reaction roll: Spread wings and threaten
Bad reaction roll: Strike immediately
Habitat: Tropical forest
Fear Rating: 6
Special abilities: Frailness x3.0
AV 1/0 hide
Fly at up to 30m/sec
Slither at up to 3m/sec
Skills: Bite (lethal DV1), skill 5
Stealth, skill 5

CORPS RULES EXPANSION

BAEWYN

STR 8
AGL 8
AWR 3(0)
WIL 4(3)
HLT 5
POW 2



Description

The Baewyn has a long pointed snout with tusks, a deer-like body with a thick line of long hair down its spine, ending in a rich horse-like tail. Its most fearsome weapons, however, are its meter long, serrated horns. These are used only when cornered or to drive off intruders during the mating season, during which it is at +4 WIL.

Mass:200kg
Variation:±100kg
Length:1.5m
Size modifier:-1
Good reaction roll: Ignore you and chew its cud
Neutral reaction roll: Look up and watch you
Bad reaction roll: Stamp its forefeet and shake its head aggressively at you
Habitat: Temperate hills
Fear Rating: 9
Special abilities: Toughness x.9
AV 1/0 hide
Run at up to 12m/sec
Skills: Tusks (lethal DV2),skill 4
Horns (lethal DV4),skill 6

BONAICON

STR 12
AGL 5
AWR 5(1)
WIL 6(4)
HLT 6
POW 3



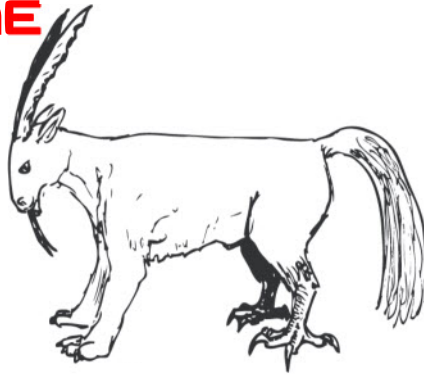
Description

The bonaicon is a strange creature, related to the aurochs and the boreyne, the main difference being its inwardly curling horns, similar to a bighorn ram's, and its luxuriant tail, more reminiscent of a horse's. Its horns, though, receive little use as weapons, since the Bonaicon's normal tactic when confronted with danger is to turn tail and run. Unfortunately when it does so, it invariably raises its tail and unleashes a discharge of gas and excreta that quickly covers a large area (a triangular patch 4 hexes on a side). Upon contact with any surface, this discharge immediately adheres and ignites. As these are herd animals, it strongly discourages any form of pursuit.

Mass:800kg
Variation:±200kg
Length:2.5m
Size modifier:-2
Good reaction roll: Ignore you and chew its cud
Neutral reaction roll: Watch you warily
Bad reaction roll: Turn tail and run
Habitat: Temperate plains
Fear Rating: 10
Special abilities: Toughness x.5
AV 1/0 hide
Run at up to 15m/sec
Discharge,DV3
Skills: Hoof strike (combination DV3),skill 2

BOREYNE

STR 10
AGL 5
AWR 5(1)
WIL 5(6)
HLT 6
POW 3



Description

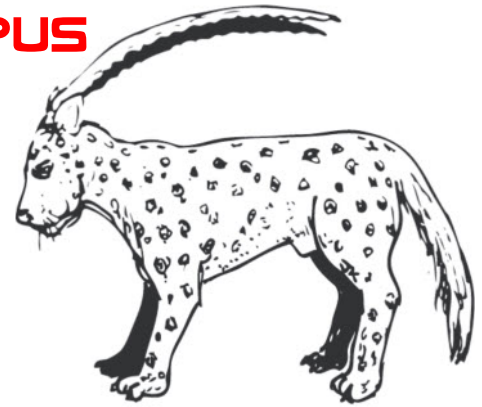
The boreyne greatly resembles its cousin, the Bonacon, differentiated from their distant cousin the Aurochs by their inwardly curling horns, similar to a bighorn ram's, and its luxuriant tail, more reminiscent of a horse's. However, there the resemblance ends. The Boreyne has a barbed serpent's tongue, the forelegs of a predatory cat, and its rear legs end in immense talons, like those of an eagle.

Fortunately, the Boreyne also lacks the Bonacon's natural defense mechanism. The Boreyne is also omnivorous, though it only takes advantage of meat sources that tried to take advantage of it, rather than hunting them down.

Mass:800kg
Variation:±200kg
Length:2.5m
Size modifier:-2
Good reaction roll: Ignore you
Neutral reaction roll: Watch and flick its tongue at you
Bad reaction roll: Lumber towards you, kicking up sod
Habitat: Temperate plains
Fear Rating: 10
Special abilities: Toughness x.5
AV 1/0 hide
Run at up to 12m/sec
Skills: Claw (lethal DV3),skill 4
Horn ram (combination DV2),skill 4

CALOPUS

STR 6
AGL 5
AWR 8(1)
WIL 5(5)
HLT 7
POW 2



Description

The calopus is an interesting form of big cat, primarily in that it most greatly resembles a wolf in form. That is, but for the meter long, serrated horns. The calopus has a rich white pelt with brown spots. It uses its claws and fangs to hunt with, and its horns as a powerful defensive weapon. These it generally uses in a side-to-side sweeping fashion because of their unwieldy length.

Mass:150kg
Variation:±50kg
Length:2.0m
Size modifier:+0
Good reaction roll: Hiss and growl, backing away
Neutral reaction roll: Make threatening moves with horns
Bad reaction roll: Attack if cornered or if character's back is turned
Habitat: Temperate hills
Fear Rating: 8
Special abilities: Toughness x.9
AV 1/0 hide
Run at up to 15m/sec
Skills: Claw (lethal DV3),skill 6
Gore (lethal DV3),skill 5
Climbing, skill 6
Stealth, skill 5
Tracking, skill 6

CORPS RULES EXPANSION

COCKATRICE

STR 3
AGL 5
AWR 4(1)
WIL 5(5)
HLT 7
POW 6



Habitat: Temperate hills
Fear Rating: 9
Special abilities: Frailness x1.2
AV 1/0 hide
Run/fly at up to 6m/sec
Poisonous touch and aura
Skills: Claw (lethal DV1), skill 2
Bite (lethal DV1), skill 2

Description

The cockatrice is an odd species of creature, similar to some forms of Dinosauria. It is both feathered and covered in a scaly skin. It appears to have the head and body of a rooster, a barbed tongue, a long serpentine neck and tail, and wide, thorny, leather skinned wings. Note that it has wings as well as four legs. Its breath, as well as anything else it expels, is extremely poisonous, and nothing else can live in the same area as it does.

The stories of its gaze being poisonous, or turning people to stone, are additions to the legend from a later age than the original creature.

Traditionally, the cockatrice was created, along with the asp, the amphisbaena, and the annodyte from the spilled blood of the Gorgon. Cockatrice poison is hideously deadly, and even breathing the dust it stirs up can be fatal in a minute or less. Note that only the weasel and the rue plant are immune to the effects of the cockatrice, and the weasel is that creature's most hated enemy.

Mass:30kg
Variation:±10kg
Length:1.0m
Size modifier:+0
Good reaction roll: Hiss at you, but keep its distance
Neutral reaction roll: Hiss, move toward you, stir up dust
Bad reaction roll: Aggressively move towards you

DRAGON (WESTERN)

STR 20
AGL 5
AWR 7
WIL 12(6)
HLT 7
POW 15

Description

Very large reptilian body with scaled, bat-like wings, and four legs ending in three-toed claws. Coloration varies with individual, but browns, greens and subdued reds are common.

Mass:12,000kg
Variation:±2,000kg
Length:20m

Size modifier:-3

Good reaction roll: Invite you in

Neutral reaction roll: Pointedly ignore you

Bad reaction roll: Order you to leave, immediately

Habitat: Any, but prefers temperate mountains

Fear Rating: 13

Special abilities: Toughness x.2

AV 4/6 hide

Run at up to 10m/sec

Fly at up to 25m/sec

Skills: Bite (lethal DV5),skill 6

Claw (lethal DV5),skill 7

Magical abilities (see text)

Details

As exceedingly large, territorial carnivores, dragons need a lot of elbow room. The territory of an average dragon is an area between the size of New Jersey and Denmark (in the region of 30,000 square kilometers).However, practical experience shows that they tend to live this close together only when forced to, and tend to leave wide unclaimed areas between their territories if at all possible, if only to provide uncontested traveling routes.



The only way to support a good-sized population of dragons is if they exist on multiple worlds and have the ability to travel between them, which they apparently do. They are natural wizards, but their ability to move from world to world seems to be just a knack for being at the right place at the right time. On a world with magic, gates to other places will appear from time to time. Dragons, being extremely long lived and mathematically inclined, usually are able to predict when and where an ephemeral gate might appear, and if they wish to travel, arrange to be there at the right time.

Many behaviors attributed to dragons are vestigial instincts, or they could be genetically programmed behaviors modified by intelligence (like human dominance instincts might translate into social structures or competitive sports). Dragons hoard things because it is a natural behavior for them, probably deriving from a mating ritual showing who can make the best nest for a prospective mate. In this regard, most hoarding dragons are male, but most female dragons learned it as a useful behavior when intelligence developed and the concept of barter and currency came around.

CORPS RULES EXPANSION

Dragons are not gregarious, and live solitary adult lives, although juveniles or nest-mates may form temporary bands. They communicate mostly by telepathy or technological means. The species has a mating season tied to long term planetary cycles that are not completely understood, but global climate change is a known trigger. The females are hotly contested for, in a number of ways. First, there is physical and emotional attraction, as in humans. There are also mating challenges among males hoping to impress a potential mate, and also challenges of wealth among those dragons who feel they can buy mating privileges. Depending on the females involved, any or all of these may work.

Mating pairs may bond for life, even if they spend most of their lives separated. More mercenary females may not do this until they feel secure in their strength and wealth, using gifts by males to improve their position.

After a protracted mating ritual that takes several weeks to complete, and during which the dragons form any strong emotional ties to their partner, the two separate and return to previous pursuits. The female gives birth to 2-3 live young approximately 2 years later. During the pregnancy she will be extremely withdrawn, but will require proportionately more food, including significant quantities of trace nutrients which she will have stockpiled beforehand.

Dragon abilities

Some dragon abilities are magically based, and were part of the evolutionary process. Some are biological, and others were learned once they figured out the laws of using magical power.

Flight

A dragon can use telekinesis to levitate itself, and uses its wings for actual forward motion, an evolutionary compromise for getting the most result from the least effort. In CORPS terms, it is Telekinesis, only on self, only for vertical lift, with no drain and one Power Multiple, which exactly negates the average dragon's mass. The wings take up the rest of the slack and give the dragon a horizontal acceleration of 4, vertical acceleration of 2 and a flying turn mode of 10. With a massive wing thrust and using its legs for boost, a dragon can leap 5 meters straight up if necessary.

Fire-breathing

Dragon fire is a synthesized hydrocarbon mixture that a dragon creates with glands in its jaws, like a snake's poison sacs. This mixture can be expelled with force, and ignited with sparks off the teeth. Like a snake's poison, it was usually used for subduing prey, and as a threat vs. any other creature that could threaten the dragon. Presumably at one time dragons both had prey that needed to be roasted rather than clawed, and predators to be feared. However, neither seems to be around anymore and they aren't talking about it.

Normally, dragons aren't that accurate with this ability, since it was designed to hit large creatures. Their average skill is only 3. However, it fills a meter-wide swath out to a range of the dragon's STR in meters. The damage is whole body damage with a lethal DV of 3, and damage continues each turn for up to 20 turns as the sticky fluid clings and burns.

CORPS RULES EXPANSION

The total armor value protects against this each turn, but each turn the armor is also reduced by 1 as it either heats up or is burned through. The dragon can generate a number of these blasts equal to its current HLT, and replenishes used fluid at HLT points per month. Natural weaponry such as claws and flame is the normal for challenges between dragons, since the abilities that they have gained with intelligence and magic are significantly more dangerous.

If you take the view that the breath is in fact a magical kind of fire, why not have the dragon able to choose what it burns with its breath, so for example it could burn the armor of a warrior and not burn a hair upon his body. This was seen in the legend where Gilgamesh faces the dragon Tiamat, it burns his armor and weapons away leaving him naked as the day he was born.

Spells

Dragons are capable of learning and using almost all magic based paranormal abilities to good effect. Defense, offense and information gathering spells are most popular, and they are usually learned in the most economical way possible in terms of spell type and utility.

Skills

Dragons can learn almost any AWR-based skill, and any of the AGL-based skills that do not require fine detail or a human anatomy, and if it is a field they are interested in, they are usually quite good at it. They may spend significant sums to hire a master teacher if one is available.

The newborn dragons have most of the abilities of an adult, but on a smaller scale. They develop their intellect slower than a human, but proportionately much faster when you take their lifespan into account. They reach a child-like level of intelligence after about 10 years, and adult levels at around 20 years.

At age 20, a dragon is about half the size it will be as an adult, and it will continue to grow slowly for another 100 years or so, at which point its appetite will taper off to adult levels. Although by age 20 they are as cognitively intelligent as an adult, they are unlikely to have devoted as much time to learning skills, and so will be adventurous and curious. And probably chafing at the bit to get away from parental control and with some aggression to burn off.

At this point they generally leave the protection of their mother and go off to make their own way in the world, although some may stay and continue to learn under the tutelage of their mother for decades. A few may also visit their fathers and ask for gifts of education or property, one of the few times an infringement upon territory will be permitted.

As intelligent creatures, dragons are motivated by more than just instinct. They do more than just sleep in caves, eat cattle and terrorize innocent villagers. As an extremely long-lived species, they may not do things in a hurry, but they do make a lot of plans, long term plans. Usually, they want to be left alone to do their own pursuits, and will engage in whatever lifestyle is most conducive to meeting their needs.

One of the more common tactics is a symbiotic relationship with any local humans. The humans provide a regular and varied diet so the dragon doesn't have to spend time hunting. The humans also protect the dragon from being disturbed, or provide a chosen intermediary if it is absolutely necessary. In return, the dragon provides protection from other dragons, and may occasionally be called on for heavy lifting tasks, rescue work or magical assistance. Both parties benefit, since a large force of humans can take a dragon out or force them to move elsewhere, while the dragon can wreak havoc if it so desires.

CORPS RULES EXPANSION

Dragons may coexist with advanced technology, if it develops in a world with magic as well, and dragons are not above using all the benefits advanced technology can give them ("Yes, I'd like 75 large meat-lover's pizzas. Oh, and I have coupons for a discount if they aren't delivered in 30 minutes or less...").



DRAGON (EASTERN)

STR 17
AGL 5
AWR 9
WIL 12(7)
HLT 7
POW 22

Description

Very large reptilian body with small, scaled, bat-like wings, and four legs ending in four-toed claws. Coloration varies with individual, but pastels, bright and metallic colorations are common.

Mass:8,000kg

Variation:±1,000kg

Length:25m

Size modifier:-3

Good reaction roll: Invite you in

Neutral reaction roll: Pointedly ignore you

Bad reaction roll: Order you to leave, immediately

Habitat: Any, but prefers temperate mountains

Fear Rating: 14

Special abilities: Toughness x.2

AV 4/6 hide

Run at up to 6m/sec

Fly at up to 11m/sec

Skills: Bite (lethal DV4),skill 4

Claw (lethal DV4),skill 6

Details

The eastern dragon is of the same basic species as the western dragon, but from an isolated branch a long way back on the evolutionary ladder. A small population of dragon ancestors was probably isolated from the main population for a long time, leading to two completely different dragon forms.

Eastern dragons are reliant almost completely on magic for their day to day existence. Their wings are vestigial and nearly useless for flying or maneuvering, and they lack the flame breath of their bulkier cousins.

They are however, measurably more intelligent and much more adept with magic, both great and subtle.

This gives them a serious attitude problem and superiority complex. They expect to be deferred to by all other species whose presence they tolerate, and usually get what they want. Human supplicants seeking a dragon's favor should make sure they have unique and valuable gifts, or requests of sufficient import or interest to pique its curiosity. Otherwise, being summarily eaten is the most pleasant of possible outcomes.

With this level of intelligence and power, they eschew the use of force between themselves, and settle dominance and other challenges through games. This could be as simple as a board game, or a major conflict using human dynasties as unknowing pawns in a grand wager. They have been known to shape-change into human form to make changes only through individual manipulation, which they find much more challenging than use of raw magical energy. They eschew areas of high technology, and actively suppress its development in areas they have occupied, effectively creating stable and stagnant human cultures to match their own.

Eastern dragons breed less often than western ones, and their culture is best described as a decadent one in its declining years. It may take many centuries for it to decline noticeably in human terms, but the spark and creativity seems to have left this breed. Their numbers are small, so they do not fill habitats as quickly, and if they choose to move, they can magically call forth holes in the space-time continuum to go where they want.

Dragon abilities

Eastern dragons have significant magic powers, but very few physical ones.

Flight

An eastern dragon can use telekinesis to levitate itself, and fly at significant speed. In CORPS terms, it is Telekinesis, only on self, with no drain and one Power Multiple, which allows it to move up to 11m/sec in any direction. They are not exceptionally fast, but very maneuverable, and they look like undulating or swimming snakes while airborne.

Weather control

Eastern dragons usually have some ability to manipulate the weather. This is an innate magical ability which can sometimes be improved upon, and the circumstances that allowed evolution of such massive magical manipulations are unknown.

The basic power is telekinesis (the ability to move and shape atmospheric water, with derivative ability to alter temperature, humidity and winds by many subtle manipulations).

No range +2SP
Self +2SP
Invisible +5SP
No drain +5SP
Conscious +5SP
Inherent +5SP
1 hour concentration -7SP
Gestures & vocalization -2SP
Difficulty 12 skill roll -4SP
Causes special effect +5SP
Only usable to alter weather -5SP
32 Area Multiples +352SP
1 Time Multiple +11SP

CORPS RULES EXPANSION

This power allows the dragon, after a suitable period of quiet undisturbed concentration, to grossly manipulate the weather within a 25 kilometer radius of itself, normally for periods of a week or a month. It can be clear, overcast or raining, with particularly violent facets (hail, tornados, lightning) controllable only that they are confined to a smaller area. The longer the weather pattern is supposed to last, the less fine control that is there. If the dragon wanted to concentrate an hour to get a 10 minute rainstorm within a particular area, they could probably manage.

To try to make it rain every day for a week except between noon and 1pm would not be possible.

(Yes, this is a hideously expensive power in terms of character points, but it is the manipulation of energy equal to the yield of numerous atomic bombs, and so should cost a lot of character points).

Shape change

Eastern dragons are fond of the intrigue that can be caused by manipulating "pet" populations in human or animal guise.

This is a learned ability, often takes many years to master, and some dragons never get it completely right. The masters of the art also have spells to prevent the need for sleep, while lesser dragons must retire from human sight each evening when they change back.

No range +2SP

Self +2SP

Invisible +5SP

No drain +5SP

Conscious +5SP

Inherent +5SP

1 hour concentration -7SP

Gestures & vocalization -2SP

Difficulty 12 skill roll -4SP

3 Power Multiples +33SP

This will allow the dragon enough power to magically hide most of its mass and take on all the characteristics of a human, while keeping its extraordinary strength and toughness. A skilled dragon might maintain its form for years at a time, the surrounding people never knowing its true nature.

Other

Eastern dragons are fond of entertaining spells, and those with subtle effects that they can linger over. Spells that are triggered or with time delays are popular, especially as a choice way to punish those who waste the dragon's valuable leisure time. Due to their personal intrigues, information gathering and information blocking spells are often at expert levels. If possible, an eastern dragon will have others do its fighting for it, but usually will have some powerful offensive and defensive capability just in case.

Eastern dragons tolerate western dragons, as long as they understand their place, treating them like we would lesser species that we think may someday become sentient.

Western dragons resent this attitude more than humans can comprehend, but are seldom skilled enough to prevail in a magical duel, which is the only way eastern dragons really know how to fight.

FASTITOCALON

STR –
AGL 2
AWR 3(0)
WIL 9(2)
HLT 6
POW 50

Description

The Fastitocalon is an immense creature that has been described as looking like island atop a turtle or a whale.

While it is actually a sort of whale, it develops a turtle-like “shell” of dirt, and debris due to its skin secreting an adhesive resinous ooze from spine like anchor points arrayed across its back which binds things to it.

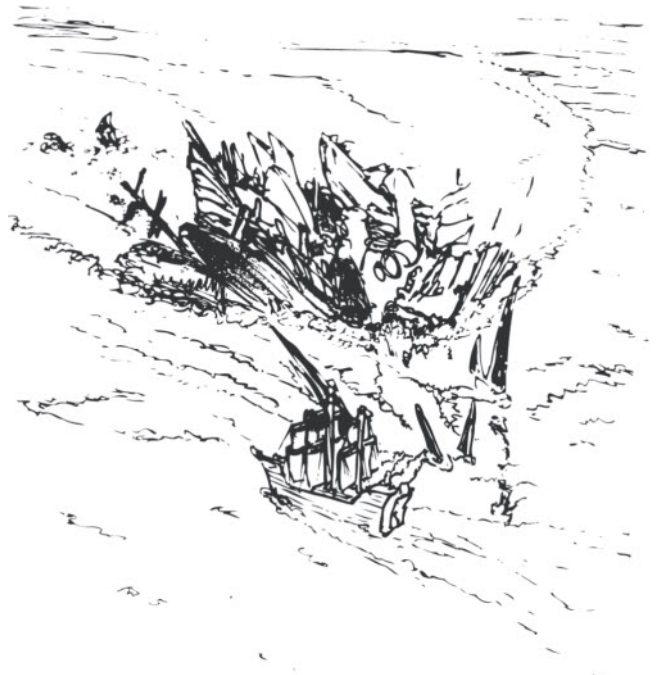
The mouth of the Fastitocalon is 300 meters wide and opens to 100 meters high. They will quite often swallow large solid objects such as boulders, ships, etc, that wind up in the creature's gullet/air sack where they are eventually crushed for further digestion, by the constant movement of stones, wreckage, and other indigestible bits.

The Zaratan is the American version of the Fastitocalon.

There is a version called the Terristocalon, which is the land based version, this is more like a Turtle than the aquatic version above.

Graunecalon is the aerial version, which resembles a giant balloon, in this case the ‘shell’ is mostly hanging underneath – as really the creature flies upside down, since the gas bags it uses are located in its stomach.

The adhesive qualities of its ‘shell’ binds many things to it, including houses, vehicles and creatures unfortunate enough not to get out of the way in time.



Luckily though the Graunecalon can only float along with the prevailing wind.

For those brave enough to alight upon the creature, many riches can be found upon its back- if they can survive wading through a knee high tide of resinous ooze with a thick treacle-like consistency that flows across nearly the whole creature.

Mass: a lot

Variation: n/a

Length: 1000m

Size modifier: -10

Good reaction roll: Be completely unaware of you

Neutral reaction roll: Completely ignore you

Bad reaction roll: Find a way to eat you

Habitat: Temperate to equatorial ocean

Fear Rating: 16

Special abilities: Toughness x.01

AV 10/0 hide

Swim at up to 3m/sec

Skills: Swallow immense objects, skill 12

CORPS RULES EXPANSION

GRENDEL

STR 10
AGL 7
AWR 7(2)
WIL 8(8)
HLT 7
POW 4



Description.

A massive humanoid rippling with muscle. Some sources claim the legend simply describes some kind of unique troll-like creature. It is this idea that prompted the picture included in this volume.

Grendel is a unique creature from the legend of Beowulf.

For twelve years it regularly invaded the hall of King Hrothgar, battering down the doors at night, paralyzing warriors with fear, tearing limbs from bodies and dragging victims off to feast upon later. Grendel seemed immune to the thrusts of spears and swords, and could tear out a man's throat with his claws or snap his spine with his inhuman strength. Eventually, the hall of Heorot became empty, no man being willing to spend the night there. What happened?

You should read the legend yourself to treat yourself to some Dark Ages storytelling.

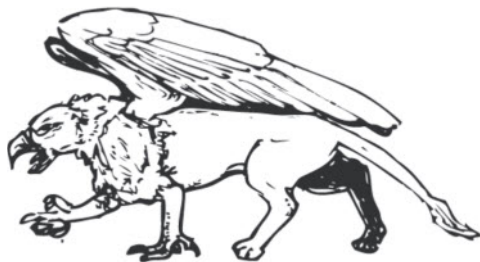
While Grendel is unique in the legend, there is nothing to say that it couldn't be simply a representative of an entire race or species of creature. In a fantasy or medieval campaign they could be a primitive barbarian group, while in a modern game they might be evolutionary holdouts living in remote regions and long thought extinct. Michael Crichton has written a good novella with a historical derivation of the Beowulf legend, in which Grendel was one of a group of cave-dwelling Neanderthals terrorizing a Scandinavian community during the Dark Ages.

A single Grendel should be a formidable creature for any low-tech single opponent, and if legend is a guide, it would take a truly mighty warrior to defeat Grendel, and the warrior would not emerge unscathed from the encounter. Grendel should probably therefore have around 4ASP's with which to mitigate damage done to it or ignore injury effects for a short amount of time. However, Grendel cannot modify its own skill rolls with these ASP.

Mass:200kg
Variation:±50kg
Length:2.5m
Size modifier:+0
Good reaction roll: Growl and gesticulate menacingly
Neutral reaction roll: Approach as if to attack
Bad reaction roll: Attack without restraint
Habitat: Temperate mountains
Fear Rating: 8
Special abilities: Toughness x.8
Armor value 2/2
Keen night vision
Skills: Punch (combination DV3),skill 7
Claw rake (lethal DV3),skill 6
Grab, skill 6
Bite (lethal DV2),skill 5

GRYPHON

STR 20
AGL 8
AWR 8(2)
WIL 8(6)
HLT 12
POW 7



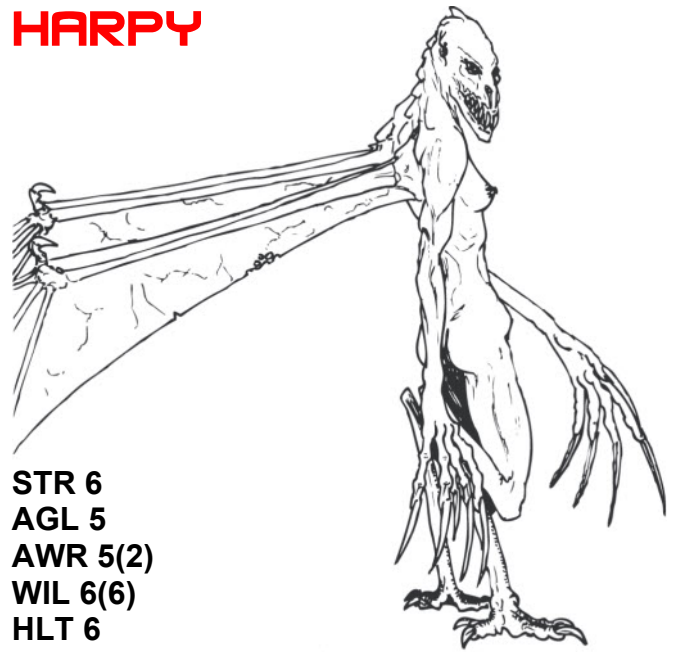
Description

The female griffon has an eagle's head, wings and talons on fore-limbs, and a lion's body. The male resembles the female, except that they have giant spikes growing from their shoulders and are flightless.

They are traditionally from the lands near Hyperborea where they continually wage war with their one eyed neighbors, the Arimaspians. Griffons have exceptionally good hearing and eyesight. They are very large, and are reputed to carry off teams of oxen for their food. The fore claws have the same medicinal properties as the unicorn's horn, if used as a drinking vessel, i.e., making the drinker immune to poison and most disease for a limited period. A Griffon's feather ground up into wine can restore sight.

Mass:1600kg (male),1800kg (female)
Variation:±400kg
Length:7.0m
Size modifier:-3
Good reaction roll: Observe with curiosity
Neutral reaction roll: Watch, alerting others
Bad reaction roll: Try to drive intruders from area
Habitat: Any temperate
Fear Rating: 12
Special abilities: AV 2/1 hide
Run or fly at up to 20m/sec
Paranormally assisted flight
Various medicinal properties (see text)
Skills: Talon (lethal DV5),skill 5
Beak (lethal DV4),skill 6
Wing buffet (DV4 non-lethal),skill 7

HARPY



STR 6
AGL 5
AWR 5(2)
WIL 6(6)
HLT 6
POW 4

Description

Human-sized creatures with the heads and breasts of emaciated women, with black vulture-like talons and wings. They exude a terrible stench. They are eternally hungry, have no fear of man, and always travel in groups.

Mass:50kg
Variation:±10kg
Length:1.7m
Size modifier:+0
Good reaction roll: Fly about you, cackling and shrieking
Neutral reaction roll: Attempt to steal your food
Bad reaction roll: Attack you and steal your food
Habitat: Temperate to tropical hills or Mountains
Fear Rating: 8
Special abilities: Toughness x1.0
Fly at up to 15m/sec
Walk at up to 3m/sec
Filthy talons
Terrible stench
Skills: Talons (lethal DV2),skill 4

CORPS RULES EXPANSION

HIPPOGRIFF

STR 12
AGL 5
AWR 6(2)
WIL 6(6)
HLT 6
POW 8



Description

This creature has the head and wings of a large eagle, and the body of a horse. If trained from the time they are hatched, they can be saddled and ridden as they fly along. A full grown hippogriff can carry up to 144kg and fly at 13m/sec for extended periods of time (+2 Difficulty to its actions from encumbrance). They are quite bright, and will show such traits as initiative, loyalty and holding a grudge. Instinctive WIL is two points lower for ones raised from hatchlings.

Mass:600kg
Variation:±100kg
Length:3.0m
Size modifier:-2
Good reaction roll: Observe but take no action
Neutral reaction roll: Make high-pitched threat cry
Bad reaction roll: Strike, then take off for aerial attack
Habitat: Temperate hills or mountains
Fear Rating: 11
Special abilities: AV 1/1 hide and feathers
Run at up to 8m/sec
Paranormally assisted flight at up to 15m/sec
Skills: Hoof (lethal DV4), skill 5
Beak (lethal DV3), skill 4
Wing buffet (non-lethal DV3), skill 4

HODAG



STR 14
AGL 3
AWR 5(1)
WIL 4(5)
HLT 10
POW 4

Description

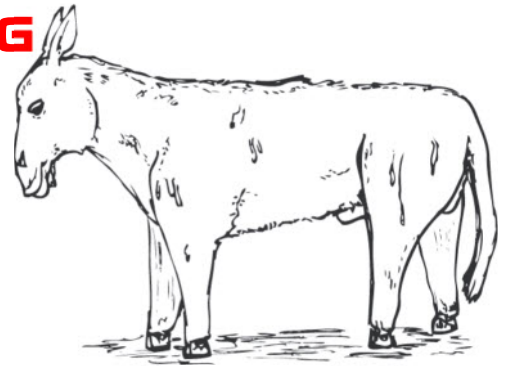
The Hodag is a horned dinosaur-like creature that inhabits the Northern swamplands and forests. It has 2 long horns on its forehead, and its spinal column is lined with smaller spikes or horns, 6 from shoulder to hip and 8 along the length of the tail, spaced about 45cm apart. Its skin is green and black with a dry, pebbly texture, and it has a large black furred crest behind the two forward facing horns. Besides the horns, the Hodag has long, sharp claws, and a mildly poisonous bite which is seldom lethal. It is alleged to be carnivorous, although in actuality it is omnivorous. Hodag are solitary and come together only to mate, and the female buries her clutch of eggs (5-10) in whatever 's handy. Hodag are generally inoffensive, but may be drawn to campsites by the smell of food and are used to getting their way.

CORPS RULES EXPANSION

Mass:1800kg
Variation:±300kg
Length:6.5m
Size modifier:-3
Good reaction roll: Amble on its way, ignoring you
Neutral reaction roll: Continue about its business, but get agitated if you get any closer
Bad reaction roll: Slap tail on ground and bristle Spikes in throat display
Habitat: Temperate swamp or forest
Fear Rating: 11
Special abilities: AV 2/1 hide
Run at up to 6m/sec
Defensive spines
Mildly poisonous bite
Skills: Bite (lethal DV4),skill 2
Claw (lethal DV4),skill 2
Tail slap (non-lethal DV4),skill 4

HUGAG

STR 15
AGL 5
AWR 4(0)
WIL 3(2)
HLT 8
POW 3



Description

At first glance these bizarre creatures resemble a de-horned moose, however, with closer examination the resemblance ends. The hugag's most noticeable feature is that its legs have no joints below the shoulder/hips, and this forces them to walk with a peculiar stiff legged gait. Their pendulous lips hang down low enough that they actually prohibit the hugag from grazing from the ground. In fact the only food it seems to be able to manage are the knots from pine trees. They have fed on these so long that pine pitch oozes from the pores of the creature and it has picked up a coat of pine needles rather than fur. Because of this saturation of pine pitch, the meat of the hugag is inedible, and the leather is much more difficult to cure.

These inoffensive creatures have no natural predators and its only real enemy is forest fires, which it seldom can escape. The creature can only be found in the piney woods of North America. Since the hugag has no joints in its legs, it is forced to sleep leaning up against trees.

Mass:900kg
Variation:±200kg
Length:3.0m
Size modifier:-2
Good reaction roll: Ignore you
Neutral reaction roll: Bellow and stare at you
Bad reaction roll: Bellow and approach
Habitat: Temperate pine forests
Fear Rating: 10
Special abilities: AV 2/2 hide
Run at up to 3m/sec
Skills: Bite (DV2), skill 2
Kick (DV4), skill 2

CORPS RULES EXPANSION

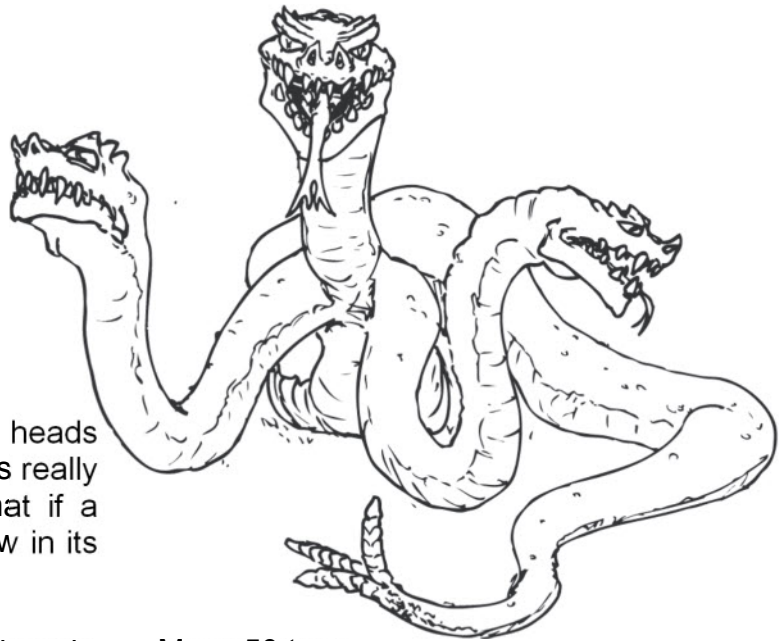
HYDRA

STR 100
AGL 6
AWR 3(2)
WIL 10(10)
HLT 30
POW 12

Description

A dragon with human or lizard heads (traditionally 3,7,or 9),however, this is really misleading as the tradition says that if a head is cut off, then 3 more will grow in its place.

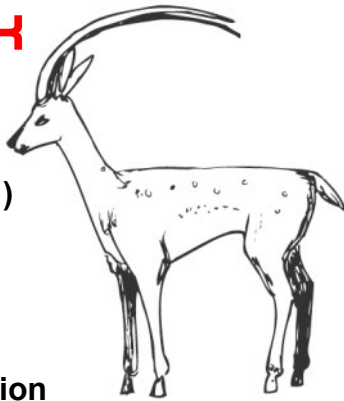
This regeneration takes a while, though. The necks of the cut off heads can be cauterized so that no more heads will grow from that stump. This is done by doing 20 or more points of fire damage to the stump before it starts regenerating. According to legend, the center (controlling) head cannot be killed, however it 's neck can be cut and the stump cauterized. The breath and body fluids of the hydra are poisonous and caustic, but only marginally so compared to the power of its bite and claws. The hydra is not very perceptive, but gets a +1 to effective AWR for each head it has past the first. Hydras are voracious migratory eaters and consume everything in their path. Their only possible predators are other hydra. Fortunately their numbers are small, and some say there is only one, created eons ago for some unknown reason. Hydras are basically a "keep out "sign for characters.



Mass:50 tons
Variation:±10 tons
Length:45m
Size modifier:-5
Good reaction roll: Ignore you
Neutral reaction roll: Approach you
Bad reaction roll: Attempt to eat you
Climate: Temperate to tropical ocean
Fear Rating: 15
Special abilities :AV 20/5 scales
Toughness x.1
Swim at up to 10m/sec
Poisonous breath
Skills: Bite (per head)(DV25), skill 8
Claw (DV25), skill 8
Tail (DV20), skill 7

IBEX

STR 6
AGL 6
AWR 7(1)
WIL 5(4)
HLT 6
POW 2



Description

Although they are related, the heraldic ibex and antelopes are not to be confused with their mundane counterparts. As variations on a theme, these creatures can be easily differentiated by the direction their long and serrated horns point. On the ibex, the horns point slightly to the rear, while on the antelope they point to the front. The meter long horns are unnaturally tough and sharp, and are highly prized by the plains peoples who hunt them. Note that while only the male antelopes have these horns, both sexes of heraldic ibex have them.

Mass:150kg
Variation:±30kg
Length:1.3m
Size modifier:+0
Good reaction roll: Run away quickly
Neutral reaction roll: Skittishly move slowly away
Bad reaction roll: Attack if cornered, otherwise leave
Climate: Tropical to equatorial plains
Fear Rating: 8
Special abilities: AV 1/1 hide
Toughness x.9
Run at up to 18m/sec
Unnaturally strong antlers
Skills: Gore (lethal armor-piercing DV3),skill 7

KI RIN

STR 7
AGL 6
AWR 8
WIL 5
HLT 7
POW 6



Description

Small, semi-equine body, usually brown or light brown in color, sometimes in mixed patterns. May or may not have a horn like a unicorn, but always appears to have an aura of majesty or ancient knowledge around them.

Mass:200kg
Variation:±50kg
Length:2m
Size modifier:+1
Good reaction roll: Quietly observe you
Neutral reaction roll: Leave if it has been seen
Bad reaction roll: Think about cursing you
Habitat: Any, but prefers temperate mountains
Fear Rating: 8
Special abilities: Toughness x.7
AV 1/1 hide
Run at up to 15m/sec
Fly at up to 15m/sec
Skills: Hoof strike (lethal DV4),skill 6

Details

As a unicorn strikes some western ideal of purity, so the Kirin strikes an eastern one of wisdom. Kirin is the Japanese form, while k'i-lin is the Chinese form, the k'i being the male and lin the female. Kirin may or may not have a small horn or protrusion on their foreheads, but if one exists it is purely cosmetic and is not used in combat. Instead, it intelligently uses its sharp hooves for maximum effect.

Undoubtedly intelligent and long-lived, Kirin act as a counter to natural and unnatural forces of chaos.

CORPS RULES EXPANSION

Normally unseen due to their paranormal powers, they wander the land gathering information and reasoning upon it. They may then seek someone who can act to correct the imbalances noted by them. This may be done through visions, parables, prophecies or just plain sage advice. They do not have the vocal apparatus needed for speech, but they can use mental powers to convey any message desired. Usually they portray that a deliberate imbalance can only be corrected by heroic or good actions of equal magnitude, although there may actually be easier ways to get the job done.

The Kirin is not above acting on its own to correct imbalances in nature, and will often do so for minor matters, without anyone actually realizing what has happened until well after it is over. They are motivated by something higher than intellect and emotion, and are imagined to be the tools of an unseen higher power.

Geographically, Kirin are only known in the mythic Far East, but could exist anywhere. Kirin and intelligent unicorns in the same world might be variations on a theme, each with their own job to do, or be entirely separate, wary but recognizing the need for the other.

Game notes

Kirin are to unicorns what eastern dragons are to western ones. They are smaller and less physically powerful, but a lot smarter and more magically adept. A Kirin has at least the following abilities, and maybe more:

Invisibility (Subtract that affects all living things that could see it)

Flight (Telekinesis that allows it to “run ” through the air))

Curse (Subtract at the Kirin’s POW Aptitude with a 1 week duration)

Kirin are probably divinely created beings, and have no known lifespan. Young Kirin are never seen, and if they die of natural causes, no one has found any carcasses. They do not form bonds of friendship, and always remain enigmatic and aloof.

KRAKEN

STR 30
AGL 4
AWR 5(1)
WIL 12(10)
HLT 10
POW 10



Description

An extraordinarily large squid. If it is encountered on the surface, it is probably not in a good mood.

Mass:10,000kg
Variation:±5,000kg
Length:40m
Size modifier:-4
Good reaction roll: Not really possible
Neutral reaction roll: Ignore you
Bad reaction roll: Attack you
Habitat: Tropical to equatorial open ocean
Fear Rating: 14
Special abilities: Toughness x.2
AV 3/3 hide
Crushing tentacles
Crushing bite
Swim at up to 10m/sec
Move tentacles at up to 6m/sec
Skills: Grab (combination DV7),skill 7
Bite (lethal DV7),skill 3

Details

A mythic beast based on exaggeration of the giant squid.

Krakens are capable of wrestling whales and dragging down medium-sized ships by capsizing them with their long, muscular tentacles. The adhesive power of the kraken's suckers makes them very difficult to pry loose from any relatively smooth surface, adding 5 to their STR in such cases.

Normally, kraken are deep-sea creatures, feeding on large fish and other denizens of the depths. They rise slowly to the surface once per year to mate, gradually balancing their internal pressure with the slow ascent.

There, they undergo mating challenges, jealously protecting any female they have won. Ships that stumble into this area are most definitely considered a threat, and will be attacked, even if the attack is futile. Such ship attacks are rare, since the mating occurs in open ocean for only a single day in any given area.

The chances of a ship passing through that area are not great, and high tech ships may move too fast to be pursued in any case. Females of the species are non-aggressive on the surface, and will react only in self-defense.

If a ship is too large to be capsized, any crew on deck are still at risk until the vessel has steamed out of the female's vicinity. A grabbed person will be crushed once each second, and if that tentacle takes any damage, the grabbed person will also be smashed against a nearby object, taking STR-based combination damage to a random hit location. In general, assume a kraken can capsize or demolish any ship whose mass in tons is no more than 10 times the kraken's STR. It may be able to take down larger ships, given time.

CORPS RULES EXPANSION

Any of the ten tentacles not actively engaging in ship destruction will be directed towards signs of life on deck, as seen from the kraken's huge eyes. While tough to damage, krakens can be dissuaded pretty quickly with modern weapons. Once the kraken has taken a total of +10 in mpairments from various sources, it will immediately withdraw from combat, clouding the water around it with caustic ink to confuse pursuit.

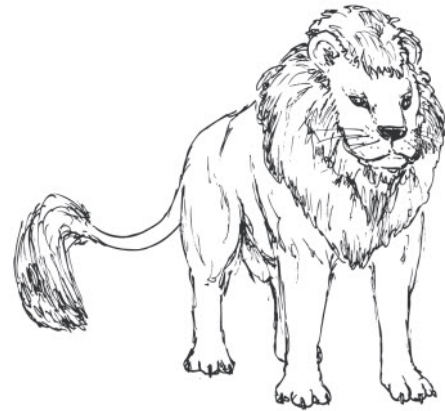
Game notes

Like many of the creatures in the book, kraken are a once-in-a-campaign encounter. They are quite capable of doing immediate and serious harm to characters and property, since only the soak value of any armor protects against their crushing damage.

Modern characters with firearms can dissuade one in a matter of a few seconds, but it can still cause a lot of damage in that short amount of time. The high grab skill of a kraken represents the size and length of the tentacles, which are extremely difficult to block or parry because of their mass and the force behind them. Roll three hit locations. If a grab is successful, these are the body parts immobilized or obscured.

LYON

STR 7
AGL 6
AWR 8(2)
WIL 8(8)
HLT 7
POW 6



Description

While at first glance these great cats resemble their more mundane counterparts, there are a few details that distinguish them immediately. Among these are the three toes on each paw, and the long tail covered in long hair. While the mundane lion lives in the plains in and around groups, the lyon lives a solitary existence, the males and females coming together only to mate.

The lyon's cubs are born dead, and only after three days does the father come to them and breath life into the bodies. The lyon's long tail can be used to obscure the trail behind it, or if flipped over the its back and head, it can render the King of the Beasts invisible.

Lions are always on the alert to danger, even sleeping with their eyes open, and are most fierce when in a fight. However, they will not fight people who are prostrate, unarmed or otherwise defenseless, and they are perceptive and intelligent enough to determine this.

Note that running away from them just makes them mad.

CORPS RULES EXPANSION

Mass:250kg (male),180kg (female)
Variation:±50kg
Length:2.0m
Size modifier:-1
Good reaction roll: Invisibly observe you
Neutral reaction roll: Roar and challenge intruders
Bad reaction roll: Pounce on dinner
Climate: Temperate forest
Fear Rating: 10
Special abilities: Toughness x.8
AV 2/1 hide
Run at up to 15m/sec
Paranormal invisibility (+6 to spot)
Skills: Claw (lethal DV3), skill 6
Bite (lethal DV3), skill 4
Stealth, skill 7

OPINICUS

STR 6
AGL 6
AWR 9(2)
WIL 6(6)
HLT 6
POW 2



Description

The Opinicus resembles a green-furred lion with golden scales on its throat and underside. It has large green feathered wings, the hooked bill of an Eagle, and long pointed ears.

Mass:200kg
Variation:±50kg
Length:2.0m
Size modifier:-1
Good reaction roll: Ignore you and continue on its way
Neutral reaction roll: Track you as a possible meal
Bad reaction roll: Stalk and attack if it is hungry
Habitat: Temperate forest
Fear Rating: 9
Special abilities: Toughness x.9
AV 2/1 hide
Run or fly at up to 15m/sec
Skills: Claw (lethal DV2), skill 6
Bite (lethal DV2), skill 8
Tracking, skill 5
Stealth, skill 4

CORPS RULES EXPANSION

PEGASUS

STR 9
AGL 7
AWR 6(2)
WIL 5(5)
HLT 5
POW 8

Description

Average size equine, usually white, with large white feathered wings.

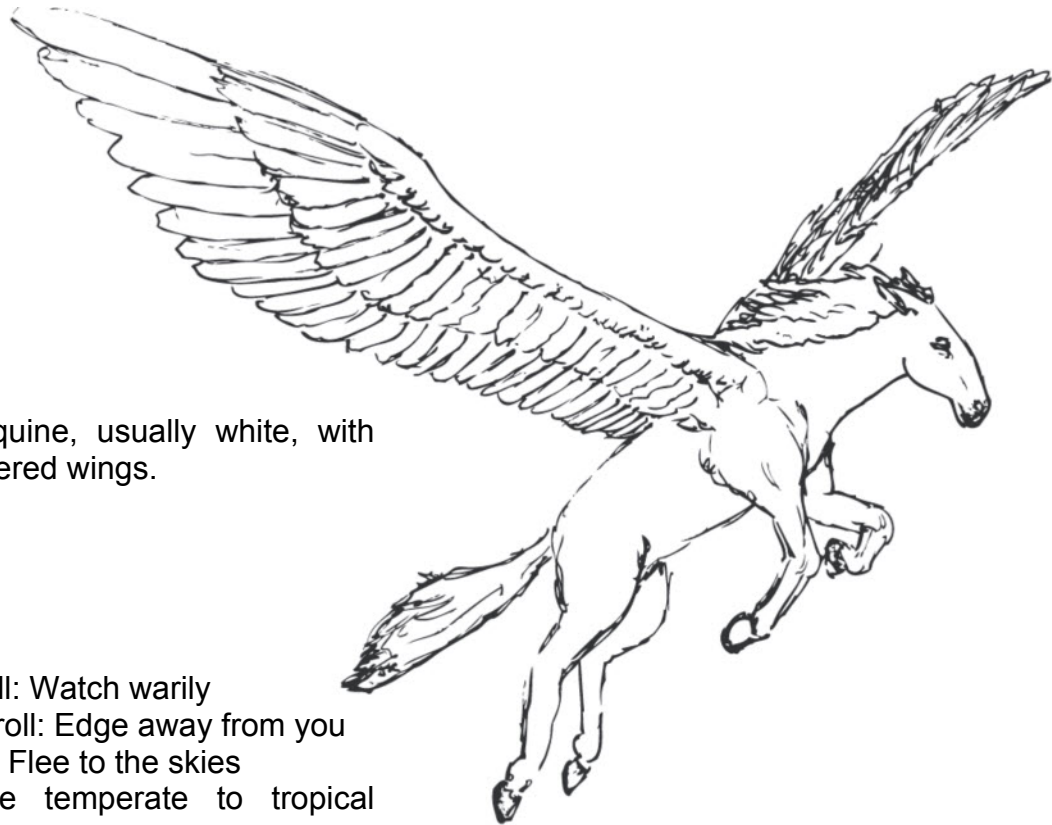
Mass:350kg
Variation:±50kg
Length:3m
Size modifier:-2
Good reaction roll: Watch warily
Neutral reaction roll: Edge away from you
Bad reaction roll: Flee to the skies
Habitat: Average temperate to tropical plains and hills
Fear Rating: 11
Special abilities: Toughness x1.0
AV 1/0 hide
Run at up to 15m/sec
Fly at up to 20m/sec
Skills: Bite (DV5)-4
Hoof strike (DV5)-6

Details

Pegasi are almost certainly a magical creation, whose origin can be known in your campaign, or shrouded in mystery.

Whoever created them had their work cut out for them. The traditional pictures of a winged horse don't take things like center of gravity into account, or the musculature needed for efficient locomotion.

Pegasi are a hybrid, a compromise and a work of art. A wizard or god capable of creating such a creature could have avoided the wing problem altogether and given the horse the ability to fly using purely magical means, but chose not to do so.



Instead, they made an equine with many bird characteristics, such as hollow bones and internal air sacs. This was combined with large wings and enough magical buoyancy to negate most of the creature's mass.

The result is a creature that can fly without too much effort, but spends much of its time on the ground grazing. If they are a natural creature, they probably travel in herds, but traditionally Pegasi are a gift of the gods and are not found by chance.

Pegasi share many natural behavioral characteristics with wild horses, but with occasional deviations because of the ability to fly. For instance, mating challenges between stallions often have an airborne component. Frisky foals flap clumsily about instead of running, and herds scatter to the air to avoid predators rather than just running away. Being more fragile than regular horses, Pegasi are shy and jumpy, and will not stick around if strange animals enter their grazing range.

Game notes

The STR listed for a Pegasus is correct. Only a larger specimen has the lifting power to carry a person and fly for any length of time. Even so, it is tiring for the Pegasus and it cannot maintain the effort for as long as you might like.

Typically a Pegasus and rider will glide down hills and walk up them, or use the extra mobility to get around or across terrain obstacles like rivers, rough terrain or sheer cliffs.

Note that a Pegasus needs to get up to 8m/sec before it can get off the ground, and it can accelerate up to 4m/sec from a standing start. They can, however, land on a dime.

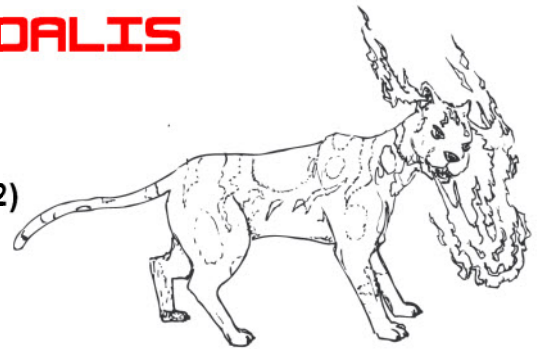
Pegasi can be trained as well as horses can, but they are seldom trained for combat due to their lack of durability. This is offset by their rarity and the unlikelihood that any attacker would deliberately strike such a valuable animal.

Typically the saddle would need special harnessing arrangements to allow full flying motion.

Pegasi being trained or held captive have harnesses that restrict use of the wings, so that they can't fly off, or hobbles to prevent them from running fast enough to get off the ground.

PORDALIS

STR 8
AGL 8
AWR 7(2)
WIL 6(6)
HLT 6
POW 6



Description

The mythical panther is an extremely unusual cat, in that its pale red-brown coat is streaked and spotted with many colors, blue, green, and red predominating.

The large red spot in its back grows and shrinks with the waxing and waning of the moon. Although it lives a solitary existence, living in caves in distant mountains, it emits a sweet smell that is very attractive to both men and animals, and has a gentle melodious voice.

The only known foe of the panther is the dragon, which the panther fights by shooting flames from its mouth and ears. It is itself immune to dragon fire.

Mass:85kg
Variation:±20kg
Length:2.0m
Size modifier:+0
Good reaction roll:
Neutral reaction roll:
Bad reaction roll:
Habitat: Temperate mountains
Fear Rating: 9
Special abilities: AV 1/1 hide
Run at up to 21m/sec
Paranormal Blast power,DV12
Skills: Claw (lethal DV3),skill 6
Bite (lethal DV2),skill 6
Climbing, skill 8
Stealth, skill 5
Blast, skill 4

CORPS RULES EXPANSION

SALAMANDER

STR 2
AGL 6
AWR 6(2)
WIL 5(3)
HLT 4
POW 6



Description

The salamander is a lizard that looks more like a short legged dog, such as a dachshund, than anything else.

The fact that it prefers to live in fires has created the belief that the Salamander is a creature of fire, that it is perpetually on fire, and that it breathes flames. These could not be further from the truth. It is true that the Salamander prefers to live inside flame, but more often than not, the touch of a Salamander will extinguish fires, rather than set them. In nature, the Salamander is found only in the hottest parts of the desert, in the bubbling caldera of volcanoes, and so forth. The Salamander doesn't eat food, such as we think of it, but rather subsists by absorbing energy from its surroundings, preferably in the form of fire and heat.

They are very poisonous, and touching them, or breathing the air within a meter of them in can be deadly in a matter of minutes. In addition, the blood, sweat and excreta of a recovering person are also poisonous to the touch. Little is known of their life cycle except they have no natural predators and are thought to be created beings, though by whom and for what purpose has remained unknown.

Mass:10kg
Variation:±2kg
Length:.6m
Size modifier:+2
Good reaction roll: Sun itself on the hot rocks
Neutral reaction roll: Scuttle off to remoter places
Bad reaction roll: Threaten and approach as if to bite
Climate: Special (see text)
Fear Rating: 7
Special abilities: Frailness x3.0
AV 1/0 hide
Run at up to 6m/sec
Armor and Absorb powers vs. heat
Natural poison
Skills: Bite (lethal DV0),skill 3
Claw (lethal DV1),skill 3

ROC

STR 8
AGL 5
AWR 8(1)
WIL 9(8)
HLT 6
POW 12

Description

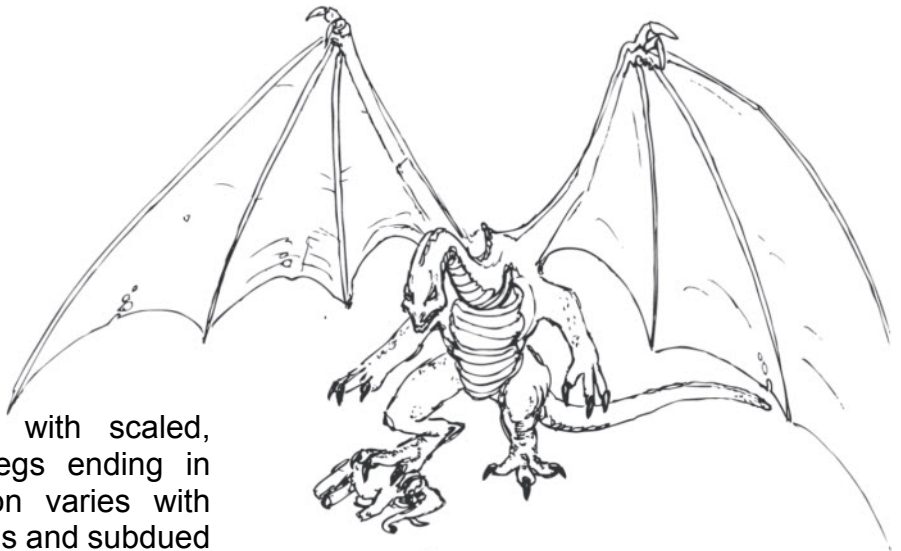
Very large reptilian body with scaled, bat-like wings, and four legs ending in three-toed claws. Coloration varies with individual, but browns, greens and subdued reds are common.

Mass:1,000kg
Variation:±100kg
Length:4m (10m wingspan)
Size modifier:-2
Good reaction roll: Ignore you
Neutral reaction roll: Mock attack pass vs. intruders
Bad reaction roll: Attack intruders (see text)
Habitat: Temperate to tropical hills and plains
Fear Rating: 12
Special abilities: Toughness x.5
AV 2/1 from dense feathers
Run at up to 6m/sec
Fly at up to 25m/sec
Skills: Beak (DV4)-4
Talons (DV4)-6

Details

Also known as Ruc or Ruhk, the roc is an example of what might happen if magic were allowed to bypass the size limits on terrestrial eagles or other birds of prey.

The roc is basically a raptor large enough to carry off antelope instead of rabbits, with a correspondingly larger habitat and thankfully smaller population. Almost all their behaviors are scaled up versions of conventional raptor behavior including subspecies that prey on fish, those that prefer specific habitats, and migratory and non migratory types.



If a roc were to be introduced to an area, local animals would be easy prey for generations. Large herbivores don't expect to have death come down from a clear sky and pluck them off the ground, and would take a while to adapt to it. If rocs were native to an area, local wildlife would have evolved to compensate, animals watching the skies as well as the ground, developing complicated running, sliding and dodging maneuvers, or only coming out near dawn or dusk to lessen the chance of being spotted. Low tech humans would not have much defense, although very powerful crossbows would dissuade one from your herds if you were constantly on guard. The typical roc attack is a fast-moving dive with out-stretched talons, tearing open the prey and knocking it to the ground. Quick beak strikes occur on the next turn to the head and neck, often crushing the skull in a single blow.

Rocs can accelerate up to 6m/sec horizontally, or 1m vertically for each 2m of horizontal movement sacrificed. The STR of a roc is based on its ability to get a mass airborne and fly with it at reasonable speed. Its powerful talons and beak do damage based on double this STR. Typically the roc will kill its prey, eat the choice bits while on the ground, and carry the lightened carcass back to the nest for later consumption.

CORPS RULES EXPANSION

Rocs can kill animals the size of horses or cattle, but cannot carry off more than a haunch, leaving the rest for scavengers.

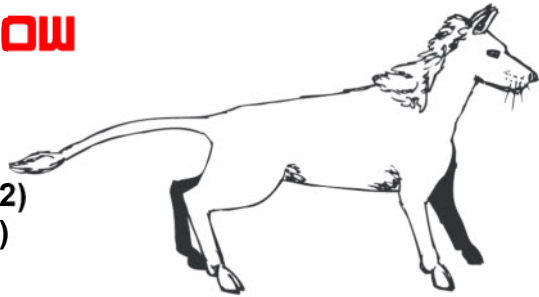
Game notes

Since rocs require magic to negate their mass and fly using their wings (like western dragons), rocs often are dealing with magic using humans as well. Magic items can be used to keep one under control as a formidable riding animal, but the hardwired aggression and hunting instincts make this a dangerous prospect.

They are fearsome in battle, but will not develop bonds with their rider like a warhorse might. If magical control is lost, the first thing that will happen would be the rider getting plucked from the saddle and disemboweled by a giant beak. Those who ride rocs and survive any length of time are deemed formidable individuals and accorded a great deal of deference.

THEOW

STR 4
AGL 8
AWR 6(2)
WIL 8(6)
HLT 7
POW 6



Description

This wolf-like creature has a thick mane of many colors, cloven hooves, and a tail resembling a cow's.

It has the paranormal ability to fly without wings and can run very fast, but has no other exceptional abilities.

Mass: 50kg

Variation: ± 10 kg

Length: 1.2m

Size modifier: +0

Good reaction roll: Fly away at the sight of man

Neutral reaction roll: Watch warily

Bad reaction roll: Look for opportunities to scavenge

food like camp leavings

Habitat: Any temperate

Fear Rating: 9

Special abilities: AV 2/0 hide

Run at up to 17m/sec

Fly at up to 25m/sec

Skills: Hoof strike (lethal DV1), skill 6

Bite (lethal DV1), skill 5

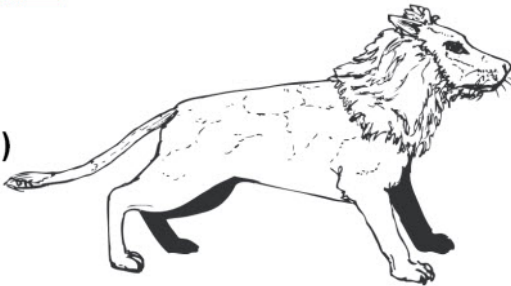
Tracking, skill 7

Stealth, skill 6

CORPS RULES EXPANSION

TYGRE

STR 9
AGL 12
AWR 6(1)
WIL 5(6)
HLT 7
POW 3



Description

The tygre is an unusual form of cat in that it closely resembles a wolf in form. It has a long, pointed snout, a wolf-like body, with a thick mane, although its tufted tail is definitely feline. The tygre's pelt is reddish, or red and brown speckled, similar to tortoise shell.

Tygers move very fast. Their preferred form of attack is to dart in and dart back out of reach. According to legend, Tygres can be trapped by showing them their reflection in a mirror. A variant of the legend is the man-tygre, native to India, Man-tygres have the face of a man, but are otherwise similar. Man-tygres are the mortal enemies of the rakshasa or were-tigers.

Mass:60kg
Variation:±30kg
Length:1.5m
Size modifier:+0
Good reaction roll: Leave the area or remain unseen
Neutral reaction roll: Make territorial calls
Bad reaction roll: Stalk quietly and attack intelligently
Habitat: Temperate forested hills
Fear Rating: 8
Special abilities: AV 1/0 hide
Run at up to 21m/sec
Skills: Claw (lethal DV3),skill 8
Bite (lethal DV2),skill 8
Climbing, skill 5
Stealth, skill 6
Tracking, skill 7

UNICORN (WESTERN)

STR 11
AGL 7
AWR 10(2)
WIL 5
HLT 9
POW 8



Description

The "modern" style of unicorn looks similar to any of several middleweight horse breeds, usually in white, pale grey or tan, but with a single spirally grooved, straight or gently curving horn.

Mass:500kg
Variation:±100kg
Length:3m
Size modifier:-2
Good reaction roll: Watch very warily
Neutral reaction roll: Leave the area
Bad reaction roll: Leave the area for an extended period
Habitat: Temperate to equatorial plains and forests
Fear Rating: 11
Special abilities: Toughness x.5
AV 1/0 hide
Run at up to 24m/sec
Paranormal concealment ability
Skills: Bite (combination DV3),skill 4
Hoof strike (combination DV3),skill 5
Horn (lethal DV4),skill 6
Stealth, skill 9

Details

The exact purpose the unicorns serve will vary with each game world in which they exist. In some, they are just a rarely seen species with some natural paranormal abilities.

In others, they may be intelligent, created or placed there for a reason.

CORPS RULES EXPANSION

That they are evolutionarily related to normal horses is beyond question, and they appear identical except for the long gently curving horn protruding from the top of their head. They also share many behavioral traits with horses, with the exception of herding behavior. Most unicorns if seen at all, are alone or with one or two other unicorns at most. Males are very protective of females, and females very protective of their young. While herbivores, the utility of their horn for defense makes them more aggressive in the rare cases where they need to stand and fight.

Unicorns are paranormal creatures, and have a few innate powers associated with their mythic abilities.

First, they can become nearly invisible at will, disappearing from plain sight in an eye-blink if threatened. Second, they are extraordinarily resistant to poisons and drugs. This ability might be conferred upon them by the horn, and the horn is supposedly able to be used by itself to detect or neutralize poison. If not, the horn (or any other bone) can be an excellent focus for a magical item that performs these functions, though.

Game notes

The unicorn's abilities stem from a high stealth skill, exceptional vision and hearing, and the Subtract power (vs. AWR). If a unicorn spots you, they can reduce your AWR for seeing them, and sneak away unmolested.

The target does not go blind and deaf, they just don't see or hear the unicorn. One unicorn can only do this to one target at a time, so the ability is limited. Odds are that they will see you first, and be long gone before you even suspect their presence.

If unicorns are intelligent, they will probably still remain aloof from other species, and might consider themselves guardians of the natural order, trying to protect environments from encroachment by people or pollution.

Intelligent unicorns would also have the ability to be competent magic users, with spells and limitations suitable for their anatomy and temperament. Since unicorn carcasses are not reported to be found in the wild, presumably there is a reason why. Perhaps other unicorns sense the death and magically dispose of the body if possible, or there is some other mysterious mechanism in place.

UNICORN (TRADITIONAL)

STR 5
AGL 7
AWR 9(2)
WIL 8(6)
HLT 6
POW 10

Description

As first mentioned by the historian Ctesias in his histories of India and Persia, the unicorn is a form of deer or goat. Their body is white, including the tufted lion-like tail and the cloven hooves. However, the head of the Unicorn is red, with dark blue eyes, and a reddish goat's beard.



Mass:120kg
Variation:±30kg
Length:1.0m
Size modifier:+0
Good reaction roll: Run away unless you are completely innocent
Neutral reaction roll: Run far away
Bad reaction roll: Run very far away
Habitat: Temperate forest
Fear Rating: 10
Special abilities: AV 1/1 hide
Run at up to 18m/sec
Magical horn
Virtually immune to poisons and magic
Skills: Gore (lethal DV2), skill 6
Stealth, skill 9

The most interesting physical aspect of the Unicorn is, of course, its tri-colored horn, called an alicorn. The tip of the 1m long horn is red, the middle white, and the portion closest to the creature's head is black.

The Horn has enormous magical powers, of which the unicorn only has a fraction. Should someone drink from a cup carved from the horn, they will become resistant to all diseases and poisons (+10 HLT) for the next 24 hours, as well as healing or negating up to +5 in any impairments that person might have.

If the horn is ground into powder and consumed, it will have the same effects.

Unicorns lead very lonely lives, not trusting those around that might want to kill it for its horn. It is attracted to innocence, and may be trapped by someone using an innocent person as bait.

CORPS RULES EXPANSION

WHIRLING WHUMPUS YETI

STR 9
AGL 10
AWR 5(1)
WIL 5(4)
HLT 12
POW 10



Description

This legendary creature was the inspiration for the cartoon "Tasmanian Devil ".It is a gorilla-like creature with laughably undersized legs, but moves so fast it can not be easily identified. It hits people and turns them to "syrup ", gobbling down the semi-liquefied bits before dashing off. It is omnivorous, and needs to eat frequently to maintain its hyped-up metabolism.

Fortunately, it is very noisy when it moves, and any smart creature in its habitat runs and hides upon hearing it. The signs of its passage are obvious, and it will often attack inanimate objects for no other reason than that they were in the way. If killed, the tendons and bones are remarkably strong and durable and make extremely high-quality bows and other low-tech stored energy weapons.

Mass:100kg
Variation:±30kg
Length:1.0m
Size modifier:+0
Good reaction roll: Zoom on by without taking notice
Neutral reaction roll: Stop, pant and growl
Bad reaction roll: Whirl in and attack
Habitat: Temperate plains or forests
Fear Rating: 11
Special abilities: Toughness x.5
AV 1/1 hide
Run at up to 45m/sec
Raises dust cloud when it moves
Skills: Spinning punch (combination DV5), skill 14
Stealth, skill 9

STR 10
AGL 5
AWR 7(3)
WIL 6(4)
HLT 6
POW 3



Description

Large, shaggy ape-like creature with a flattened humanoid face. Coloration varies by area, but are general black, brown or red-orange, with the exception of the Himalayan Yeti, which is supposedly white. All are said to smell powerfully bad.

Mass:300kg
Variation:±50kg
Length:2.3m
Size modifier:-1
Good reaction roll: Watch warily from a distance
Neutral reaction roll: Leave the area
Bad reaction roll: Leave the area
Habitat: Temperate mountains
Fear Rating: 9
Special abilities: Toughness x.8
AV 1/1 hide
Run at up to 12m/sec
Skills: Brawling (non-lethal DV3), skill 5
General tool use, skill 2
Stealth, skill 6

Details

The Yeti is but one name for a creature said to exist in remote mountainous regions the world over. Other names it may be known by are the Wodehouse, Bigfoot, Mo-Mo, Alma, Skunk Ape, Goatman, Sasquatch, Soquiam, Susskuatl, Mi-go, Ban-mana, Gul'Biyavan or Snezhniy Chelovik, depending on where in the world it is encountered.

The habitat of the reclusive yeti has been greatly restricted by the encroachment of man. Preferring solitude to confrontation, they retreat from civilization to more and more remote regions. By repute, yeti live alone, are violent and carnivorous. However, they are actually quite peaceful and non-aggressive omnivores whose dietary preference is for roots and berries. They live in family groupings of 1 male to 3-5 females, with the young males being driven off at maturity to find their own way. Although they are generally silent, they have a distinctive, very loud cry or scream that resembles a mournful wail that they use as a territorial call. The yeti is highly adept at hiding its own tracks, although they have been known to leave behind tufts of fur.

Game notes

The yeti could be any number of things in different campaigns. Horror campaigns might have them be the mi-go, intelligent, secretive and highly advanced, keepers of terrible secrets. Modern campaigns might have a search for "Bigfoot", or fantasy campaigns might use them as "giants".

While they might not tower over the trees, they are certain taller and stronger than most humans, and living a more primitive lifestyle that encourages the "big guy with club" stereotype, whether or not it is actually true. In any case, the default yeti seem to be on the cusp of true intelligence, if not actually there. They are tool users, capable of complex communications, recognizing similarities in broad classes of items ("hey, that's a gun, I better leave...") and understanding cause and effect relationships.

▼ CREATIONS

"Its alive!.....Its Alive" Dr Frankenstein

Basics

A Creation is a product of human intelligence, especially of imaginative thought or artistic ability

This means that the creatures in this section are just that – created or made by another person for one or more tasks, either directly (through building it) or indirectly (by causing it to occur due to thought or feeling).

These are not natural creatures, so they do not fit into any given ecological niche. They are created for a purpose – usually to guard something for physical creations and the Conceptuals exist simply to cause others to feel the emotion they embody.

Such creatures have appeared in numerous movies and so forth over the years. In CORPS terms though, such a creature represents a serious threat to even the best equipped character group, especially when facing one of the huge Creations, this is due to them being "objects" and thus taking damage as an item – making it very difficult to take one down due to the number of subsystems such a thing has.

This is why I've used the idea of an "Achilles Heel" this could be the plug that finished up the molding process or whatever. So breaking this plug or seal causes the vital fluids of the creation to flow or spray out, which will in turn 'kill' it by rendering it inert. However by replacing the fluid and resealing the plug, the creation could again be functional.

By the same token, such Creations can only be repaired – they cannot heal naturally at all. So in order to keep a Creation in top condition it should be serviced and looked after regularly.

PHYSICAL CREATIONS

STR 10
AGL 3/4/5*
AWR 6(5)
WIL 10(10)
HLT 4
POW 10

*The first number is for most golems, the second is for bronze caryatids, and the third is for flesh golems.

Description

Those creation with physical bodies are created to guard an area, or simply cause as much mayhem as possible. Some Homunculi are created in a misguided attempt to create life.....

These are not 'dumb animals' they are capable of reason and rational thought, as well as ambush and other combat tactics if desired by their creator.

Mass:300kg
Variation:±50kg
Length:2.1m
Size modifier:-1

Good reaction roll: Depends on what they were made for, typically defense so that would be raise the alarm

Neutral reaction roll: Raise the alarm and watch/follow you

Bad reaction roll: Raise the alarm and attack you

Habitat: Anywhere

Fear Rating: 11

Special abilities: Special powers by type of creation (see details)

AV varies by type of creation

Skills: Brawling (lethal DV3), skill 5

Weapon (DV varies by weapon) skill 5

General tool use, skill 2



Details

The different types of Creation are explained in a little more detail below.

Golems

These are made from typically soft naturally occurring materials such as mud, clay and wax. This kind of creation can envelope others and can be split into multiple smaller versions if hit with bladed weapons

An enveloping attack, will count as a Grab and Hold. If the body part grabbed is the head, then suffocation or drowning could occur depending on the type of golem.

Mud and Wax golems will regenerate if melted. Every second that it (or parts of it) remains in a fluid state it regains the use of one 'broken' subsystem. Being melted for a Mud golem simply means being mixed with water again.

A successful attack that breaks a subsystem will split the golem into multiple smaller versions. Each version will have the same attributes but with a -1 penalty to STR for each other golem that exists, so 3 golems would each be at 7 STR for example. When the STR reaches 1, then it can split no more, so in the example above the 10 golems would be the limit, as each would then have 1 STR.

Caryatids

These are made from naturally occurring hard material (either organic or not) such as wood, bone, stone, glass, flint etc.

Iron ones are made like mechanical men and have the ability to taser people. Targets must make a HLT roll versus the Caryatids POW or fall unconscious for 1d10 minutes. Failure by more than your current HLT means you take the points failed by as lethal Whole Body damage.

Stone ones like marionettes, where they crack and shift as they move, they are camouflaged. While immobile they look just like statues and as long as they are in contact with a stone surface, such as a rock face or floor they regenerate wounds. Every 30 seconds that it (or parts of it) remain in contact with stone, it regains the use of one 'broken' subsystem.

Bronze ones creak but remain whole they are fast and virtually invulnerable, no moving parts, no weak seams, and the cooling system is the only weak point on them

Homunculus

These are made from organic materials and constructed like a human body, with flesh, bone and skin etc

Obviously they are made like men or women, with bones and muscle and skin etc they can be repaired by sewing new limbs on to their bodies

Game Details

The armor (AV) for various Creation Types is given below

Since these things are creations, you damage them as an object see CORPS 2nd Edition page 79. This makes them very hard to kill, as each one will have many subsystems. But then you try "killing" a stone statue with a sword...

▼ Creation AV

Creation Type	Object Type	Typical AV
Golem: mud, clay or wax	Delicate	7
Caryatids: Granite	Tough	18
Caryatids: Pine	Normal	7
Caryatids: Oak	Normal	11
Caryatids: Bronze	Tough	7
Caryatids: Iron	Tough	14
Caryatids: Steel	Tough	21
Homunculus: Flesh	Normal	1

CORPS RULES EXPANSION

Saying that though, every creation has to have an "Achilles Heel". This will be a +4 Location to try and hit (ignoring normal size modifier, as the seal is always the same size regardless of the size of the Creation), and if successful, the seal will be broken and the creation will start to power down, as it loses vital steam, boiling lava etc, (whatever powers it).

Treat it as an Eventually fatal wound (that effects in seconds instead of minutes) and when its HLT reaches zero it becomes inert.. the hard part is keeping out of its way until it does run out of power.

If you want larger sized Creations than that given above, each multiple of height is x8 weight and x2 AV of the previous size from the chart above.

This means that the really large golems are going to need explosives or heavy weapons in order to kill them.

Huge Homunculus are only possible if there are humanoids of that size in the campaign setting.

▼ Creation Size

Size	STR	Mod	Weight	AV
2.1m	10	-1	As Listed	As Listed
4.2m	11	-2	2400kg	x2
6.3m	12	-3	19200kg	x4
8.4m	13	-4	153600kg	x8
10.5m	14	-5	1228800kg	x16
12.6m	15	-6	9830400kg	x32
14.7m	16	-7	78643200kg	x64

CONCEPTUAL CREATIONS

STR 0
AGL 0
AWR 6(5)
WIL 10(10)
HLT 0
POW 10



Description

"have you ever been at work, created something of great beauty or wit, and thought that weren't in control of the process, it was as if your very hand were being guided by an outside force? many explained this as the work of god, or a muse. More than likely you were inspired by a fundamental."

These are creations without physical bodies. These creatures are types of golem. Often they come into being when there are overwhelming amounts of a specific emotion being felt in a given place at the same time.

In rare circumstances an individual can cause a radical or fundamental to manifest without realizing, but it should be known, that it is next to impossible to willingly create one.

Typically, a Radical or Fundamental will embody one given emotion or feeling from the list below:

pride, envy, gluttony, lust, anger, greed, sloth, faith, hope, charity, fortitude, justice, temperance, prudence, belief, trust, fidelity, loyalty, conviction, desire, reliance, expectation, generosity, benevolence, mercy, courage, strength, resolution, equity, fairness, dispassion, moderation, restraint, despair, deception, creativity, cowardice, inspiration, tolerance, pigotry, frugality, sobriety, wisdom, vigilance, and discretion

CORPS RULES EXPANSION

Radicals

Invisible entities who advocate their views in another by mere presence of them being there.

Make a WIL test vs. the POW of the Radical. Failure means you feel the emotion etc embodied by that Radical, this gives you the appropriate Psych Lim at 1 level per point you failed by. An existing Psych Lim of the same type is increased to the highest of its original number or the number of points you failed the roll by.

This could make you love someone else or hate them etc.

Fundamentals

These are similar to radicals, being invisible creatures who reinforce emotional states that are already in effect, rather than cause an emotional state like a Radical.

Make a WIL test vs. the POW of the Fundamental. Failure means you increase in the emotion etc embodied by that Fundamental, this adds to the appropriate Psych Lim at 1 level per point you failed by if it is present already, if not then the Fundamental has no effect.

For example it could increase the Psych Lim of love for each other of two lovers, but it couldn't MAKE one love the other.

Radicals may seem to be more powerful than fundamentals but this often not the case, a person who is feeling hatred already may find that a fundamental can drive him to a murderous frenzy

In both cases however, the effects last for a period of time equal to the points you failed by, doubled and looked up on the Base Time Column of the General Task Difficulty Chart on page 8 of the CORPS 2nd Edition rulebook.

Neither type of Creation is inherently malignant, even if they embody the 'bad' traits from the list above, they are what they are made to be – so if one is summoned or made and told to go and sow hatred among the townsfolk then that's what it will do.

▼ OTHER WORLDS

"The sheer diversity of the universe belies the theory that we are but one, the world around us is but one part of an infinite whole"
Anonymous

Basics

Alternate worlds is where we depart all known creatures and just have fun with biology as it might have been, or might be elsewhere. This could be alien flora or fauna, or those that developed on alternate Earths. They range from minor variants on Terran species to departures wondrous and strange. Some may be drawn partially or completely from fiction, while others are made up completely from scratch.

Regardless, they are still animals, and will have genetic programming and fixed behaviors, even if not the typical ones for the animals we are familiar with. They probably eat, breed and compete for resources, even in ways we consider bizarre.

This section can cover alien species from other worlds, to trans-dimensional oddities and otherworldly terrors, it is wide open to the addition of new creatures. Remember though not to put actual Species in this area, only animals or those races too powerful or odd to be allowed as Player Characters.

The Multiverse is a huge place, with more than enough room in it to hold these creatures and many many more.

BEETLE-BOMBS

STR 0
AGL 1
AWR 3(0)
WIL 3(5)
HLT 5
POW 1



Description

Large black beetle with red-orange stripes, typically seen scurrying along the forest floor.

Mass:.1kg

Variation:-

Length:8cm

Size modifier:+4

Good reaction roll: Ignore you

Neutral reaction roll: Become agitated

Bad reaction roll: Spray you if you get close

Habitat: Tropical to equatorial forest

Fear Rating: 3

Special abilities: Frailness x10

Chemical spray

Skills: None

Details

These are a variation of the Bombardier Beetle, and are several times as large. Normally, they scurry their way through life, munching on plant matter and any smaller bugs they happen upon. If threatened by a predator, they have a pair of glands in the back which store concentrated hydrogen peroxide and mild acid.

They can selectively spray this onto the face of anything that gets too close (within about a meter). This will do a non-lethal damage of 1 to any exposed mucous membranes or bare skin, and can be repeated several times, depending on the size of the beetle.

The second defense is that the beetle can use a stronger version of this blast to rocket propel itself away from the scene, dropping it anywhere from 10-20 meters away, where it can hopefully find cover before the predator finds it again. The beetle can only do this once, although it will still threaten if it has no other choice. The last defense is that if actually damaged while in an agitated state, the beetle bomb will explode, doing a lethal damage of 1 to whatever it is touching at the time, like a paw, mouth or beak. While this maneuver doesn't save that beetle, any creature capable of learning from the experience usually thinks twice before trying it with a different beetlebomb.

While a damage of 1 will not do more than bruise a person through shoes or boots, it will take a chunk out of rubber or leather soles in the process, and is also capable of damaging the sensitive inner surface of a horse's hoof.

Game notes

Any biological land mine, even one that doesn't do a lot of damage, can keep characters on their toes. They can be a known or unknown natural hazard in an area, and there isn't really any way to avoid them, as they can fly to new areas, be hidden under grass, and are dumb enough to move to areas they can't survive in or crawl into your boots during the night. If you made them twice as powerful, they would be a significant problem rather than an annoyance. Places where they are common will have developed basic defenses like armored footwear for people and animals. A magic-user might be able to selective remove them from an area, or concentrate them, sometimes to good effect (how would you like a few to crawl onto your face while you're asleep?).

BUZZ CAT

STR 7
AGL 10
AWR 5(2)
WIL 8
HLT 4
POW 1

Description

A large tawny furred brown cat-like being, with the face and mane of a lion whose front legs have adapted into large green wings that mimics the native foliage in the jungle in which it lives.

It has a long and sinewy fur covered tail that it uses to aid its efforts when hunting, by distracting prey or tripping/entangling them.

Its rear legs and wing 'knuckle' all sport massive talons which the Buzz Cat uses to incredible effect when hunting and chasing prey.

Mass: 140kg
Variation: ± 40 kg
Length: 3m
Size Mod: +0
Good Reaction Roll: Ignore you
Neutral Reaction Roll: Fly past and swipe with claws once
Bad Reaction Roll: Attack and hunt you down
Habitat: Hot humid jungles
Fear Rating: 7
Special Abilities: Entangling Tail
Fly at 17m/s
Limited endurance when flying
Can Hover in place
Skills Talons (Lethal DV 2) skill 10
Tail Entangle (Non-Lethal DV 0) skill 5 see earlier in this book for sweep/trip and other maneuvers



CORPS RULES EXPANSION

Details

This animal is a voracious predator in some jungles. It often just hunts for fun and doesn't even eat its prey, just leaves the bodies to rot.

It knows no fear and unlike ordinary animals who may shy away from large opponents, the Buzz Cat will attack anyway, after roaring for help (which can be heard for over a mile away). When help arrives they proceed to kill their prey and share the proceeds based on hierarchy within their pack.

Even though it is quite a large creature, it retains a reasonably light weight and high speed and agility through having a lightweight bone structure like a bird and by having internal air bladders which help keep it afloat in the air.

These do not offset their weight totally, but enough to make them as dangerous as they are.

Native races in the same area as these beasts will often have nets covering the air above their homes to help stop this creatures attacks.

ELECTRIC RAY

STR 1
AGL 4
AWR 4(1)
WIL 4(4)
HLT 5
POW 1



Description

A wide, flat-bodied fish that typically rests on or swims near the bottom of its habitat. Typically seen in shades of light grey or brown to match the local sediment color.

Mass:10kg
Variation: ±5kg
Length:.7m
Size modifier:+1
Good reaction roll: Swim off
Neutral reaction roll: Use faint warning jolt
Bad reaction roll: Zap you if within range
Habitat: Tropical to equatorial river
Fear Rating: 6
Special abilities: Frailness x3.0
Swim at up to 4m/sec
Electrical jolt (see text)
Skills: None

Details

The electric ray lives mainly in slow-moving tropical rivers, usually those that are murky with biological material and sediment. Almost 40% of the ray's body weight is biological batteries, which serve the ray in two ways. First, it uses very weak electrical discharges as a form of sonar to let it see through the clouded waters it lives in, and second, it can discharge a more substantial pulse into the water around it, stunning small fish, which it then gobbles down. Normally, it is content to lie in the muck at the bottom and wait for prey to come by, but will move several times a day based on current, water temperature, hunger, etc. If attacked, the ray will deliver a quite substantial jolt to its attacker before attempting to flee.

CORPS RULES EXPANSION

Treat the electric ray as having a normal AWR in any sort of murky water. Also, assume the ray has 10 "charges" for attack or defense purposes. One charge has a non-lethal DV of 2 out to a range of 1 meter, +1 DV each time you double the number of charges used, and total damage is doubled if the target is actually in contact with the ray. This bypasses any armor if there is water contact between the ray and its target. So, a person wearing rubber hip waders might be unaffected because they are dry, but a person wearing rubber shoes would get zapped because their leg is in the water, even if their foot is insulated from direct contact. Getting severely zapped by a ray is seldom directly fatal, but the shock is capable of knocking a person unconscious or impairing their ability to swim, either of which can be fatal if no help is nearby. Rays will often provide a very mild (unpleasant but no damage) jolt as a warning or threat display.

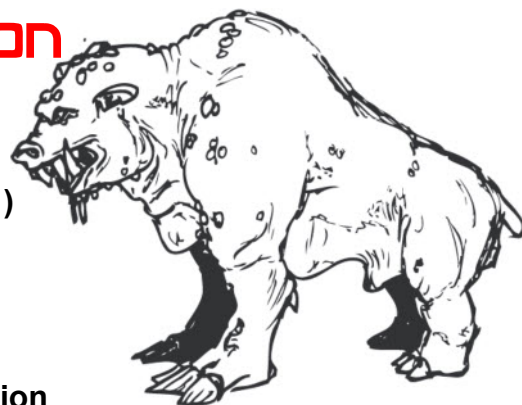
Aborigines in an area with electric rays often carry a stick to sweep the river bottom in front of any areas where they will be walking. They may get a mild shock as a result, but will usually avoid the hazard of stepping on a ray and being incapacitated for a day or two. They are not hunted for meat, since they don't have all that much and regular fish are easier and less hazardous to catch.

Game notes

This creature falls into the "natural hazard" category, and is a good result for a badly botched survival roll in a tropical or equatorial clime. It will typically avoid characters or large animals if it notices them coming.

FROON

STR 8
AGL 2
AWR 6(1)
WIL 6(6)
HLT 5
POW 2



Description

Very heavy-bodied quadruped with oversized head, prominent pointed teeth and clawed forepaws. Hind legs are extremely muscular and short, giving the animal an exaggerated bulldog appearance.

Mass: 50kg

Variation: ±20kg

Length: 1.0m

Size modifier: +0

Good reaction roll: Decide you're not worth eating

Neutral reaction roll: Watch and wait for opportunity

Bad reaction roll: Ambush prey if possible

Habitat: Tropical to equatorial plains for forest

Fear Rating: 7

Special abilities: Toughness x1.0

AV 4/2 hide on front, 1/1 on back

Run at up to 3m/sec

Skills: Bite (DV3), skill 3

Claw (DV3), skill 3

Details

Froons are type of lurking cold-blooded carnivore.

They have abnormally large heads, powerful jaws and sharp front claws, mated to a comically squat body and stumpy little hind legs. However, they are admirably suited to the way they hunt. Typically, they lurk quietly where game comes by, either watering holes or trails. When something comes close enough, they leap out (up to 2m) and latch on with those jaws, and then use the fore claws to disembowel the prey.

CORPS RULES EXPANSION

The front of the Froon is not furred, but covered in thickened horn-like skin, making it tough for a victim to do any significant damage while the Froon is busy tearing into it.

After eating its fill, the Froon will typically drag what is left to a place of cover, and continue to eat it for several days.

Froons will often attack prey several times their size, and while they prefer the safety of attacking herbivores, they will attack anything if they are hungry enough. When not lurking, they usually are in underground burrows that they dig with their claws, and in there, no other creature dares to assault them. Froons are egg-layers, and the young are raised by a protective mother until old enough to stand a chance on their own, at which time they either leave or are driven off. Only a fraction of the juvenile Froon survive to adulthood.

The only creature that Froons won't usually eat are another very small carnivore, about the size of a mouse. A number of these usually are found in any Froon den or on the Froon itself. These eat insects and other parasites the Froon can't clean off itself due to a lack of flexibility, and also get scraps of food from the Froon's kills.

Game notes

At least they won't come looking for you. Froon's are a "surprise" encounter for a new environment. In a tropical or equatorial zone, their body temperature matches that of the surrounding area, making them hard to pick up on visual sensors. Their stealth represents the ability to hide rather than moving quietly, and they are naturally camouflaged.

Their main limitation is that they aren't very good at the attack unless they have surprise, and if they miss, the prey can always outrun them.

Froon's are intelligent enough to be trained, but seldom show much loyalty or friendship. Rather, they are often used in addition to sentries, providing an extra intimidating presence at movement choke-points like doorways or gates.

CORPS RULES EXPANSION

GRENDEL

STR 8
AGL 5
AWR 6(1)
WIL 7(6)
HLT 6
POW 2



Description

Large, six-legged reptilian with serrated bony plates instead of teeth, and moderate length tail, vertically flattened for use in swimming.

Mass:80kg

Variation:±20kg

Length:2.5m

Size modifier:+0

Good reaction roll: Decide you're not worth eating

Neutral reaction roll: Watch and wait for opportunity

Bad reaction roll: Ambush prey if possible

Habitat: Temperate rivers

Fear Rating: 7

Special abilities: Toughness x1.0

Pain tolerance

AV 1/1 hide

Run at up to 9m/sec

Night vision

Special metabolism

Skills: Bite (DV3), skill 3

Details

Grendels are taken mostly from Larry Niven's novel "The Legacy of Hierot", and named for the legendary nemesis of Beowulf. Imagine a predatory alligator-like creature with the ability to chemically hype up its metabolism for short periods. It becomes so fast that it is hard to even follow with the eye, and it heats up so much that if it doesn't return to water within minutes to cool off, it will die. It normally attacks at night, and is adapted to see in these conditions.

Grendels are very territorial, and solitary, treating any large creature in their hunting region as either prey or competition, and both are subject to being attacked or eaten, depending on whether they smell like herbivores or carnivores. This includes other Grendels, especially juveniles leaving the habitat of their parents either upstream or downstream.

Game notes

Grendels are meant to be a challenge to even well equipped adventurers armed with modern weapons.

For a number of minutes equal to their current HLT, Grendels can add 8 to their AGL, WIL, skill and movement rate (they don't actually become more skillful, but their speed of movement makes them much more difficult to evade or block). This boost makes them impossibly fast and devilishly hard to hit with ranged weapons, especially at night. In this mode, they will move constantly, attacking anything in their path, especially whatever it was that set them off in the first place. Usually they are alerted to potential competition like man by the scent, and may or may not have a particular individual in mind when they leave their river to hunt. By the time their boost wears off, Grendels are literally too hot to touch, and if they aren't back in the water by then to cool off, they will fade and die in minutes.

Once a Grendel is killed, its habitat is temporarily vacated, and all the juveniles that it would have killed have a chance to reach larger size before they begin competing with each other in an uncluttered habitat.

Within a few months of the older Grendels demise, anyone still in the area may end up having to deal with half a dozen or more small Grendels, all of them growing, hungry and developing aggressive territorial instincts.

CORPS RULES EXPANSION

HELLSWARMERS

STR 0
AGL 2
AWR 3(0)
WIL 8
HLT 3
POW 0



Description

Winged reddish-brown ants with serrated pincers, about half as long as your finger. They are always found in large numbers, either around mound colonies, or in a droning swarm during the migratory phase.

Mass:.01kg
Variation:±0kg
Length:2.5cm
Size modifier:-4
Good reaction roll: Bite you
Neutral reaction roll: Bite you
Bad reaction roll: Bite you
Climate: Average to dry tropical to equatorial
Fear Rating: 5
Special abilities: Swarming attack
Crawl at 1m/per 5 seconds
Fly at 3m/sec
Skills: None

Details

Hellswarmers are a perennial hazard in certain subtropical regions. Normally, they are just an obnoxious form of venomous ant, living in mound colonies and feeding on plants and insects. They are a hazard if you stumble into a nest and get repeatedly bitten, but easily avoidable due to the visible nature of their colonies.

Every several years, however, some unknown biological trigger occurs and most of the colonies in a given area begin to produce winged ants instead of the normal ground variety. When these mature, each colony takes completely to the air and migrates for several days to a new home. The swarms in an area will all depart within a few days of each other, and may coalesce to form larger groups, dividing again only when the final destination is reached. In the meantime, the Hellswarmers are hungry and protective of their queen. They fly at low altitude, and woe be to any animal that happens to be in their path. Whenever they land, they denude the area of anything edible, and attack anything that lives in that area. Individually they are just painful.

As a swarm, they are lethal.

Any volume that is not completely sealed will be quickly filled with ants. This doesn't mean you need a spacesuit. A bee-keeper's outfit would mostly suffice if you put it on securely and taped all the cuffs. How long it takes Hellswarmers to get in through a small opening will vary with the energy devoted to keeping them out. They don't maliciously crawl into holes looking for people, just food and potential threats to their queen. People happen to be both. A person covered with the things is going to get pinched quite a bit, even if they leave the area immediately.

Once the Hellswarmers find a new home, they shed their wings and begin to build colonies again.

Hellswarmers have few natural predators in their ground stage, and none when they swarm. Eradicating them from an area is impossible without high technology or magic. Low tech efforts can keep them under control if effort is constantly dedicated to it, and observation can give warning of when they enter the swarming stage.

Assume that any hit location exposed takes a +1 lethal impairment each 10 seconds as long as there are fresh Hellswarmers to continue the attack. If a character is completely or almost completely exposed or vulnerable (4 or more hit locations), they will have to check for eventually fatal results based on the average lethal impairment taken (round down).

Example -If you took a total of +5 impairment over 80% of your body, you would base the eventually fatal roll on an impairment of $+5 \times 80\% = +4$.

An area that has been repeatedly pincered will be covered with small bleeding sores, and be red and swollen for days or weeks. Broken off pincers will need to be removed from wounds, and the toxin load on the body may cause fevers, convulsions and delirium.

Most of the punctures will heal normally, but some will leave mottled scar tissue that could be a permanent impairment to a character's appearance.

Game notes

Hellswarmers are a natural hazard of unpredictable nature.

They do not swarm often enough for people to constantly carry around protective gear, but they are frequent enough that anyone who lives in such an area has felt a pervasive sense of dread upon hearing the unmistakable drone of an approaching swarm. They can ruin crops, stampede livestock, kill entire families and disfigure you for life. People will be very wary of them once they are aware of the hazard, and the smart ones will swarm-proof their homes if possible to provide a safe refuge. In a high-tech game, a colony or expedition might not have been in place long enough to know the swarming behavior, and be caught by surprise.

Or, pity the poor adventurers who leave the hatch of their ship open in balmy weather, only to have it used as a new home for a colony. In lower-tech cultures, shamans or witch doctors may find some keys to swarming behavior, and use this knowledge to further their status or ambitions. Magically, a swarm is very easy to control, provided you have a power that can work over a large volume rather than a single mind.

CORPS RULES EXPANSION

LEAF RUNNER

STR 1
AGL 6
AWR 5(1)
WIL 5
HLT 5
POW 1



Description

Long very lightweight lizard that survives by leaping and running across the trees in its jungle home, hunting for insects and succulent shrubs and leaves.

Mass: 1kg
Variation: 0.3 kg
Length: 1.5m
Size Modifier: 0
Good Reaction Roll: Watch curiously
Neutral Reaction Roll: Watch Warily
Bad Reaction Roll: Flee as fast as possible
Habitat: Hot humid jungles
Fear Rating: 7
Special Abilities: Frailness x3
Run at 7m/sec
Leap 1m per 1m/sec running speed
Skills: Bite (DV 0) skill 4

Details

These animals are incredibly lightweight due to their bone structure and internal air sacs which allow them to jump such long distances.

They are quite harmless to anything larger than a bug, and have little value to an adventurer save as target practice.

MANTRAP

STR n/a
AGL n/a
AWR n/a
WIL n/a
HLT n/a
POW 1



Description

The mantrap has no visible structure to those who are not its victims, since it is entirely underground. In cross-section, it would look similar to a giant vase, with a funnel-shaped top, cylindrical body and bulbous goop filled bottom.

Mass: n/a
Variation: n/a
Length: 6m deep
Size modifier: n/a
Good reaction roll: n/a
Neutral reaction roll: n/a
Bad reaction roll: n/a
Climate: Average to wet tropical to equatorial
Terrain: Swamps or bogs
Fear Rating: 11
Special abilities: Toxic digestive juices
Skills: n/a

Details

The mantrap is only found in areas with wet soil that is lacking in nutrients. Boggy, marshy areas are typical, and the upper surface of the plant is usually at a local high spot, drier than the surrounding terrain. The upper layer of the plant is a network of fibrous stems that extend from the periphery of the opening to the center.

These have sub-stems that catch falling leaves and eventually provide a solid looking surface to the opening. When a medium to large animal steps on this mat of vegetation it collapses under their weight (Difficulty 10 AGL task to avoid). The mat of vegetation slides off the slick, fibrous stems, and the victim falls several meters down a slimy hollow root to the base of the plant.

CORPS RULES EXPANSION

The entire inside of the plant is lined with down-ward pointing spines that are sharp enough to hurt, but too loosely attached to serve as handholds. While the fetid air inside the plant is enough to overcome all but the hardiest souls, the goop at the bottom is the real hazard. Deep enough to drown in, it is also a mild digestive fluid and neurotoxin. Each minute of exposure is a Difficulty 1 HLT task, with a cumulative +1 Difficulty per minute. Failing a roll means a loss of 1 point of HLT and +1 lethal impairment, with unconsciousness resulting at HLT 0.

The interior wall of the plant is not tough enough to dig handholds into, and the overhanging slope makes climbing difficult in any case. Trying to get out of the plant is a climbing task with a Difficulty of 8 and a base time of 1 minute.

This gets you out of the bottom chamber, although you will still be taking toxin effects. Climbing the rest of the way out is a Difficulty 6 climbing task, also with a base time of 1 minute. Failing either roll means you fall back into the glop.

The Difficulty of either task is at -1 if the climber has a large knife or puncturing implement like the spike of a war hammer.

Game notes

A mantrap of this size is a very old plant. While it doesn't get substantial prey more than once or twice a year, this is all it requires. Smaller plants may only be big enough to catch small animals, but they are still deep enough to trip up a horse or a person, and left unwashed, the toxin could make a person dizzy after a while (increasing Difficulty HLT roll once per 5 minutes for half an hour). The toxin takes days to get purged from the body, and is considered lethal damage for healing purposes, but does not count towards permanent impairments. Low tech cultures may have religious or medical uses for the toxin from this plant.

MIMIC

STR *
AGL *
AWR 5(2)
WIL 5(3)
HLT 5
POW 8



Description

Mimics appear as whatever you want them to be, but in their natural state they are amoeba-like translucent blobs of protoplasm with a greyish nerve cluster at the center.

Mass:80kg

Variation:±40kg

Length:1.5m

Size modifier:+0

Good reaction roll: Become what you want it to be

Neutral reaction roll: Do nothing

Bad reaction roll: Flee or change shape

Habitat: Any, but prefers temperate

Fear Rating: 7

Special abilities: Toughness x1.0

Move as appropriate for body form

Skills: None

Details

Mimics are empathic creatures who attain shape-changing through use of illusion. They feed off of normal plant or animal matter which is absorbed through their membranous skin, but what is unusual is the way in which they prefer to acquire it.

A mimic picks up on the strongest source of emotions in its vicinity, and changes shape to become the object of longing for whoever has the strongest such thoughts. This is an actual physical shape change rather than illusion, with the success based on how complex the item is.

CORPS RULES EXPANSION

Often, the item is picked up by the intended recipient, and kept on or near them. It also has the ability to implant simple illusions in the mind of its host to smooth out any imperfections in the shape-change.

The nature of the illusion is that the keeper rationalizes any inconsistencies in it, and the mimic takes advantage of a more powerful creature to gain scraps of food it could not normally acquire. For instance, a tiger might see a small mimic as a recently lost cub, and carry it back to her lair, where it would get scraps left over from kills brought back. A person might see a mimic as a recently lost lover. The mimic is not intelligent, but extremely responsive to the emotional needs of its host. It will act like you want it to act, and say what you expect it to say. If you overcome the illusion, it may try to switch to another form, or retreat away to someplace safe, like a drain or under the floor. It will return whenever the feelings of longing return again.

Game notes

A mimics ability is mainly the Shape-shift, Dominate and Detect (emotions) powers, always on and requiring no effort or maintenance. It does not have enough power to significantly change its mass, so the forms it takes vary with its age and size. It does not control its host in any way except through their own desires.

Human-sized mimics can be a popular commodity in certain locales, but can also have their hazards. If the strongest desire in an area is "I'm looking for a fight!", then you will get a mimic of someone capable of giving you one. If the person expects the mimic to get by their guard, it will. Otherwise, mimics are non-violent creatures. Their only defense is to make themselves loveable. In a group of characters, a mimic will be drawn towards the character with the lowest WIL and highest AWR, preferring people over animals.

This person needs to pass a WIL task with a Difficulty of the mimic's POW, rolled secretly by the GM. If the character fails, the mimic should be described as the genuine article, with explanations for its presence rationalized from the character's subconscious. Even long-dead friends can appear to have come back from the grave. Other characters present at the time also get WIL rolls to detect the illusion, again made secretly by the GM. Exact rolls give the feeling something is fishy, and regular successes let them know this is definitely not the genuine article. How they act on this is up to them.

MISTROOT

STR n/a
 AGL n/a
 AWR n/a
 WIL n/a
 HLT n/a
 POW 1



Description

Crowns of long thick leaves ranging in size from a tuft of grass to a large bush, dark green on the top and lighter green on the bottom.

Mass: n/a
 Variation: n/a
 Length: n/a
 Size modifier: n/a
 Good reaction roll: n/a
 Neutral reaction roll: n/a
 Bad reaction roll: n/a
 Habitat: Dry to average temperate
 Fear Rating: n/a
 Special abilities: See text
 Skills: n/a

Details

Mistroot is another adaptation to marshy soil with low nitrogen content. The root spreads by underground runners, and a single plant may cover several hectares, cohabiting with other marsh-dwelling plants.

The only visible part of the plant is a thick-leaved bush that grows out of the ground at irregular intervals along the root. These look much like the tops of overgrown pineapples, and can reach two meters in height and breadth. While the upper leaves taste bitter and alkaloid, the lower leaves are edible and have succulent nodules that are attractive to ground-dwelling herbivores.

The plant lives by luring animals into its area to eat, and suffocating them while they sleep. At irregular intervals, most often at night, the hollow roots emit a poison gas through the center of the bushes. This kills a good fraction of any ground-dwelling animals in the entire region of the root, and provides useful nutrients for the root as these animals decay. In game terms, each minute of exposure is a Difficulty 8 HLT task, with failure resulting in a +1 Difficulty to all tasks from stupor and weakness (including waking up).

When the total penalty exceeds the HLT of the creature or character, they stop breathing, and death follows shortly thereafter. People will not usually wake up until they have taken a +2 penalty and are finding breathing difficult. Those with a keen sense of smell or who are light sleepers will wake up faster than those who aren't.

In areas where Mistroot is prevalent, local carnivores may be able to anticipate the out-gassing, and take advantage of the feast the next morning. Students of animal behavior may be able to notice a change in the day or two before this happens.

Game notes

Another natural hazard for characters unfamiliar with an area to encounter. Natives may have superstitions or taboos about such an area. Smarter ones may be able to use it to their advantage. For instance, the nodules are edible to humans in a pinch. The bushes are also a good site for hunting, and the roots can be dug up and a natural anesthetic (or arrow poison) distilled from them.

CORPS RULES EXPANSION

PLASMIS

STR 0
AGL 3
AWR 6(2)
WIL 5(2)
HLT 1
POW 1



Description

Floating balls of plasma, ranging from larger yellow-orange to smaller blue-white individuals, accompanied by the hiss and crackle of high-voltage electricity.

Mass:.1kg
Variation: n/a
Length:.5m
Size modifier:-1
Good reaction roll: Drift over and observe
Neutral reaction roll: Ignore you
Bad reaction roll: Discharge against you
Habitat: Any electrically violent area
Fear Rating: 8
Special abilities: Toughness x.1
Float at 3m/sec
Rapid learning ability
Skills: None?

Details

Plasmis are a volatile form of electronic life. They exist only on planets with regular violent electrical activity, and how they evolved is still a mystery to the cultures that are aware of them. A Plasmis is effectively a living form of ball lightning, absorbing energy from the environment to survive, and occasionally fissioning into two smaller Plasmis. They spend their entire lives airborne, and violently discharge and dissipate if they contact the ground or any grounded item.

In campaigns with an actual 'Net' in the Johnny Mnemonic or Matrix style, the Plasmis could actually be natives of the net itself, making an additional hazard for characters hacking into systems or simply traveling through.

Aside from an individual lifespan measured in minutes, the most intriguing feature of Plasmis is that they may have a form of intelligence. Whatever passes for thought processes in a Plasmis occurs very rapidly, and while an individual may only exist for a few minutes, it can remember things that were helpful or harmful. If it fissions, both new Plasmis retain this knowledge. Plasmis also combine with other Plasmis regularly and then fission again, and again, both Plasmis retain the knowledge of each. So, if one Plasmis learns a useful behavior, every other Plasmis in that colony will also know it within a few hours. This is remarkable in and of itself, but once a colony has acquired a piece of knowledge, they are capable of using it in concert to good effect.

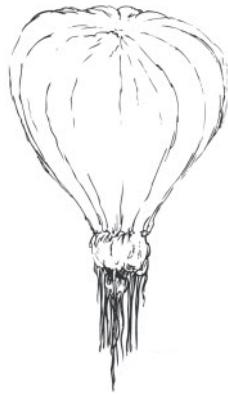
Plasmis have been observed to combine with others immediately before undertaking an action that results in their own dissolution, apparently passing their knowledge base or perhaps a sense of identity on before deliberately doing something that destroys them.

Game notes

Plasmis don't have a lot of threat value, but they are a curiosity that can be useful or annoying. An individual Plasmis will do a non-lethal DV of 5 if it is grounded through a character who doesn't have metal armor, and they will deliberately do this if characters seem to be a threat. The other problem is that they can damage delicate electronics as much as any other source in their environment, and are curious about new forms of electrical energy in their habitat. It is also conceivable that their ordered patterns could be preserved in computer memory like human DNA, which would make them an interesting commodity, an "artificial" intelligence capable of rapid learning and understanding electricity and electronics on an instinctive level.

SKYHOOKS

STR 10
AGL 3
AWR 5(1)
WIL 5(3)
HLT 5
POW 6



Description

Skyhooks look like large white balloons with a small gondola beneath, from which hang a number of whitish-pink tentacles. If seen during the day, they float silently through the sky, sometimes changing color, sometimes moving against the wind. Males are somewhat larger than females of the same age, and more likely to have color in their gas envelopes. Their size is limited only by the level of nutrition available. Specimens up to 40m across have been reported.

Mass:4,000kg
Variation:±2,000kg
Length:20m
Size modifier:-4
Good reaction roll: Ignore you
Neutral reaction roll: Leave the area
Bad reaction roll: Attack you
Climate: Any, but prefers temperate mountains
Fear Rating: 11
Special abilities: Toughness x1.0
Fly at up to 4m/sec
Skills: Tentacle thrust (lethal DV3),skill 4

Details

Skyhooks are mesa-dwellers, preferring dry climates, but able to live in any area that is free from hurricanes and is at least subtropical. They are a paranormal creature, using telekinesis for directional control and vertical movement, and a large gas bag for primary lift.

Normally they hunt at night, able to sense the heat from warm blooded prey. They silently drift down from mesa nests, using either telekinesis or color change and solar heating to modify lift. Upon locating suitable prey, they close to within tentacle reach. One tentacle is larger than the others, and is equipped with a hard, barbed tip. This is speared through the target, injecting a powerful neurotoxin. After the prey ceases struggling, the other tentacles grab it, and the skyhook lumbers back to its nest. There, digestive juices are injected, and the skyhook drains the prey from the inside. The carcass is then dumped off the edge to the ground below. If the prey ends up being too large to lift, the skyhook will be trapped on the ground and vulnerable until it can work its spearing tentacle loose.

Male skyhooks compete for females in aerial combat. The loser usually withdraws quickly from the field. Those who press a losing battle often find their gas envelopes repeatedly punctured and sent on a one-way trip to the unfriendly ground. Skyhooks are egg-layers, laying 2-3 leathery, basketball-sized eggs in a well-sheltered nest. These hatch after about two months into flightless skyhooks. Their gas envelopes develop to lifting potential after about 2 months, but the young usually stay in the nest for a few months after that. They are about the size of a compact car, and able to spear small game such as rabbits and young goats. At this point they move to nearby spots and make their first nest, often returning to the home nest for food handouts if their own hunting has gone poorly.

If well fed, skyhooks can grow to enormous size, which can be a serious disadvantage in bad weather. They normally anchor themselves to a nest with their tentacles, but in high winds they can deflate their gas envelope to protect it. Since skyhooks produce hydrogen biologically, re-inflating the gas envelope is a major energy expenditure and cannot be done very often.

CORPS RULES EXPANSION

Game notes

Skyhooks are only likely to attack characters sleeping in the open. During the day, they can be seen from a long way off, and they are not maneuverable enough to chase down wary prey. The spearing tentacle does lethal thrusting damage based on the skyhook's STR. An embedded one requires a STR task to dislodge (Difficulty of skyhook STR). The spear has an AV of the skyhook's STR, but the rest of the body is only AV1. The lesser tentacles have half the skyhook's STR, but are not used in combat. Skyhooks are quite vulnerable to having their gas envelope punctured. While the envelope is split into 10 compartments, loss of any three to damage will ground the skyhook until they heal. Skyhooks are intensely vulnerable to fire. Any fire-based attack that does more than 1 point of damage will engulf the skyhook in flames, as will open flame near one with a ruptured gas cell.

SPEAR ACACIA

STR n/a
AGL n/a
AWR n/a
WIL n/a
HLT n/a
POW 1



Description

Medium-sized tree with dense canopy of oblong, dark green leaves and long sharp thorns on all of the smaller branches.

Mass: n/a

Variation:-

Length: 10m high, 10m wide

Size modifier:-4

Good reaction roll: n/a

Neutral reaction roll: n/a

Bad reaction roll: n/a

Habitat: Average to dry tropical to equatorial

Fear Rating: 11

Special abilities: Symbiotic ants

Lethal DV1 thorn clusters

Skills: n/a

Details

The spear acacia is a small, thorny tree that has a symbiotic relationship with a species of ant. The ants live on and near the tree, protecting it from encroachment by other plants, while the tree provides protection to the ants from small animals. The ants eat or cut any non-acacia plant matter from around the tree, out to a radius of several meters, and will attack any other insects that land on the tree or the ground around it. The tree itself is thorny enough that few birds dare land on it. The spear acacia also sends out underground runners for several meters in each direction. These are miniature land mines with spring-loaded thorns that punch upwards into anything that hits the ground with more force than a raindrop. This is sufficient to kill or maim small animals, or cause a lot of pain to the foot of a larger one.

CORPS RULES EXPANSION

Treat them as having a lethal DV of 1 (or 2 if you are feeling particularly vicious), and armor-piercing vs. cloth, leather or soft materials. They are also coated with a caustic sap that causes continuing pain until the barbed thorn is removed and the wound cleaned.

The spear acacia reproduces through winged seeds that are carried far from the parent plant on seasonal winds, the same winds that carry winged ant queens to new habitats after mating flights. While a number of these trees may cluster in a given area, they do not form forests, as the ant colonies require vegetation that lives outside the acacia exclusion zone. Without the ants, the slow-growing acacia is very quickly overwhelmed by faster growing plants.

Damage continues until you get out of the area and kill the ants on a particular location. This takes about 5 seconds per location as well for most types of attack. Anyone who is out of the guarded territory will eventually cease to be attacked if they cease struggling.

Game notes

Anyone familiar with an area in which these grow will know to stay well clear of the plant, but travelers new to an area might find such cleared areas to be attractive camping spots...once. Aborigines of such areas will know how to carefully dig up the thorn clusters without activating them, and can use them against the unwary, or to cripple game for easier hunting. Communities that need defense but cannot afford sophisticated walls might ring themselves with a grove to deter or channel any attackers, and it would also keep pests like mice from migrating into town from surrounding fields.

The tree itself is nothing special, and can easily be felled by normal means. Individual ants are also easy to dispatch, or dispose of en masse with area effect attacks, although several waves of ants are likely to occur, new forces coming out from inside the tree and underground. If you arouse the ant's ire (by being there), treat it as a lethal DV1 attack each 5 seconds to any body part touching the ground that is not tightly sealed. The damage migrates one body location upward each 5 seconds as the ants climb higher.

CORPS RULES EXPANSION

UR-BURRS

STR n/a
AGL n/a
AWR n/a
WIL n/a
HLT n/a
POW 0



Description

Clusters of green shiny grass with fingernail-sized burrs on the tips of each stem.

Mass: n/a
Variation: n/a
Length: n/a
Size modifier: n/a
Good reaction roll: n/a
Neutral reaction roll: n/a
Bad reaction roll: n/a
Habitat: Dry to average temperate
Fear Rating: n/a
Special abilities: See text
Skills: n/a

Details

Ur-burrs are a small bush-like grass that thrives in dry open plains normally colonized by grasses. They grow high enough to match the tops of the grasses, but not much more. Their claim to fame is their means of reproduction.

After flowering in the spring, the plant produces a number of small seed pods with barbed burrs that stick to the fur of passing animals, or the clothing or gear of passing travelers. These help to spread the seeds far and wide in a conventional manner. However, the seeds are rich in oil, and glitter in the sunlight from excreted silica that the ur-burr extracts from the soil.

While birds and rodents prize the seeds for the calorie-rich oil, some survive to fulfill their natural function.

Direct sunlight hitting the seeds can built up hot spots through natural lenses, causing the seedpod to burst into flames. This generally ignites the surrounding grasslands, releasing the nutrients of those plants back into the soil, and coincidentally wiping out any competition for the new ur-burr plant. In fact, the inner seeds will not even germinate unless they have been exposed to open flame for several minutes.

Late autumn grassfires are a natural and inescapable facet of life in ur-burr country. Sometimes the updrafts caused by the fires will lift other seeds high into the air and carry them several kilometers downwind, to possibly germinate in fresh territory.

Game notes

Having oil-filled burrs attached to your pack animals and clothing, ready to burst into flame anytime the sun is out, can be really annoying. Another natural hazard of exploring new territory. When an ur-burr seed pod ignites, it does a lethal DV of 1 to whatever it is touching, and will do another point if not extinguished for the 10 seconds in which it is burning the hottest.

Fortunately, the flame can be easily doused or slapped out, but several going off in quick succession can cause a lot of trouble. Imagine trying to put one out on your frantic horse's leg and your own at the same time.

On the other hand, the oil burns quickly and cleanly, making excellent lamp fuel. The seed pod casings make excellent tinder, and the seeds themselves are quite nutritious once you crack open the gritty shell, which can also be ground up to make abrasives. Areas where they are common will have learned to live with them, and the locals will no doubt be amused at the misadventures of newcomers who don't regular check themselves and their gear.

▼ CREATURES OF HORROR

"A horror by any other name is still just as frightening" A Victim

Basics

These are more than just creatures that are ugly or ill-mannered. Creatures of horror are those that have a component of evil in their nature, a malevolence towards the myriad of conventional life ingrained into their genetic code, often with a cunning normally thought impossible for their simple brains.

Even if they just seem hideous to behold, people will find such creatures repulsive at a deeper level. The weak of heart may find themselves panicking, and a close encounter with them may even give the strongest person nightmares.

Assume that fear checks are in order for personal encounters with the creatures in this section, that chance of irrational behavior or hesitation that could spell doom in a life-or-death situation.

Play up the unnatural or inimical nature of such creatures, how they seem to add a note of gloom to even the brightest of surroundings, or add a tinge of unwholesomeness to even the purest setting... unless of course, the nature of the beast is to stay hidden until it is ready to strike. In that case, all seems normal until the hideous truth is revealed, a stark contrast that can pinion even the stoutest heart with fear.

Strictly speaking Vampires and Werewolves should appear here in this section of the book, however since they are more appropriate being Templates added to characters.

BLOODSHRIKES

STR 0
AGL 4
AWR 6(1)
WIL 6(6)
HLT 4
POW 1



Description

Bloodshrikes are similar in appearance to bats, except with an unusually shaped fang filled mouth, and flexible cartilaginous wings instead of a bat's bone and leather structure.

Mass:.5kg

Variation:-

Length:.2m

Size modifier:+3

Good reaction roll: Leave the immediate area

Neutral reaction roll: Watch but not follow

Bad reaction roll: Stalk as potential prey

Climate: Average equatorial plains or forests

Fear Rating: 4

Special abilities: Frailness x5.0

Fly at up to 10m/sec

Bloodsucking ability (see text)

Skills: Stealth, skill 4

Details

Bloodshrikes feed exclusively on mammal blood, and can live most of their life cycle on a large host. Usually attacking when the host is asleep, they use sensitive organs in their mouth to determine major nerve pathways, sink their fangs into or near these areas, and begin to feed. If the abused animal attempts to remove the bloodshrike, it secretes chemicals through its fangs that cause intense amounts of pain, proportional to what the bloodshrike itself is feeling. On the other hand, if the bloodshrike is content, it secretes chemicals that induce a mild euphoria in the host.

CORPS RULES EXPANSION

On a large enough host, the predations of a few bloodshrikes can be sustained, and a male-female pair will nest and rear young on a pouch constructed on the side, back or under-belly of the host. Eventually, the food needs of the brood will weaken the host to the point of death, but by this time the young are able to fly and fend for themselves, and repeat the process elsewhere.

Game notes

Bloodshrikes are not the sort of thing you want to find attached to your arm when you wake up in the morning.

Attempts to remove one will cause the victim to feel the effects of an impairment equal to what the bloodshrike feels.

This does no actual damage, but may knock the person unconscious. After the first excruciating attempt, the average person will have to make a Difficulty 10 WIL task to voluntarily go through the agony of pulling one off. Causing the bloodshrike an instant death is a severe system shock to the host, and is a Difficulty 12 WIL task for purposes of being stunned, regardless of the location the bloodshrike is attached to. In addition, the bloodshrike will convulsively latch onto the host for a +1 lethal impairment. The preferred means of removing them is to get bloodshrike and host stinking drunk, and then yank it off while both are asleep.

Some areas may have bloodshrike cults, whose members will willingly accept bloodshrikes in exchange for the drugged euphoria they bring. They may also have rites and rituals to some nameless deity the bloodshrikes are associated with, and offer sacrifices to this god by covering a sacrificial victim with bloodshrikes until they die of blood loss, as slowly or quickly as the rite demands.

In game terms, a person with a bloodshrike draining them has a +1 impairment on the location the shrike is attached to (true believers prefer the back of the neck). This is not due to damage, but to caution for fear of angering the shrike. They also lose 1 exertion point per bloodshrike per month from their maximum due to the constant draining of blood, and take a +1 Difficulty to all AWR tasks due to their dreamy state. This blood loss can cause a permanent impairment on HLT, just like the character had lost the points through an eventually fatal result. If a victim loses all their exertion points due to blood loss, they die. Priests of such cults often have their shrikes acclimated to being removed on occasion and transferred to other hosts, both to allow replenishment of their own blood supply, and to walk unnoticed among the unbelievers.

BODILESS TERROR

STR 10
AGL 4
AWR 6(0)
WIL 10(10)
HLT 4
POW 10

Description

The form of a bodiless terror depends on the area it chooses to form in. In a forest, it will be an agglomeration of dirt and decayed organic matter. In a cemetery, it would be a vile mix of tombstones, decayed flesh, dirt and casket pieces.

On a cleanly swept cement floor, well, it wouldn't be able to form at all.

Mass:1,000kg

Variation:-

Length:3m

Size modifier:-2

Good reaction roll: Attack someone else first

Neutral reaction roll: Attack you

Bad reaction roll: Attack you

Habitat: Any

Fear Rating: 12

Special abilities: Toughness x.1

Move at up to 6m/sec

Special effects based on body matter

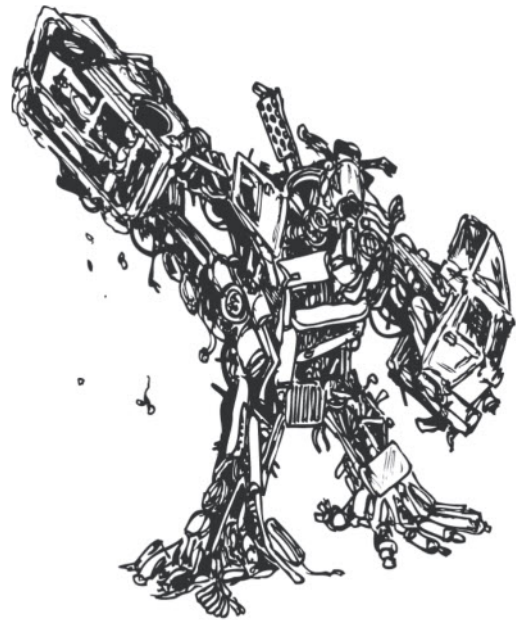
Skills: Strike (combination or lethal DV3), skill 4

Grab, skill 4

Engulf, skill 4

Details

Bodiless terrors are intangible guardian beasts created by magic to defend a location against intruders. It is a magic object buried with whatever it is to defend, imbued with attributes and skills, and able to use its inherent strength to form a body as needed to fulfill its duties. The bodiless terror attacks with whatever is available, using either a skill it was enchanted with, or its AGL Aptitude.



Often it will simply engulf and smother victims, leaving the bodies behind as a warning to future visitors.

Any given manifestation of a bodiless terror can be "killed" by causing the body enough damage, but the being itself suffers no harm from these attacks, and it can form a new body within seconds of releasing control of the old one. A bodiless terror cannot be mentally controlled unless you know where the object generating the terror is located, because that is where the intelligence lies. The only way to prevent a bodiless terror from manifesting is to remove all non-living debris from the area, or bind/transmute it into something too tough for the terror's strength to manipulate.

The bodiless terror might still be able to manifest as a little whirlwind of leaves or dust, but this is annoying rather than fatal. It wouldn't be wise to leave any melee weapons lying about, though.

CORPS RULES EXPANSION

Game notes

An engulfing attack is using a multi-hex area of the bodiless terror to completely smother an object. This cannot be parried or blocked, and so only a character's Base Defense counts to avoid this fate. An engulfed character is crushed for a combination DV of 3 per turn in addition to being unable to breathe. If the character can manage to actually do an impairment to the incredibly tough bodiless terror while taking +3 Difficulty for being grabbed, they have managed to cut, bash or blast their way out...for now. Note that any form of basic puncturing or blunt attack (arrows, bullets, spear thrusts, clubs) have no effect on this creature.

Bodiless terrors make excellent treasure guardians, and can be tailored in size and ability to match the importance of what they guard. For instance, if it can manifest only once per day, it is less formidable than if it can manifest at will. As a magic item, it needs to have all the attributes it needs to use both Telekinesis and Detect powers at the desired level.

The Detect is so that it can sense intruders while buried with its treasure, and the Telekinesis is a measure of the STR it can use to form and manipulate a body. Normally, a bodiless terror is not reprogrammable, and will mindlessly defend a site long after it has been despoiled, but it is possible that it could be convinced that its duties were complete, or programmed with a password that would allow a person to go through the area unimpeded. For instance, a bodiless terror might guard a necromancer's lair, and the necromancer knows the way to pacify the guardian.

CHARNEL MASS

STR 20
AGL 2
AWR 4(0)
WIL 14(10)
HLT 9
POW 6



Description

A large amoeba-like mass, usually in shades of brown, gray and green, glistening with caustic mucus, sometimes with the outlines of past meals visible under its surface.

Mass:5,000kg

Variation:-

Length:4m

Size modifier:-3

Good reaction roll: Ignore you for the moment

Neutral reaction roll: Move towards you

Bad reaction roll: Mindlessly follow you

Habitat: Average to wet temperate to equatorial

Fear Rating: 12

Special abilities: Toughness of x.1

Move at up to 4m/sec

Extend pseudo pods 4m from body

Lethal DV1 caustic touch

Skills: Punch (combination DV5), skill 3

Grab, skill 3

Engulf, skill 3

Details

Definitely an unnatural creature, a charnel mass is a byproduct of some magic or high-tech experiment gone awry.

Unlike most amoebic organisms which fission and increase their numbers, the charnel mass simply keeps getting bigger and bigger. There is no known upper size except limits on how fast it can move nutrients to the different parts of its body. Examples 25m across are known, but they could become larger.

The outer layer of the charnel mass is comprised of cartilaginous filaments, and secretes a caustic mucus that acts like digestive fluid. The mass can thus absorb nutrients from any organic matter it passes over. While it has no eyes, ears or sense of smell, it can detect the faint electrical impulses from the nervous system of anything with a spinal cord, and it associates these impulses with a rich food source. It will seek them out in its own ponderous fashion, oozing slowly through doorways, and extending pseudo pods into areas where its full bulk cannot fit. These pseudo pods can strike with surprising speed, flow around a target and reform the cartilage filaments into a tough set of corrosive bonds.

Larger masses have strength capable of dragging a person back through an opening far too small for a living person to fit through.

A charnel mass does not understand tactics, threats or bluffs. All it understands is "food" and "hurt". If what it thought was "food" was instead "hurt", then it would drop the "food" and look elsewhere. But as expected, hurting a charnel mass is rather difficult. Normal weapons have no effect, as the protoplasm reforms almost as quickly as it is damaged. An attack which completely severs a large pseudo pod would be a +1 impairment. For a charnel mass, "hurt" is toxic chemicals, explosions, fire, and extreme cold. These attacks do normal damage, taking its Toughness into account. Mental attacks are next to useless, as the diffuse nervous system of the mass makes targeting impossible.

You can't get an instantly fatal result on a charnel mass without blowing it into little bits, and even then some of those bits might be viable on their own, oozing off to get bigger on their own. It can be impaired into uselessness, but can only be killed by total destruction of its body.

Game notes

Just the sort of thing to leave in a long abandoned complex out in the middle of nowhere, or to escape a containment facility and terrorize unprepared townsfolk, dragging them into storm drains, lurking under fall leaves, and smashing cars open to get at the juicy tidbits inside. Being the response team to a small town that was devastated by one of these would be a mental jolt. Corroded skeletons lying about, slime trails everywhere, smashed windows and doors, relics of desperate but futile combats, with maybe a few terrified survivors huddled where it couldn't quite reach.

CORPS RULES EXPANSION

DARK FOLLOWER

STR 0
AGL 3
AWR 3(0)
WIL 9(10)
HLT 4
POW 8



Description

A dark follower appears as a dark, semi-transparent outline of its last victim, but it is only visible to its next victim. It does not show up on any technological recording device, although it can be detected magically.

Mass:0kg
Variation:-
Length:2m
Size modifier:+0
Good reaction roll: Follow you
Neutral reaction roll: Follow you
Bad reaction roll: Follow you
Habitat: Any
Fear Rating: 9
Special abilities: Base Toughness of x0
Move at up to 2m/sec
Needs no food or sleep
Skills: Grab, skill 3

Details

Dark followers are life leeches, draining the life and substance from their victims in order to gain the energy needed to reproduce. A dark follower only needs to feed once per generation, which is fortunate, since it has very specialized feeding requirements. In order to drain a victim, the victim must have a psychic profile that exactly matches the needs of the dark follower.

Until such a being wanders within their sensing range (several meters), the dark follower remains dormant, a bundle of magical energy without discernable form or purpose. Once it detects a suitable victim, it manifests and begins a slow, relentless pursuit. It only moves at 2m/sec, but it does so constantly, unimpeded by physical barriers, never resting, and never swerving from the most direct path, even if the prey is lost to sight. A person can escape it at a brisk walk, but will eventually need to rest or sleep. In a low-tech world, a person will have to stay on the move, never able to settle down or stay in one place for more than a few days. In a high-tech setting, you can evade one for months just by jetting a few time zones, or evade it more or less forever if you can catch a spaceship to another planet.

The touch of the dark follower is an unnatural cold that pales the skin and leaves a chill that slowly passes with time. The dark follower gains color and substance with each touch.

Each minute the dark follower touches its victim, the victim gains a x.1 addition to Frailness. For instance, a person with a normal x1.0 damage multiple would have a x1.2 Frailness after two minutes of a dark follower's touch. If the victim ever gets to x2.0, they die.

This is healed like a lethal injury, each x.1 addition to Frailness counting as a 5 point impairment.

HORROR

A dark follower in its initial state is immune to all weapons, and can only be harmed or stopped by paranormal powers that can block the effects of its POW. Once it begins to feed, it becomes tangible and vulnerable. It has a Toughness equal to the amount drained from its victim, and can then be killed on any instantly fatal physical or magical attack. For instance, one that has added x.2 in Frailness to a victim would have a Toughness of x.2. Once it reaches a Toughness of x1.0, it ceases feeding, and finds a place of concealment in which to go dormant. After approximately a month, its Toughness gradually goes back to x0, and it fissions into a pair of dark followers, one of which waits at this spot for a new victim, the other returning to its point of origin.

Game notes

In a fantasy game, these creatures are often part of a family curse. Since psychic signature is partially inherited, a family that had members stalked in the past may have recurring problems each generation.

There may be areas that are considered "cursed" for that family, where vengeful ancestors lie in wait to drag others into the grave. A person hounded by a dark follower might be thought mad by those who cannot sense magic, since only the pursued can see it.

They might lock the poor wretch up in hopes of curing this delusion, only to make a grisly discovery the next morning.

DEMON, GREATER

STR 15
AGL 10
AWR 6
WIL 7(9)
HLT 10
POW 8

Description

This bat winged humanoid is covered in fur, warts and slime, and is a more powerful manifestation than the minor demon. It has a humanoid head with oddly shaped ears. Horns grow from its temples, reach back, down and around the neck (giving an AV of 12 to the creature's neck), and it has a barbed, poisoned tail whose venom can only be healed magically.

Of the demons, it is the type that looks the most 'human' this being due to their position as rulers and nobility over the bestial lower demon orders. Bear in mind though that even this type of demon has its masters.....

It can mimic any voice it has ever heard, and change shape at will, and since it is of human intelligence, it can use these abilities with cunning and fore-thought. Demons are generally only found in the material world if summoned, and summoning is usually for a particular purpose. The demon will be implacable in pursuit of this goal, and will only stop to engage in conversation or violence if forced to or as needed to achieve its purpose.

Demons freed of magical obligations can and will usually act according to their own perverse whims. Like the minor demon, its armor is of a magical nature, and it only has an AV of 3/0 vs. any magical weapon or damaging attack.



Mass:300kg
Variation: none
Length:2.5m
Size modifier:+0
Good reaction roll:
Neutral reaction roll:
Bad reaction roll:
Habitat: n/a
Fear Rating: 9
Special abilities: AV 8/0 hide
Toughness x.5
Run at up to 9m/sec
Fly at up to 12m/sec
Skills: Bite (DV4)- skill 8
Claw (DV5)- skill 9
Tail (DV3)-skill 6
Tracking - skill 8
Stealth -skill 8

DEMON, MINOR

STR 9
AGL 7
AWR 5
WIL 7(8)
HLT 8
POW 6

Description

This bat winged humanoid is covered in fur, warts and slime. It has a humanoid head with strangely shaped ears. Horns grow from its temples, reach back, down and around the neck (Giving an AV of 10 to the creature's neck).

Some of these minor demons are very bestial in appearance and attitudes, so remember to adjust the details accordingly.

It has no active powers other than it can mimic any voice it has ever heard, and since it is of human intelligence, it can use this ability with cunning and forethought. Note that once a bite attack is successful, the creature's head will remain attached to the victim until either the flesh is bitten through, or until the head is pried off (although if killed, the demon will putrefy in a matter of minutes).Also note that its armor is of a magical nature, and it only has an AV of 2/0 vs. any magical weapon or damaging attack.

Mass:125kg
Variation: none
Length:2.0m
Size modifier:+0
Good reaction roll:
Neutral reaction roll:
Bad reaction roll:
Habitat: n/a
Fear Rating: 9
Special abilities: AV 6/0 hide
Toughness x.5
Run at up to 9m/sec
Fly at up to 12m/sec
Skills: Bite (DV4) - skill 4
Claw (DV5) - skill 4
Tracking - skill 8
Stealth - skill 6

Details

Demons or infernal beings representing evil are common to most cultures, and rather than pushing the medieval Western view of red guys with barbed tails and pitchforks, here is some background on "demons" the world over..

Lilith

Created from the same dust as Adam, she comes from Hebrew tradition. She hates humanity, strangling infants, seducing men and draining their will to live.

Her children are all daughters, and are bringers of nightmares and woe.

Lidérc

A Hungarian demon lover, called into being by excessive grief of a widow over a dead husband. If the widow believes the demonic double is their loved one returned, the demon will slowly suck their life away, for it feeds on love and pain.

Only by spurning it can the victim be saved.



Djinn

Arabic guardians of fabulous riches, and also eaters of souls. They are powerful enough to tear a man apart, and capable of great evil magic. Some delight in the torment of mortals, and make promises and bestow boons that are technically what they say, but always end up twisted to the recipient's downfall.

Anzu

A Sumerian being who guarded the private chambers of Enlil, the storm god. Anzu had the paws of a lion, and the beak and talons of an eagle, and its hide was proof against almost any weapon. Anzu stole the Tablet of Destinies from Enlil, and with it anything he put into words became reality.

CORPS RULES EXPANSION

The red guys with pitchforks

Here is one of the classifications for the Catholic hierarchy of bad guys and their spheres of influence:

Name	Sphere
------	--------

Asmodeus	Avarice
Astaroth	Laziness
Balberith	Murder
Beelzebub	Pride
Gressill	Disease
Leviathan	Blasphemy
Sonneillon	Hatred
Verrine	Impatience
Carnivean	Obscenity
Carreau	Cruelty
Oeillet	Greed
Rosier	Lasciviousness
Verrier	Disobedience
Belais	Arrogance
Olivier	Parsimony
Luvart	Sins not covered by other devils

They have some hidden vulnerability. Despite being stronger and tougher than mighty warriors, heroes of legend usually find a way to trick them or exploit a weakness to give them the victory.

They don't like you. Any behavior that seems otherwise is just a ruse to snare you later.

Traditionally, gods of the defeated are "demonified" by the victors. So, when culture A conquers B, within a few generations, B's gods and godlings will transmute into personifications of evil to culture A. Whether or not the perception shapes metaphysical "reality" is beyond the scope of this simple book.

Game notes

Quite often (including in the examples above), demons have a vast array of differences in appearance from the Succubi of legend to the Rakshasa of Indian mythology. They run the gamut of shapes, but generally tend to be humanoid in one way or another, the wings, hooves, and tails differ according to type of demon and their general status within the hierarchy of demon-kind.

Demons and similar beings in other cultures tend to have certain characteristics in common.

You can't take them at their word. Even if they are speaking the truth, they are probably twisting it somehow, whether the wishes granted by a Djinn, or promises made by the devil.

Demons (as opposed to imps and other minor manifestations) have great knowledge they can impart to mortals... for a price.

ELDER THING

STR n/a
AGL 6
AWR ?
WIL 12
HLT 12
POW 12

Description

An Elder Thing appears as a cluster of glowing colored globules that merge and separate with some alien pattern that is hard to fathom.

Mass: effectively infinite

Variation: n/a

Length: .5-3.0m

Size modifier: +2

Good reaction roll: n/a

Neutral reaction roll: n/a

Bad reaction roll: n/a

Climate: Any

Terrain: Any

Fear Rating: 8

Special abilities: Toughness of x1

Armor of 10/0

May move or appear/disappear anywhere within 20m of any globule each turn.

Skills: n/a



The best way to understand it to place yourself in the position of being able to interact with beings that live in a two-dimensional world, like floating on water. They can only see you when you dip your hand in, and to them, your hand appears as four circles appearing out of nowhere as your fingers enter the water, then a fifth as your thumb does, and the lot of them merging into a single oblong as your wrist passes through their plane of existence.

Details

No creature supplement would be complete without some type of nameless entity from beyond time and space. Hence the Elder Thing. These are creatures of considerable intelligence, whose origin and true appearance are ultimately unknowable, for they move freely throughout an n-dimensional space which includes time as an axis, while our reality only lets us move freely through length, width and depth, time being fixed and constant. What a person would see of an Elder Thing is only the fraction of it that is in our limited three dimensional space at any given moment.

So does the Elder Thing appear to us, except in three dimensions, a number of three-dimensional multi-colored globules and tendrils that move and coalesce as different parts of the Thing intersect our space. The unearthly nature of an Elder Thing is immediately apparent to anyone who sees part of one manifest.

What would an Elder Thing want with us? Perhaps it was just in the area, saw something curious and bent down to take a look, picking something up like we might scoop interesting flotsam from the surface of a puddle we were walking by.

A person would see this as the globules forming a wall around the intended target, englobing it, and then shrinking until they vanished, leaving nothing behind. The poor victim would see things beyond description or comprehension when pulled into the n-dimensional world of the Thing, with only mentally disturbing three-dimensional shadows of multidimensional objects to compare things to. Another check for fear or abject terror is in order here.

If you were an Elder Thing, and that flotsam you picked up happened to sting or bite you, you would probably shake it off your hands in a hurry...which brings us to hurting an Elder Thing. If an Elder Thing takes any damage that it would feel, it will immediately withdraw from that region of our space, or drop whatever it was holding. In the latter case, the object would probably land "nearby", in relative terms of space and time (within some kilometers and/or months from where it was taken).

Game notes

Of limited use, obviously, but something that could be forewarning of stranger things to come. Also, it is possible an Elder Thing could scoop up an entire group of characters and deposit them someplace very different in terms of time and space, a way to radically shift the focus of a campaign.

GHOULS

STR 6
AGL 6
AWR 5(2)
WIL 6
HLT 6
POW 2

Description

Short, hunched humanoids, possibly with crude clothing made of untanned leather, and carrying simple weapons like bone clubs or pointed sticks. They are dirty, foul smelling, and communicate by simple gestures and a small variety of meaningful sounds.

Mass:80kg
Variation:±20kg
Length:1.7m
Size modifier:+0
Good reaction roll: Leave
Neutral reaction roll: Observe and maintain distance
Bad reaction roll: Stalk and prepare attack
Habitat: Any temperate to equatorial
Fear Rating: 8
Special abilities: Toughness of x1.0
Move at up to 8m/sec
Armed with crude weapon
Possibly 1/1 armor on torso
Skills: Melee weapons, skill 2
Unarmed combat, skill 3

Details

Ghouls are represented a variety of ways in different cultures, from bestial grave robbers to a sophisticated culture of eaters of the dead. The ghouls here are the former. Ghouls are human throwbacks, degenerate remnants of some long-ago catastrophe that forced them away from the surface and to desperate measures in order to survive. For instance survivors of a plague that destroyed their minds but left their primitive drives intact.

Ghouls have lost almost all of what we consider to be human. They cannot make tools, or use any but the simplest, like clubs. They drape themselves with funeral clothing or uncured animals skins only if needed to protect against the cold, and communicate in grunts, whistles and basic threat gestures. They are prone to disease and malnutrition, and live in the most unwholesome of conditions.

Natural selection has provided them with tough teeth and horny fingernails to rake and tear at flesh.

Ghouls are dangerous because any injuries they cause almost always become infected in the worst way, and because where you find one ghoul, you find many. They live in warrens dug into the earth, or in old sewers, basements or crypts, often with an elaborate network of tunnels to allow them to travel without going outside. Ghouls almost always work at night, and shun the daylight and bright lights. They use naturally dark adapted eyes, stealth and numbers to surprise and overwhelm prey, attacking fast and furious, beating, biting, clawing and dragging down victims by weight of numbers, devouring them on the spot if possible.

Easily removed parts may be carried off for later consumption, but typically the ghouls will return to the carcass until it is gone, also preying on any unwary vultures that get too close.

Male ghouls may kidnap human females instead of killing them, especially if the dominant male ghoul is present at the attack. It is equally likely that the dominant female ghoul will tear the captive's throat out, seeing her as competition.

Such unfortunate wretches seldom escape or survive for long, and if they do, it will likely drive them mad.

Game notes

Ghouls are nasty, vile brutes with no redeeming features.

They will probably not attack people unless they are obviously helpless or the ghouls have 3:1 odds. There is no societal onus on killing them, and many localities offer a bounty for their heads. On the other hand, some cultures may coexist with them, seeing them as a part of nature and offering them the dead as a ritual, a domestication or tacit understanding that the ghouls stay in their territory and do not disturb the living, and that people stay out of their territory and provide them with corpses.



CORPS RULES EXPANSION

GUTWORMS

STR 0
AGL 0
AWR 0(0)
WIL 6(6)
HLT 3
POW 1



Description

Adult gutworms are pasty white, maggot-like creatures about the size of your thumb, with a circular, rasping mouth at one end. Gutworms are a destructive parasite that causes a hideous, painful death to humans more than animals.

Most animals can smell tainted meat and have locally evolved to avoid it. The ones that didn't are all dead.

Mass: .1kg
Variation: -
Length: 4cm
Size modifier: +4
Good reaction roll: n/a
Neutral reaction roll: n/a
Bad reaction roll: n/a
Habitat: Average to wet temperate to equatorial
Fear Rating: 3
Special abilities: Frailness of x10
Skills: n/a

Details

Once poorly cooked infested meat is eaten, stomach acids dissolve the cyst surrounding an immature gutworm. It immediately begins eating, first going after the partially digested meal in the host's stomach, then burrowing through the stomach or intestinal wall into the abdomen. This is intensely painful and causes terrible cramps. After several days of wandering through the torso, with associated peritonitis and internal bleeding, the now-mature gutworms burrow into muscle tissue and lay encysted larvae.

After this is complete, the gutworm dies and begins to rot, hastening the death of the host, which ensues within a few days at most. If the carcass is not eaten by scavengers, the larvae die when decomposition is complete. If a host consumes only a few larvae, it is possible they will survive the infestation, but their flesh will be riddled with hundreds of cysts, each a tiny time bomb for an unwary hunter at some later date. The only known cures once gutworms are in the abdominal cavity are poisons and magic. It is possible to poison a person at a dose which is barely survivable, but usually kills all the gutworms. If the then weakened person can survive the complications of damage already done, they might recover.

Magical effects to kill the gutworms usually involve an area effect spell that does damage to the entire abdomen, causing a minor lethal injury to the person, but disintegrating the gutworms. Again, the person needs to survive the ensuing complications. If the gutworms can be treated while still in or burrowing through the stomach, orally administered poisons have been proven effective a great deal of the time. Straight alcohol is universally recommended. It dulls the pain, sterilizes any wounds and kills the gutworms at the same time.

Game notes

A truly nasty thing to dump on someone. In game terms, the severity of an infestation is proportional to the circumstances that brought it about. One hour after eating, the character is hit with abdominal cramps doing a +5 non-lethal impairment.

These do not go away. Each day, replace a point of non-lethal impairment with a point of lethal impairment, and check for an eventually fatal result. This continues until the GM-determined maximum impairment is reached, or the victim dies from an eventually fatal wound.

Once maximum impairment is reached, the damage stops accumulating, and the injuries will begin to heal. Attempting to nip an infestation in the bud with strong liquor is a choice that the character must make.

Gutworms have a collective HLT of 3. To die from an alcohol overdose, they have to fail a HLT task by 5 points or more, which means the Difficulty has to be 6+or better. The character has to survive the same HLT task based on their current HLT, with the same chance of an overdose. The character only gets one try at this, and they get to set the Difficulty themselves.

They succeed if the gutworms fail the roll by 5 or more and the character does not. Any other result is bad. To guarantee gutworm death is a Difficulty 11 task (gutworm's don't get long shots), which will kill a HLT 5 person about 60% of the time. Anyone who has seen a badly infested victim will not hesitate to take that chance.



GREMLINS

STR 3
AGL 6
AWR 6(2)
WIL 6
HLT 5
POW 4

Description

Gremlins are squat, imp-like creatures, with lustrous black bodies of overlapping chitinous plates. They have two arms and two legs, each of which ends in a three-clawed hand.

Mass:20kg

Variation:±5kg

Length:.7m

Size modifier:+1

Good reaction roll: Ignore you unless you are target

Neutral reaction roll: Mangle you and proceed elsewhere

Bad reaction roll: Kill you and proceed elsewhere

Climate: Any

Terrain: Any

Fear Rating: 7

Special abilities: Toughness of x.8

Move at up to 6m/sec

Overall AV of 4/4

Claws with lethal DV of 3

Skills: Claw - skill 5

Grab - skill 4

Climbing - skill 6

Details

Gremlins are an extremely destructive form of summoned being, not native to any plane of existence humans call home. Gremlins are perhaps a minor form of demon. It is known that it requires magic to summon one, and they only exist here for a limited amount of time before disappearing back to wherever they came from.

CORPS RULES EXPANSION

While here, they can be given mental commands that involve travel, places and things or people, and will sadistically and gleefully tear their target to shreds, as well as anything they encounter on the way there and anything they feel like after they have completed their commission.

Their claws are capable of gouging stone, making them superb climbers, and tougher than most steel, making them formidable demolition tools and weapons.

If confronted by a person or animal that is between them and their goal, they will normally cripple and blind the victim, making it easier for them to come back and toy with them later. Gremlins have evil tempers, but a well-developed sense of self-preservation. If injured by a foe, they will quickly retreat to safety, attempting to cause havoc on the way.

They will hold a special place in their black hearts for such a person and will definitely come back later once their mission is complete, with cunning and deliberation.

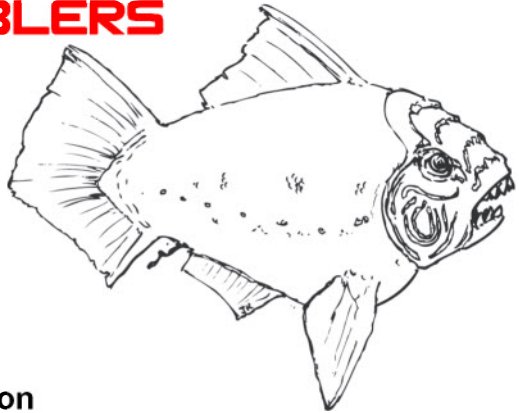
If a gremlin is killed, it will quickly decompose into brittle fragments which evaporate into nowhere, presumably reverting back to the dimension from which it was summoned.

Game notes

Gremlins as a summoned creature use the Create power, A Time Multiple must also be applied to generate the amount of time the gremlin will serve the summoner before disappearing back to its native plane. Normally this or any other type of demon summoning will have a required skill roll, side effect and backlash if the skill roll is failed. This can be mitigated by having another spell up to contain the brute if you botch (Armor, surrounding an area, only vs. paranormal beings).

GOBBLERS

STR 1
AGL 4
AWR 5(1)
WIL 8
HLT 4
POW 0



Description

Gobblers are slimy grayish-green fish the size of a large bass, but vertically flattened like a sunfish, with bulging black eyes, powerful swimming fins and a mouthful of sharp, triangular teeth. Disposition and appetite-wise, they are like piranha who woke up really, really pissed and never got over it.

Mass:8kg

Variation:±2kg

Length:.5m

Size modifier:+2

Good reaction roll: Ignore you

Neutral reaction roll: Make an attack if convenient

Bad reaction roll: Make an attack regardless

Climate: Any temperate

Terrain: Freshwater lakes and rivers

Fear Rating: 6

Special abilities: Frailness of x2

Swim at up to 8m/sec

Bite for lethal DV of 2

Skills: Bite - skill 4

Details

Gobblers eat anything that swims, including each other if there is no other prey. They breed exceptionally fast, can tolerate a wide range of freshwater conditions, and have no major predators to keep them in check. Once introduced into a habitat, they will overwhelm it in a few years, and then rapidly die off due to self-feeding.

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However, they will always maintain a small but stable population, eating any other fish trying to recolonize the habitat. Periodically, they die off naturally due to a natural parasite or disease linked to water conditions.

This will render an area safe for a number of years, but eventually conditions will change and some will migrate in from adjacent habitats. They are not native to Earth, but come from some other desperately hostile ecosphere, or were created for the sole purpose of increasing human misery.

Gobblers will usually manage to nail a number of swimmers and fishermen before people get enough sense to stay out of the water. Individual specimens and groups have been known to leap into boats to take a bite out of someone, and have isolated island communities at times, the inhabitants too scared to try and get to the mainland. They will follow major ships just on the off-chance a person will fall overboard.

Patient and always hungry, they will also frequent areas where people walk by the water, such as beaches and piers, hoping to grab a quick bite. They have also infiltrated storm sewers, where they at least keep the rat population down. Some people think they travel in schools and are only seen if a school is nearby. Others think that they only leave certain areas alone to lull potential meals into a false sense of security before striking.

Game notes

Gobblers in an area are extremely dangerous to anyone who needs to use a major waterway. In a time of population explosion, everyone in an area will know to avoid the water at all costs. At other times minor protective measures will be taken, including educating the children, wearing heavy clothing while boating, etc.

Seeing something, especially a person, taken out in a gobbler feeding frenzy is not a pretty sight and may give the viewer nightmares or a panic attack.

CORPS RULES EXPANSION

HATEFUL ONES

STR 3
AGL 6
AWR 6(2)
WIL 7
HLT 6
POW 2



Description

Hateful ones look exactly like very large rats, except with pink and white eyes that shine in the dark with reflected light.

Mass:15kg

Variation:±5kg

Length:~5m

Size modifier:+1

Good reaction roll: Chitter angrily and leave

Neutral reaction roll: Chitter angrily and glare at you

Bad reaction roll: Chitter angrily and possibly attack

Climate: Any

Terrain: Any

Fear Rating: 7

Special abilities: Frailness of x2

Move at up to 5m/sec

Bite for lethal DV of 1

Skills: Bite - skill 3

Grab - skill 3

Climbing - skill 3

Details

Hateful ones are large rats with a tiny but malignant intelligence. They are not capable of conscious thought and action, but are capable of near-human cunning in their movements. Hateful ones are natural empaths, both passive and active. The passive part (Detect) allows them to pick up any negative emotions in their vicinity, especially from non-rat sources. This is part of their cunning, since a person who is afraid hateful ones might block a particular exit unconsciously communicates part of that to them, and they will gleefully comply. The active part of their empathy is a very small application of the Dominate power.

It is not enough to control anyone, but it is always on, and always inciting everyone in the area to violence. This acts as a +1 Difficulty to any interpersonal skills, and as conflicts arise and people get angry, the extra Difficulty only makes things worse.

People who were barely in control of their negative emotions now boil over into destructive violence, but recover and regret it immediately upon leaving the area.

The hateful ones profit from the destruction, as it increases the chaos of their habitat.

Hateful ones do not fear man, and will attack in groups in any situation they feel they can win without suffering personal losses. They will sneak up on sleeping dogs, attack infants in cradles or cribs, panic horses, contaminate foodstuffs and chew holes in phone lines and auto tires just for the hell of it.

Game notes

As if normal rats weren't bad enough. A group of hateful ones can exist for months beneath a group's feet without them knowing it, if the GM handles the conflicts correctly.

Deals that should have gone through fall apart, relationships break up, fights happen, etc., until someone notices that they only happen at particular spots.

HIJACKERS

STR 0
AGL 1
AWR 3(?)
WIL 4
HLT 3
POW 0



Description

Hijackers look like large mutated cockroaches, but give off a feeling of wrongness beyond a level that most people would call disgust or squeamishness.

Mass: 1kg

Variation:-

Length: 0.05m

Size modifier:+4

Good reaction roll: n/a

Neutral reaction roll: n/a

Bad reaction roll: n/a

Climate: Any temperate or equatorial

Terrain: Any

Fear Rating: 3

Special abilities: Frailness of x10

Move at up to 1m/sec

Mental control/disruption ability

Skills: Those of host body

Details

Hijackers are a parasitic hive mind. Unintelligent by themselves, a group of 10 or more can express rudimentary concepts and communications, while a group of 100 has near-human intelligence. Assume the AWR of a group is equal to a quarter the square root of the number on a host.

Hijackers prefer sentient hosts. Since they have no skills of their own, they need such hosts to access and use the skills needed to further their numbers. The first host is often acquired by accident. For instance, a drunk falls asleep in the wrong spot. A lone hijacker burrows into the base of their neck and attaches itself to the spinal cord, disrupting most signals to the body from the brain.

It feeds and lays eggs, while the host lies paralyzed but able to understand what is happening and use their body from the neck up. If the host manages to survive until the first eggs hatch (a week or so), enough hijackers line the spine to form a simple rudimentary intelligence. The breeding still continues, but the hijackers control the body so that it can get water and food, while small hijackers burrow up into the brain and gain access to memories and skills. By the time a person is carrying a hundred hijackers, they have no control over their body, but are still aware of their surroundings. The hijackers then use the host's memories, skills and abilities to lure others to where they can be incapacitated and given hijackers of their own.

Usually, the first victims are unsuspecting family members or friends. They in turn will work in concert with other controlled individuals to take over as many hosts as possible.

If the host body is killed, the hijackers immediately lose all access to the knowledge of that person, and their group intelligence shortly follows as the spinal cells die. They then burrow out through the skin (grisly to watch), and then go their separate ways. A person who survives a hijacker infestation will be terribly scarred on their back, and possibly suffer permanent neurological damage. In addition, they may have severe trauma and psychological problems if they were forced to watch their body betray and infest their family and friends.

Game notes

An insidious, gruesome way to take over the hearts and minds of the populace. A friend who disappeared for a few weeks returns, gaunt and emaciated, and wants you to meet them in a deserted building.

CORPS RULES EXPANSION

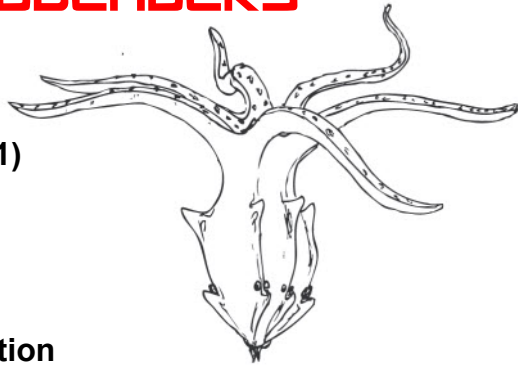
Children disappearing from playgrounds. Homeless people passing wild rumors and looking suspiciously at each other. Police arresting people on spurious charges, and then releasing them a week later...

A host is treated normally for purposes of taking damage, except they cannot be stunned or knocked unconscious except by blows to the back or head. The signs of infestation are unmistakable, but easily concealed by clothing.

Early victims may also appear thin and wasted, but later hosts are kept well fed from the start and will appear normal, with only momentary lapses when the host body gains partial control of voice or facial features.

MINDBENDERS

STR 7
AGL 2
AWR 5(1)
WIL 7
HLT 7
POW 7



Description

Mindbenders are sessile predators that live beneath the surface. An excavated one would look something like an inverted octopus, a number of ropy tentacles surrounding a cylindrical body.

Mass:800kg

Variation:±400kg

Length:2m

Size modifier:-1

Good reaction roll: Ignore you

Neutral reaction roll: Wait for better opportunity

Bad reaction roll: Control you and drag you in

Climate: Average or wet equatorial

Terrain: Plains

Fear Rating: 10

Special abilities: Toughness of x.8

DV3 crushing maw

Body protected from most attacks

Tentacles can extend 8m from body

Dominate power vs. one target

Skills: Grab - skill 2

Details

Mindbenders normally live on hillsides with an unobstructed line of sight for their mental powers. They have the paranormal Dominate power, and force prey to walk into their maw under its own power. Since most animals have a self preservation instinct that would kick in when they smell the stench of rotting carcasses from the mindbenders maw, the tentacles help any reluctant victims to their fate.

The tentacles emerge through burrowed openings in the ground, and are not visible unless extended. In order to get at its vital organs, an attacker must be able to look down the central maw of the mindbender, since the nervous system is completely below ground level.

Once in the maw, powerful jaws crush the life out of the prey and feed it into a stomach at the base of the body. There it is digested. Bones, hide and other undigestable parts are regurgitated and moved away from the maw by the tentacles. Bodily wastes are excreted into a natural septic system the animal makes for itself.

Mindbenders reproduce hermaphroditically. One of the tentacles develops a separate, primitive brain, and builds up a supply of nutrients. It then detaches from the main body and slithers off to find a new home, burrowing into the ground and becoming an immature mindbender. It will slowly develop a full body and other tentacles, but this usually takes several years, during which time it subsists on mice, birds and other easily controlled creatures.

Game notes

In a fantasy world, large mindbenders are things normal people just learn to avoid until a strong-willed hero can come along to take care of it. A non-sentient mindbender is actually not much of a threat, as one person can be bait, attached to a safety rope, while several other people can pour several gallons of oil, petrol or pitch down the maw and toss in a torch. A sentient mindbender is another matter. It could have a victim untie themselves, control a person with a weapon or otherwise be a pillbox with unwilling guards.

It could also be in a mutually beneficial relationship with a cult, providing guard services in exchange for sacrifices and offerings.

SHAPELESS HORROR

STR 8
AGL 4
AWR 6(?)
WIL 6
HLT 4
POW 8



Description

A shapeless horror is a coruscating multicolored blob that constantly changes size and shape, never appearing to mimic a natural object, and sometimes appearing to be several close but separate entities that merge and separate without rhyme or reason.

Mass: n/a

Variation: n/a

Length: 3m

Size modifier: -2

Good reaction roll: Drain someone else first

Neutral reaction roll: Attack you as long as you stay here

Bad reaction roll: Follow you to exclusion of all else

Climate: Any

Terrain: Any

Fear Rating: 11

Special abilities: Toughness of x.2

Move up to 50m/sec

Permanent AWR and skill drain

Skills: Grab - skill 4

Details

A shapeless horror is the partial manifestation of a larger four dimensional being. Imagine what your hand would look like to a being living in the plane of a sheet of paper. It would only see the outer edge of the cross-section of your fingers appearing from nowhere, coalescing into the cross-section of your hand as it was thrust through the plane of their existence. So it is with the shapeless horror, except we see the three-dimensional cross-section of its four-dimensional form.

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The shapeless horror uses the appendage it inserts through our plane to engulf a victim and drain away the chemical and electrical bases of thought and memory.

Whether this is for nourishment or research is unknown, but fortunately their appearance is sporadic and rare. Presumably, they are not limited by normal time and space, and so are also predating on the past, future and alternate worlds, making their appearance at a particular place or time very unlikely. Once grabbed by the horror, escape is impossible. However, dodging the shifting colors can delay the inevitable.

Treat the horror as having a "Grab" skill of 4, which cannot be blocked or parried. It can only be dodged, and movement of the target does not make them harder to be hit. Imagine the shapeless horror viewing a scene like we would view tadpoles in a puddle. The tadpoles are in a finite space, and can't leave, while the hand reaching down to them is invisible until it enters the water, surprising them from a direction they cannot see. If engulfed and the victim cannot succeed at a WIL task vs. the horror's POW, they permanently lose 1AP of AWR and 1 SP from their highest skill.

This continues until the victim is a permanently comatose vegetable.

A shapeless horror cannot be killed, but it can be trapped like a fly on flypaper, or injured. Telekinesis that the horror cannot escape with its STR will hold it, but only for a few seconds, since it will shift itself to a time where the telekinesis does not exist. In this case, it will probably not return. Fragments, blades, bullets or beams do no damage. Fires, explosions or other volume-filling damage can hurt it. An engulfed victim is considered to have 5 points of protection against such attacks, but none vs. other types of damage. If a horror takes a total of +5 impairment, it will retreat to wherever it came from, and be very unlikely to return. If injured, it leaves floating globs of similarly colored material which rapidly shrink in size and disappear into nowhere.

Game notes

This is a scary alien being, an intelligence of unfathomable nature that cannot be communicated with and drains away the essence of your being. An adventure involving one could revolve around a horror terrorizing a particular place, perhaps because of some paranormal activity that it either finds tasty or intriguing to research. It won't go away until it is dissuaded by force, taking victims perhaps once a week, sometimes publicly, sometimes when they are alone.

ZOMBIES

STR 7
AGL 4
AWR 3(1)
WIL 12
HLT 10
POW 1



Description

Corpses, usually human, almost always in an advanced state of decay, wearing the clothes and bearing the injuries they had at the time of death.

Mass: 75kg
Variation: ± 20 kg
Length: 1.7m
Size modifier: +0
Good reaction roll: Kill you
Neutral reaction roll: Mutilate and then kill you
Bad reaction roll: Torture, mutilate and then kill you
Climate: Any
Terrain: Any
Fear Rating: 7
Special abilities: Toughness of x.3
Move at up to 7m/sec
May claw for combination damage
All injuries done take longer to heal
Skills: Punch (DV2) - skill 3
Claw (DV2) - skill 3
Optional skills: Melee weapons - skill 3
Ranged weapons - skill 2

Details

The walking dead take a variety of forms. Some are the near-dead, strong in body but nearly dead in mind, drugged or magically controlled as slaves.

Some are magical creations, mana poured into a container of flesh and given will and purpose. A more hideous kind is that of tormented souls bound to rotting human flesh, lessening their own damnation by increasing that of others.

Created by malevolent forces, or a side effect of massive genocide, lost souls give a semblance of life to dead flesh and wander among the living. Putrid and decaying, they hold an insensate hatred of all living things, and seek to destroy them with whatever tools are at their disposal. Most are too blind with rage to use anything but fists and claw-like finger bones.

Perhaps 10% have enough direction and intelligence to be capable of using tools and weapons, though not with the competence they had while alive.

Zombies do not suffer non-lethal impairments or eventually fatal injuries, and their Toughness is due to the fact that they can only be taken out by structural disassembly. The only way to de-animate a zombie is to get an instantly fatal result on it. This destroys enough vital tissue that the body cannot support coherent movement any longer, and the animating spirit departs. Otherwise, even a crippled and mutilated zombie will continue to attack, even if it knows it is futile.

Any lethal injury done by zombie talons is considered to be a broken bone for healing purposes, due to the corruption and decay introduced into the wound. Even if quickly cleaned out, the contamination prevents rapid healing.

Game notes

Walking dead are a popular staple of horror or fantasy adventures. They're tough to kill, they aren't very competent, and you don't feel bad about sending them back to their eternal reward.

▼ POWER GROUPS

"The world is not well arranged"
Chinua Achebe

Basics

This section is reproduced from the 1st Edition CORPS game by kind permission of Greg Porter, and modified by myself to bring it into line with the multi genre style of CORPS 2nd Edition.

Every where you go, in whatever genre and world you adventure in, there will be minor and major power blocs that will be attempting to control or influence world events and the public perception of them.

This shouldn't only apply to human culture either, other races should have similar groups within their own culture.

Each such power group or organization will have several statistics associated with them.

Profile

This is the number of people who have heard of and (more importantly) believe in that power group or the hidden nature of an overt organization.

Each point of this is a 10% segment of the overall population, rounding fractional amounts down to the next lowest 10% bracket. In areas especially influenced by that group, the level is 1 or more higher, and in areas far from their influence, the level is 1 or more lower.

Membership

The maximum number of people who are members of this organization or power group.

This represents the 'inner circle' of the group, which could be the Board of Directors for a company, the Government of a country, or the Advisors and the Evil Queen of a fantasy kingdom.

Each point of this represents a power of 10 and is shown fully on the table below:

▼ Membership

Membership	Full Members
1	10
2	100
3	1000
4	10,000
5	100,000
6	1 million
7	10 million
8	100 million
9	1 billion
10	10 billion

In addition an organization will have a number of People Employed which are those knowingly or unknowingly employed by the organization. These could be ordinary wage slaves, shareholders in a co-operative et al. This is an amount of people dependant on how extensive a workforce the organization has:

▼ Workforce Size

Size of Workforce	# of people per full member
None	n/a
Small	5
Medium	10
Large	20
Huge	40

Also, an organization will have Friends and Associates These are the friends, contacts and business associates of the Full Members and the people employed. They too may be unaware that they are working to further the groups goals. This depends on how extensive a web of contacts the organization has:

▼ Contact Group

Size of Contact Group	# of People per full member or people employed
Small	5
Medium	10
Large	20
Huge	40

Influence

The ability of the group to sway events, alter public perceptions, and outright get away with crimes that ordinary people cannot. Each point represents a power of 10, and is the importance of the event, as measured on a worldwide scale, usually either the number of people affected or the importance of one person in that many people.

▼ Influence

Influence	Number of People
1	10
2	100
3	1000
4	10,000
5	100,000
6	1 million
7	10 million
8	100 million
9	1 billion
10	10 billion
11	100 billion
12	1 trillion

For instance, an Influence of 9 represents a 1 in a billion event or 6 such events in the world population. A group with an influence of 9 could assassinate the leader of a major country, and get away with it (in the sense that they would never be held accountable, or the true story is never known or revealed). Or they could cause an event that affects 1 billion people, and get away with it. An influence of 5 could affect 100,000 people, like a major oil spill or toxic chemical disaster, or target the most important person in 100,000, like arresting the mayor of a city. The actual kind of influence wielded depends largely on the organization.

Some might affect resources, while others affect careers, and still others affect lifespan.

Not that this influence can be gotten away with while maintaining the profile of the group.

More influence can be used but risks permanently increasing the groups profile, each +1 to Influence means you have to roll a d10 and get higher than the number of extra Influence used. Failure means your raise your Profile by 1.

Subtract the Membership from the Influence of the Organization, this becomes the maximum Influence each individual member can wield, and only if a consensus of opinion is reached between all the members can the full Influence of the group be used, making full group influence a rare thing for large organizations, due to internal splits, subplots etc.

If the organization used in the example below had an influence of 9, then each Full member could wield an Influence of 6 and if all the members co-operated on a single task then the organization as a whole could exert its total Influence.

Resources

The amount of money this group has in cash and assets. Each point of this represents a power of 10 as shown on the chart below:

▼ Resources

Influence	Assets (Cr)	Yearly Income (Cr)
1	10	1
2	100	10
3	1000	100
4	10,000	1000
5	100,000	10,000
6	1 million	100,000
7	10 million	1 million
8	100 million	10 million
9	1 billion	100 million
10	10 billion	1 billion
11	100 billion	10 billion
12	1 trillion	100 billion
13	10 trillion	1 trillion

CORPS RULES EXPANSION

Running an Organization

Each power group usually has a yearly income and a membership. This income is usually divided somehow between the Full members and the People Employed, usually a 50-50 split.

Subtract the Membership level from the Resources to find out how much of the groups assets and yearly income each Full Member has access to.

So an organization with Resources of 9 and a Membership of 3 would have resources of 6 split between each Full Member (1 million assets and 100,000cr per year) of which they would keep half and distribute the rest between the People Employed, which. In this case is 500,000 in assets and 50,000 per year divided between a Small Workforce of 5 people per Full member. Obviously some will have more than their share or resources.

This is the budget that these people must work under. It is how much money and /or resources that can afford to be spent on them over the course of a year. Less than this and there is a surplus for new equipment, bail, money, bribes etc. More than this, and the employees may become expendable, or more trouble than they're worth.

Sample Organizations

Being multi genre, the list of possible organizations you could have in CORPS is endless, and each campaign setting should have its own such Organizations, whether malign or beneficial.

However some of the more common organizations are listed below.

Multinationals

Profile 9

Membership 5

People Employed Medium

Friends/Associates Medium

Influence 8

Resources 12

The Multinationals are corporations or corporate entities that rival governments as economic powers. Only the constant vigilance of Big Governments has kept them from flaunting national authority, and even so, they are still slowly gaining ground. In some games they are governments in themselves, more powerful than the existing governments of the world..

They desire an unrestrained access to markets, monopoly/oligopoly control and unlimited power to use global resources as they see fit.

While most of them don't have armies to enforce their influence, they do have highly trained 'anti-terrorist' security teams. Many also have contracts for military equipment and contracts involving secret technologies.

Big Government

Profile 9

Membership 3

People Employed Large

Friends/Associates Large

Influence 8

Resources 12

Big government represents an individual "first world" nation, like the United States or Japan. Giant amorphous entities beyond the control or manipulation of any single individual, they can only be slowly steered by a number of powerful individuals, and have extraordinary amounts of momentum. These governments retain control by having a major army at its disposal, by having a bewildering array of laws and by keeping detailed records on every one of its citizens.

CORPS RULES EXPANSION

Its goal is nothing more complicated than self perpetuation and self defense of itself and its citizens.

Average Government

Profile 6
Membership 2
People Employed Medium
Friends/Associates Medium
Influence 7
Resources 11

This is the typical government, common across the world. Its can be used for the United Kingdom, most of Europe, a lot of South American countries and so forth. Like big governments they are out to self perpetuate and protect their citizens in much the same ways, they are only smaller.

Little Government

Profile 3
Membership 1
People Employed Small
Friends/Associates Small
Influence 6
Resources 9

This represents the small and 'useless' governments of the world, most of them only havens for illicit funds, agricultural areas for drug production, terrorist training areas, or safe havens for those wanted by others. A lot of African countries and small island nations in the Indian and Pacific ocean are good examples.

Organized crime

Profile 9
Membership 3
People Employed Medium
Friends/Associates Medium
Influence 7
Resources 9

The Mafia, the Yakuza, the Black Hand, the Tongs or any other similar group or subgroup. They run drugs, extortion, prostitution, gambling, labor organizations and not a few politicians. Almost everyone knows about them, but not many talk about it. They have enough local influence to alter national policy in any area they operate, and enough international influence to have foreign governments take notice on occasion.

World Government

Profile 10
Membership 3
People Employed Medium
Friends/Associates Medium
Influence 9
Resources 13

This is a world government, something we only have a vague shadow of, with the United Nations. The idea of such an institution is that it governs all fairly by representation in a council of countries. Trouble is such a system is slow in the extreme to make a firm decision and it is VERY rare for them to all decide unanimously on a certain course of action.

Each Big, Average and Little Government involved has a representative on the council – and so do some multinationals in some genres.

CORPS RULES EXPANSION

Terrorists

Profile 7

Membership 3

People Employed Small

Friends/Associates Small

Influence 7

Resources 7

This is a broad category, ranging from guerrilla forces to militant anti-vivisectionists and environmentalists. Examples would be the IRA, Islamic Jihad, Red Army etc. Generally these groups try to bring down governments, or force social change through the use of needless violence and bloodshed.

Still others are simply out to cause as much destruction and terror as possible with no real motive, thankfully this type of terrorist is rare, usually they have a political or social motive.

Some terrorism is religious based, with fanatical followers who will stop at nothing to accomplish their goals

Sadly most people support terrorism, usually unknowingly through donating funds to organizations that secretly hand some of this money to such groups.

The Media

Profile 10

Membership 5

People Employed Large

Friends/Associates Huge

Influence 6

Resources 9

Although controlled by several major companies, the media is in essence a separate entity which bombards us with advertising, tell us the news of the world, and influences our tastes in consumer goods.

The media is so pervasive that all groups would like to totally control it, but so diverse that such control is impossible. This is even more true in the modern world thanks to the internet, as anyone can make the news what they want it to be thanks to the sea of disinformation that exists on the net.

UFOs

Profile 0

Membership 2

People Employed Small

Friends/Associates Small

Influence 4

Resources 7

Alien beings from a distant star system, they have visited earth on occasion through the centuries, but were more strongly drawn about 100 years ago, coinciding with the first experiments with radio, picked up by there monitoring satellites.

Although this organization is pretty campaign specific it is reprinted here to follow the Conspiracy heritage of this section.

The reasons why they abduct people and perform experiments on them etc is left entirely up to the games master, and the membership notes assume some government employees of the group.

CORPS RULES EXPANSION

Illuminati

Profile 0
Membership 2
People Employed Medium
Friends/Associates Medium
Influence 9
Resources 11

The Illuminati are a secret group of the worlds most richest and powerful people, dedicated to the complete economic control of the globe, for whatever reason people desire total mastery over their fellow man. They control much of the worlds money supply, and as such have a tremendous influence on the world economy, from the smallest lender to the highest government.

No tactic is too distasteful for them.

The Hierarchy

Profile 0
Membership 3
People Employed Small
Friends/Associates Small
Influence 5
Resources 8

The Theomagical Hierachy for the Enslavement of Mankind is an ancient group, which has undergone many transformations through the centuries. They are constantly on the look out for magical devices or relics which will allow them power over their fellow men. Many unexplained disappearances or bizarre archaeological happenings can be attributed to these.

Immortals

Profile 0
Membership 3
People Employed Small
Friends/Associates Small
Influence 6
Resources 9

The Immortals are a loosely allied group of immortals who are dedicated to looking after themselves and their interests through the years to come. Any threats of exposure or discovery are met with deadly force.

Hackers

Profile 2
Membership 5
People Employed None
Friends/Associates Small
Influence 6
Resources 5

A poorly organized group of talented individuals who penetrate and explore the internet, hacking into secure systems etc to satisfy their curiosity and sometimes to leave viruses and destroy or alter data.

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