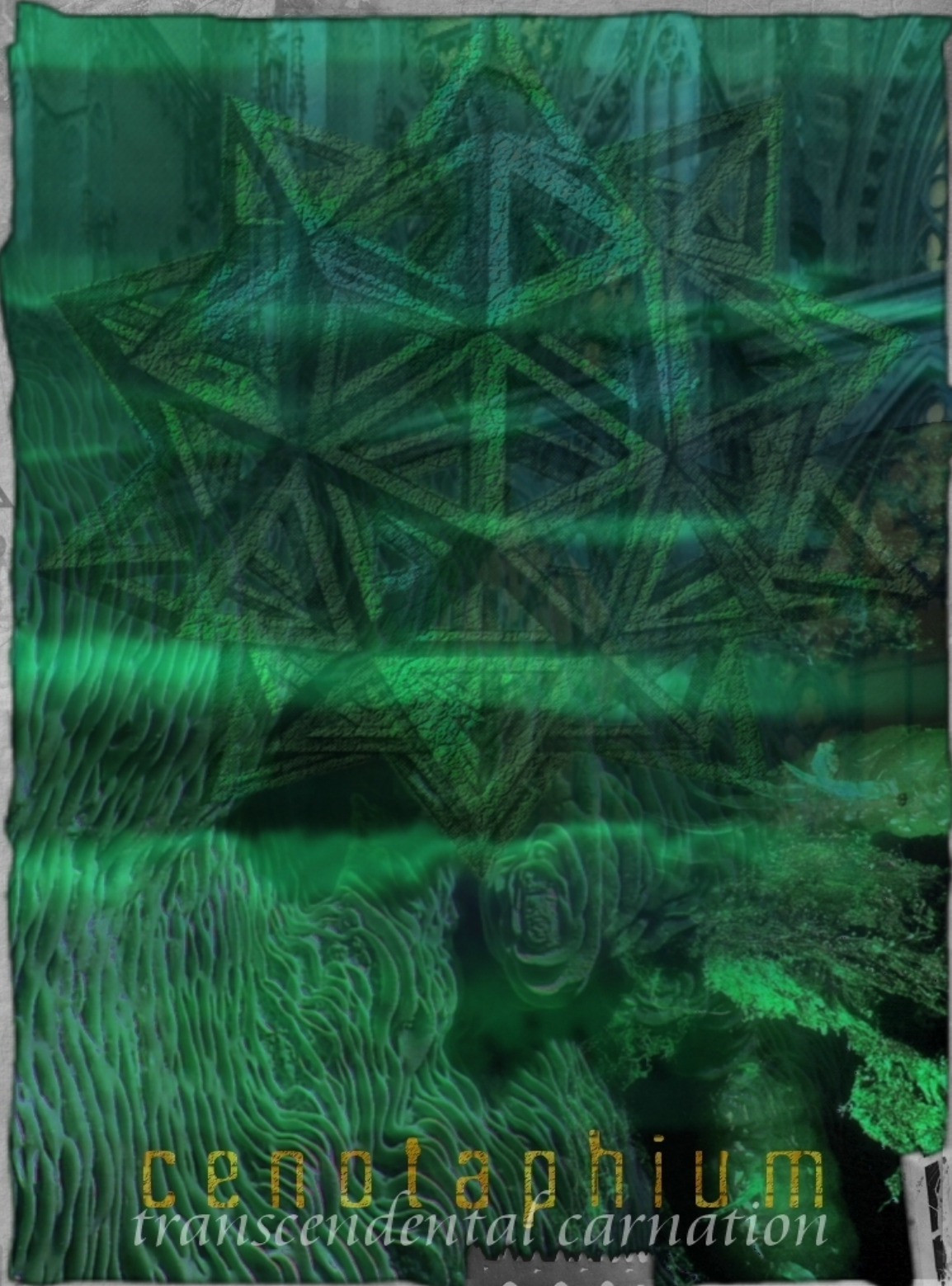


The
ABYSS



cenotaphium
transcendental carnation

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The Abyss

CENOTAPHIUM

Issue 1 ~ transcendental carnation

The Abyss presents its second journal, Cenotaphium: Transcendental Carnation, a monthly release from The Abyss. This electronic version of Cenotaphium may be used provided you charge no fee and do not alter its contents or layout. If you wish to distribute this or copies in any other format please contact Jason Just for written permission.

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Recommended for Mature audiences.

www.kult-rpg.org



All future issues of Cenotaphium are on submission basis through The Abyss site in e-mail to the co-ordinators. Art, poetry, and literature will be featured in coming issues. The Abyss welcomes all submissions.

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A Publication from The Abyss
Made for the Kult Roleplaying Game
For Mature Readers

"The Abyss is a not-for-profit worldwide corporation whose aim is to encourage a new publishing company to buy the rights to the Kult role-playing game and bring it back into print. We run an extensive outreach campaign to attract new gamers, and we produce high-quality new material and distribute it for free on the Internet in order to keep gamers interested."

~ www.kult-rpg.org ~

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Kitten Dreams of Doubts Caress

- Brandon Parigo copyright 1997

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*hesitation pollutes the silver trails
corroding the spirals mystic reach
weeping deities suffocate on dying rainbows
lies so divine, cities of poison crystal roses
mutating decaying anguish before the kill*

*spying angels on digital screams
radiant metabolism ignoring, restoring their lives
barren canvas colored, no longer are we blind
silence consumes old gods, gives heart to our omidark life
drunk virgin thoughts, things once known dismembered*

*thorns tear holes in the womb
broken flesh a lost lullaby rising on phoenix songs
once weak prophet carrying seeds forward
appraised Venus, a kitten now forced to feel the purity
arcadias dust melts, fuses together in resurrections*

*we will sleep in forgotten leviathan
clutching, holding duel centers together in union
serene specters explore to dissect our primal
turmoiled pleas blood storms send lighting hearts, scabbing, healing
as one our breath spills joyful agony in cities bloom*

*hidden doubts cause sorrow, endings?
will Lucifer's gorge spew torment with spikes
replace our eyes with the moments before bliss
burning the forest of our once wondrous journey
deleting rejoicing for our scars and lacerations*



~::~Lictor by Peter Amthor::~~



The Moloch

by Robin Pfeifer

Introduction

The Moloch is a setting for KULT. It is designed to be a backdrop for your KULT scenarios; most published scenarios, both in (or out of) print and on the Internet assume that there either is a working group of characters or that characters are created specifically for that scenario. There is no linking material, and all too often it is hard to see just how anything should go on after the climax of the scenario. Scenarios tend to include material which is pertinent to the scenario itself and exclude anything beyond that limited scope.

The Moloch is supposed to help deal with that problem. It is a single setting with enough background material to spawn many scenarios, but not a scenario in itself. It describes one large city sprawl - one extended urban area which should be easily adaptable to any urban environment provided it is large enough. KULT is an inherently urban game - the Moloch is a setting which is able to house most of the typical scenarios.

The Moloch is a living city, complete with infrastructure and various factions who may or may not know of each other, both human and supernatural. This particular version is based on the German Ruhr area, a sprawl of cities grown together around a common industrial history, which is now perishing slowly. There are not many indigenous elements included, however, with the exception of the Dortburg as described in the published sourcebook *Legions of Darkness*. With a minimum of fuss you should be able to transfer the concepts of the Moloch to any other larger urban area anywhere else in the world.



~::Letter of Notification by Jason Just::~~



The Moloch was not always called that - you won't find the word inscribed on any traffic sign or on any map. Outside of the Moloch, the word is not even used nor understood as the name for the city, but within the city, the inhabitants refer to their home only by that term. Nobody remembers when that started or why this word has been chosen to designate what has become of the city; to all effects, it has always been called the Moloch.

Originally, Moloch was the name of an ancient god. This god is mentioned in the Bible, and he is also known by many permutations of this name. 'Moloch' is a rather modern rendering of the original name which has been lost in the recesses of time.



~::~Gunhead 2 by Peter Amthor::~~

The Moloch - The Lurker Beneath

Not much is known about the cult of Moloch and just what kind of deity he might have been. Historians and theologians agree that he was a personification of evil; that children were sacrificed in his name, especially firstborn sons, to avert his curse; and sinister rumours link his worship to that of Yahweh, the Hebrew war god who later aspired to become the One God of all monotheistic religions. It is no big surprise that Yahweh is an image the early captive humans made to symbolize the Demiurge, their gaoler. But just whom does Moloch symbolize?

His evil is different from that of Astaroth. He is not the tempter, not the punisher. He is the devourer of children, the defiler of all that lives, more sinister even than Astaroth and his death angels. Astaroth and the Inferno are part of the prison the Demiurge invented for us - Moloch is not part of it. He may be a twin of Astaroth, or a different being altogether, but one thing is sure: he has been with us since our imprisonment began, and he has never left our side, always waiting for the sacrifices to be made.

The Demiurge and Astaroth both actively fought the Moloch, for while he is not interested in the Illusion in any way, he is weakening it. The Moloch brings depravity in his wake, and from the suffering his presence engenders people may find a way to Awaken. Yet the Demiurge and Astaroth could not harm the Moloch. The Moloch seems to be a part of the human subconscious as much as an independent being, and as long as humans remain imprisoned, Moloch will be extant.

The Moloch has lived among us since the earliest times, and he was fed by the suffering engendered by wars, pestilence and the Inquisition. His power grew immensely when the Industrialization set in: the rich were burning up the poor in



their factories, and especially the anguish and plight of countless children fed to the furnaces were ambrosia to the Moloch. It grew to obscene proportions, and where it had walked the world before it now became dormant, bloated and saturated beneath the cover of the earth - beneath the feet of the people living in that city which from then on became synonymous with the lurker beneath its streets: the Moloch.

The Moloch has a dark effect on the city above him and all the world: he is the fount from which we take our aggressive thoughts. Have you ever imagined how great it would be to slice open the belly of that smelly stranger in the street, rip out his entrails and gloat over his torment? Have you ever played with a child, your own or someone else's, and secretly wondered how easily those fragile bones might snap? How effortlessly you could destroy that little life, smash it against a wall, tear it to pieces and eat its heart? This is the Moloch whispering to you. Your thoughts feed it, but it wants more. All it takes is a little push in the right direction and you'll find yourself doing what you previously only dreamt of. You will feed the Moloch, and it will take what you can give. It will squeeze you out and bleed you dry. And you will get nothing in return; there are always more where you came from.

These urges are strong everywhere, but nowhere as strong as in the Moloch's own city. The atrocities pile up, the body count mounts, but the media and the police are strangely silent on that matter; everyone feels the influence of the Moloch, man and lictor, and all cherish the situation deep in their souls, as long as they do not become the victims. Whenever the Moloch takes another life, everyone just looks the other way. Many atrocious deeds go unpunished, while other factions punish the smallest transgressions overly harsh and no second chances are given.

Welcome to the Moloch - live while you can.



~::At the Abyss by Jason Just::~~



Bible Quotes collected by Peter Amthor

Revelation 20:1. And I saw an angel come down from heaven, having the key of the bottomless pit and a great chain in his hand.

Revelation 16:4. And the third angel poured out his vial upon the rivers and fountains of waters; and they became blood.

Genesis 3: 16. Unto the woman he said, I will greatly multiply thy sorrow and thy conception; in sorrow thou shalt bring forth children; and thy desire shall be to thy husband, and he shall rule over thee.

Galations 5: 19. Now the works of the flesh are manifest, which are these; Adultery, fornication, uncleanness, lasciviousness, 20. Idolatry, witchcraft, hatred, variance, emulations, wrath, strife, seditions, heresies, 21. Envyings, murders, drunkenness, revellings, and such like: of the which I tell you before, as I have also told you in time past, that they which do such things shall not inherit the kingdom of God.

Genesis 11:1. And the whole earth was one language, and of one speech.

Genesis 11:6. And the Lord said, Behold, the people is one and they have all one language; and this they begin to do: and now nothing will be restrained from them, which they have imagined to do. [Building the tower of Babel].

Genesis 11:7. Go to, let us go down, and there confound their language, that they may not understand one another's speech.

The Hell of Irrelevance by Kit Thornton

The Hell of Irrelevance is extremely unimportant. It was forgotten in the Maps of Hell due to a filing error. It resides in an out-of-the way place not far from Sheol. It is a pleasant, average small city, circa 1999, filled with busy people busily doing every day, unimportant things.

Each damned soul that arrives here is irrevocably alone among the crowds of workaday folk who inhabit this place. They come here because of a deep abiding conviction that they are important, and worthy of public attention. They remain until they lose all sense of ego, and dissolve into the endless sea.

Souls who arrive here find that they are irrelevant. Everyone goes on about their business regardless of what the damned soul does. He may walk naked down the street...no one will notice. He may stab someone with a salad fork. They will bleed, superficially, and not even notice the wound. He may attempt to decapitate a passer-by, he will fail in some mundane way, and no one will take note. Any attempt to effect the people or the environment will simply become irrelevant. An attempt to burn a building down will be mooted by the fact that it is either already on fire, or, at that moment, it was scheduled for demolition. An attempted rape will be foiled by a number of embarrassing coincidences, but no one will notice.

~::~Free by Peter Amthor::~~



Miscellaneous Morsels collected by Peter Amthor

Quite a messy method of execution, though, because of the sensations you realize before you deace, a popular one. You will be staked to the ground, unable to move, with a device much like a spit placed over you. In the center of your belly, we make a small incision. By small, this of course means only large enough for the hand of your executioner to reach in and grab your intestines. This must be done carefully, so as not to destroy any organs which might cause your death to be premature. Once in hand, a small portion of your entrails will be hooked to the rotating pole, which is then slowly turned until all of your viscera are wrapped about its length.

We must inform you, that the feeling of your body being hollowed of its life bearing oragans and tissue is quite horrific, and you will live through most of this process.

Two women who were among Charles Ng's alleged murder victims took center stage at his trial yesterday -- appearing on chilling videotapes in which they are bound, terrorized and threatened with sexual enslavement or death.

In one clip, Ng taunts his victim and uses a knife to cut off her bra. As the sequence was shown in the courtroom, several members of the mostly female jury blanched.

The jury also was shown a short clip in which Ng's alleged crime partner, Leonard Lake, describes his plan to capture young women and hold them as sexual slaves in special cells built in the basement of his home.

Prosecutors and defense attorneys agreed in their opening statements that the murders Ng is accused of were the product of a hideous plot, but they differed on who committed them. Ng's defenders said the slayings were Lake's work and that Ng was not directly involved. Prosecutors portrayed Ng as a planner and willing participant in the slayings.

Proving which version is true will be complicated by the fact that Lake committed suicide in 1985, shortly after he was arrested by South San Francisco police at the beginning of the investigation. Nevertheless, his presence will be felt in the courtroom in coming days through portions of his diary and homemade videotapes that will be introduced as evidence.

As 12 jurors and six alternates listened intently in a courtroom on the 11th floor of the Orange County Courthouse, both sides argued that the victims -- seven men, three women and two children -- were "collected" in accordance with the "Miranda Diaries," a journal Lake wrote over several years.

"These 12 people disappeared off the face of the earth," said state Deputy Attorney General Sharlene Honnaka, who is prosecuting Ng with Calaveras County District Attorney Peter Smith. "Leonard Lake and Charles Ng planned and committed the murders charged in this case."

Two of the victims were the unwilling stars of horrific homemade videotape clips Honnaka played for jurors during her opening statement. In one, Kathleen Allen, her hands tied tightly behind her back, stares wide-eyed as Lake, who is off-camera, gives her an ultimatum in a voice devoid of emotion: agree to become a slave to Lake and Ng or "we will probably put a round in your head."

"If you don't go along with this, we're going to take you into the bed, tie you down, shoot you and bury you," Lake says as the young woman sits in obvious terror.

In another segment, Lake tells a bound Brenda O'Connor, "You will work for us, you will cook for us, you will £- for us . . . or we'll take you outside, rape you and shoot you."



After O'Connor agrees, Ng, stripped to the waist, walks into the frame of the videotape, tears off the red-and-white baseball shirt she is wearing, then uses a large folding knife to cut off her brassiere.

"You can cry and stuff like all the rest of them," Ng says as he unties her hands, "but it won't do you any good. We're pretty cold- hearted."

William Kelley, an assistant Orange County public defender who is representing Ng, portrayed the crimes as solely the work of Leonard Lake, a man he said was obsessed with "The Collector," a psychological thriller written by British novelist John Fowles.

He read passages from Lake's diaries that show his fixation on the book and his determination to follow its lead by collecting his own group of sexual slaves.

"The challenge of this project, the excitement, the thrill if it succeeds -- even the excitement if it fails and I get caught -- is very attractive," Kelley quoted Lake's journal as saying.



~::At the Birthing Gates by Jason Just::~~



Perhaps the most unsettling video clip was played for jurors by Ng's own lawyers. In the short segment, Lake, sitting in a recliner chair, calmly and dispassionately describes his plan to enslave young women.

"What I want is an off-the-shelf sex partner," he says, his face devoid of expression. "I want to be able to use a woman any way I want. And when I'm bored . . . I want to be able to simply put her away."

Kelley acknowledged that prosecutors will present a mountain of evidence showing that the 12 victims were kidnapped and killed but argued that none of it is directly connected to Ng.

He pointed out that Lake is believed to have killed at least four other people, including his own brother, during a two-year period when Ng was being held in a military prison in the early 1980s.

Suggesting that Lake killed all the victims himself, Kelley said Ng may have known about Lake's crimes but did not help him commit them.

"I'm not saying that Charles Ng is an angel," Kelley said. "He's certainly not that. That's apparent. But he's charged with murder here, remember -- ending people's lives, not cutting off their clothes."

The opening statements were almost anticlimactic, considering that it has taken 13 years for the case to come to trial. The prosecution took only 45 minutes to outline the evidence it hopes to present, and the defense side took only five minutes longer. In early afternoon, the first of what promises to be a parade of witnesses took the stand, and the prosecution began to reconstruct the history of the case for jurors.

As described in testimony by two South San Francisco police officers, the string of homicides came to light in June 1985 as the result of a bungled attempt to shoplift a vise from a building supply store in South San Francisco. Ng, who was trying to steal the tool, got away, but Lake was detained by police.

They found that Lake was using the driver's license and credit cards of Scott Stapley, who was later identified as one of the murder victims. The license plate on his vehicle was that of Lonnie Bonds Sr., another alleged victim, and the car itself belonged to Paul Cosner, a man who had disappeared from his San Francisco home seven months earlier.

After officers arrested him and took him to the South San Francisco police station, Lake killed himself by swallowing a cyanide capsule. Investigators found evidence in the car he was driving that helped them track Lake and Ng back to a small compound in Calaveras County, where they began to uncover evidence of the slayings.

After Lake's capture, Ng made his way to Canada, where he was arrested after trying to steal merchandise from a Calgary department store. He was confined to a Canadian prison for the attempted robbery and was extradited upon his release in 1991.

Andrei Chikatilo

The Soviet "Hannibal Lecter" Chikatilo is said to have killed over 52 people, mostly young boys. He was executed in 1994. As a kid Andrei's brother was taken by the villagers and eaten during times of famine. Or so he was told. This sexually impotent dirty-old-man from hell killed children with impunity while he lived a quiet married life as a teacher.

Chikatilo lived in Rostov, 500 miles from Moscow, where he preyed mostly on children. He stalked many of his victims in train and bus stations and had a penchant for disembowling and mutilation. He was also a cannibal and a sadist. His macabre twelve-year killing spree was uncovered in 1982. Previously he was taken in for questioning and let go when police found that his blood did not match the semen found in the victim. A little known fact is that the blood and semen



of a person does not necessary have to match. There are rare exceptions, one of which was Chikatilo. Free again, he continued on his path of destruction. While he was on trial, his gory descriptions, psychotic behavior and litany of horrors gave the Soviet public their first taste of serial mayhem. Andrei was executed in 1994.



~::~Razide in Gehenna by Jason Just::~~

John Gerard Schaefer

This homicidal Broward County, Florida, ex-policeman, though convicted in 1973 of only two mutilation murders, is believed to be responsible for at least thirty more killings. A sadistic sex-beast by nature, Schaefer would lure young women off the roads with the help of his badge to rape, torture, mutilate and murder. He enjoyed tying his victims to trees and leaving them there while he went to work as a police officer. Teeth, jewelry and clothing from several missing girls and young women were found in a trunk in his mother's attic. He once gave his wife a suede purse that belonged to one of his victims. As he was convicted for first degree murder of two teenage girls, Schaefer's wife divorced him and became engaged to his defense attorney. Not the resentful type, Gerard retained the attorney to continue handling his appeals.

Gerard also considered himself a bit of a novelist, publishing while in prison a collection of lurid tales of sex and gore that he marketed as a mail-order book called *Killer Fiction*. Oddly, Sondra London, an old high school girlfriend who helped Gerard with his writings, subsequently became engaged to Danny Rolling, another sadistic killer awaiting execution for killing five students in Gainesville. On December 3, 1995, Gerard was found dead in his cell at the Florida State Prison in Starke. He had been stabbed numerous times around one eye and slashed across his throat. His sister, Sarah Schaefer, claimed that her brother was murdered because of information he had obtained on the murder of Adam Walsh, the 6 year-old Hollywood, Florida, boy who's abduction and murder led to changing the legislation on missing children. Coincidentally, Gerard had befriended serial killer and cannibal Ottis Toole who once claimed he killed young Adam but later recanted. Authorities believe Gerard's death was linked to money he collected for his activities as a jailhouse lawyer.



Sexual Torture

The practice of inflicting pain for sexual gratification is widespread and crosses cultural borders. There seems to be an inherent need for a large section of the population to either give or receive pain as part of the effort to increase the intensity of sexual orgasm or as a mental tool to heighten excitement. This torture can be as minimal as spanking or as extensive as S&M. Some common terms and instruments:

Spanking; this is a popular foreplay activity. Both men and women enjoy being on both ends, giving or receiving. Some contend that the heat of the spanking on the buttocks increases blood flow into the pelvic regions, thereby increasing the intensity of the orgasm. Others most likely are stimulated by the site of their partners buttocks and the interplay of hand on cheek. Spanking can be done with the hand or with instruments.

Bondage; this is the restraint, by rope, handcuffs, or other means, of a sexual partner or partners. Strictly speaking, this is not torture as pain is not inflicted.

BDSM; this is a combination of bondage and pain. The initials are said to stand for "bondage and Sado-masochism." During bdsm play, a partner is restrained, often in painful or degrading ways. Sometimes it is the tightness of the ropes which cut off blood and induce swelling which causes the pain. Or it can be spanking, nipple clips, speculums, or other sex "toys"

S&M; sado-masochism is the direct infliction or acceptance of pain. Usually more intense than bdsm, one can give pain (sadist) or receive it (masochist). At the extremes, this can include piercing, beatings, torture devices, and more, and it can and sometimes results in injury. Practitioners of S&M usually have a "Sto" signal in which the receiver can immediately stop all activity should it become too dangerous or painful.

Nipple Clamps--these are probably the most popular S&M "toy" They can be elaborately made metal clamps with locking clasps, or they can be simple clothespins. Nipple clamps are locked on to the nipple, to the lips of the vagina, to the penis and scrotum, or to any tender area. Many nipple clamp fetish lovers try to put as many clamps as possible on their bodies. **Speculums**--this simple doctors tool is used in sexual torture and as a visual aid. The speculum is inserted into the vagina, opened to its greatest amount, and left in place.

Domination/Submission; this master/slave relationship has a dominatrix, or master, degrading and controlling the submissive, or slave. The slave is collared and controlled, and must do everything the master demands. Only after a long period of obedience will the slave be allowed to "service" the master.

Titty Torture; a small offshoot of S&M, titty torture adherents focus almost exclusively on the breast. Breasts are tied off around the base so that the blood supply is cut off and the breast enlarges as blood cannot find a way out (women report having orgasms solely as a result of the ropes being removed and the blood flowing back out.) Nipple clamps may be used or tit spanking. The actions are the same as in more general S&M, however other regions are often ignored, and the recipient is always a woman.

Sexual Asphyxiation; this is a very dangerous practice which kills thousands each year from accidents. Many people contend that orgasms are highly intensified when the body is cut off from oxygen. So people strangle themselves to the point of losing consciousness right at the moment of orgasm. Experienced couples probably do not suffer too many accidents, but people masturbating while alone can accidentally kill themselves if they use nooses to cut off the flow of oxygen. One study estimated that sexual asphyxiation is the 6th leading cause of death among men 20-40 years old, but the number is open to debate.

Wax Dripping; this practice is growing in popularity. The "victim" is restrained, then candles are lit and held over her or him. As the wax melts, it falls on the body. While the wax can give first degree burns, this is a favorite of many masochist who then parade their naked bodies around with the cool, hardened wax on them like war medals.



~::Gunhead 2 by Peter Amthor::~~



Consider the recent case in Middletown, Ohio, where Larry and Tonya Taylor sold their 11-year-old daughter to Jeffrey Sunnycalb in exchange for cigarettes and alcohol. Jeffrey was later arrested for having sex with his new girl, as well as with another 11-year-old. For the crime of selling their daughter, the Taylors were each sentenced to a year in jail and fined two thousand dollars. Sunnycalb will be tried on charges of rape. (Neighbors say that the Taylors treated their daughter terribly, while Sunnycalb doted on her like she was a princess. They thought she was better off with him). Then there was the 15-year old Detroit boy traded by his mother to crack dealers to settle a two thousand dollar drug debt. "The dealers reportedly forced the boy to sell drugs, telling him to smoke some crack if he got hungry"



~::Codicil by Jason Just::~~



Corps / Kult Conversion Rules by Erik Growen (Sheets by Erik Growen)

These links cover the converting of Kult to the Corps rpg system and also includes some files which may be of use to GMs of any game, such as the skill list and especially the related languages listing which shows how the languages of the world are connected.

I personally find the Corps rpg by BTRC (Greg Porter) to be one of the best on the market and I have not only converted Kult for it, but I am also in the process of converting Vampire and the rest of the White Wolf series. I find the WW combat system very unsatisfying and, as anyone who has tried to play with the various systems combined can attest, lacking in consistency and playability. They have put together an excellent resource and I will continue to use elements from it, but systemically speaking, it really doesn't work that well at all.

Corps/Kult Conversion

Here is a set of conversion rules which I have come up with in order to take advantage of the superior combat system in Corps (a roleplaying system by Greg Porter of BTRC - Blacksburg Tactical Research Center). The conversions are fairly straight forward, and combined with the other rules modifications I have in the Corps section should make it easy for anyone to also take advantage of the system. I have also added elements from the Conspiracy X rpg (the Greys et cetera) which can be used to create an X-File style of campaign combining Kult and Conspiracy X with the Corps rules.

Disclaimer: Corps is copyrighted by BTRC and Greg Porter, Conspiracy X is copyrighted by NME - New Millennium Entertainment and the material presented here is an unofficial use of the systems. Enjoy.

Advantages: 5pt Kult Advantage = cost of 5 SP in Corps, 10 = 10 SP, 15 = 15 SP, 20 = 20 SP
5 pt Kult Advantage = a level 1 Corps Advantage, 10 = 2, 15 =3-4, 20 = 5

Disadvantages: Physical give +2 AP/SP per Kult level

Psychological give + 2 AP/SP per Kult level

5 pt Kult Disadvantage = a level 1 Corps Disadvantage, 10 = 2 levels, 15 = 3-4 levels, 20 = 5 levels

Dark Secret: worth +10 AP/SP

Mental Balance: maximum +/- 25 AP/SP

Each 10 points (standard rounding) of MB = a +1 or -1 to a WIL roll

Statistic Conversion: Stats divide by 10 then multiply by 2 (ie. divide by 5) AGL = AGL, STR = STR, CON = HLT, CHA = WIL, EGO = POW

Actions: 1-4 = 1, 5-7 = 2, 8-10 = 3, 11+ = 4 per round with no mod

Initiative Bonus divide by 3 (round .5+ up)

Damage Bonus divide by 3 (round .5+ up)

Armor use as is versus both types of damage





Each FW that can be taken is the ratio of damage to real damage taken. (i.e. 2 FW means that it takes 2 points of impairment to equal 1)

Skills: divide by 10 (round up)

Terror Throw Mods: divide by 2 (round up)

Dark Art skill divide by 10 (round .5+ up)

Lore Ratings divide by 5 (round .5+ up)

Spell levels divide by 10 (round .5+ up)

Powers as in Corps

Dark Art: Range = WIL x 5 in m diameter, Weight = WIL x 20 in kg, If used as an attack then WIL divided by 2 (round down) is the # of attacks per round

Lores: Skill # required divide by 5 (round .5+ up) as well as modifiers

END Losses = temporary impairment, Losses divide by 10 (round standard), if >10 then excess becomes real impairment

Psi Powers: Every use of a Psi power costs 1 POW point

Humans regenerate POW at the rate of 1 point per day

Greys regenerate POW at the rate of 1 point per hour

Other arcane or technological methods may be used to increase the regeneration rate and some critters may possess higher or lower rates

Corps / Kult Powers

This is a short list of possible equivalents for Kult to Corps powers. It will take a short amount of effort to work out the exacts of the powers for Corps.

Kult Power / Corps Equivalent:

Commanding Voice - Dominate

Eternal Youth - Immortality (advantage)

Increased Ability - Add (to stat)

Resistant to Poison - Protect

Infrared Vision - Detect

Natural Weapons - Weapon stats

Invulnerability - Specific Armor

Fast Reactions - Add (to Initiative Bonus directly)

Regeneration - Add (to HLT)

Protective Skin - Armor

Enhanced Senses - Detect



Telekinesis - Telekinesis
 Telepathy - Telepathy
 Infinite Endurance - Add (to HLT)

Converted Creature

Here is an example of a Kult creature converted for use with the Corps system:

Razide:

STR 12 AGL 6 (2) AWR 6 WIL 1 HLT 10 POW 4
 Actions: 2 Initiative: +6 Armor: 5/5
 Melee Offense- Punch: 7 Kick: 8
 Melee Defense- 2 +Dodge: 4 +Block: 6
 Damage Ratio: 3:1 Terror Mod: +3 Dark Art: 1
 Skills: Melee Weapons 8, Projectile Weapons 6, Thrown Weapons 8, Tracking 4, Unarmed Combat 4, +various others
 Lore: Death 8
 Spells: All Death 4, Possession 3
 Powers: Claws

Expanded Corps Skill Listing

Area Knowledge (AWR)

Very Large Area/Subject (+2)

- US Geography
- Global Politics
- Multinational Corporations

Large Area/Subject (+1)

- French Geography
- US Politics
- Organized Crime

Medium Area/Subject (0)

- Manhattan Geography
- British Politics
- CIA Activities

Small Area/Subject (-1)

- Washington Geography
- City Politics
- Forbes 500

Very Small area/Subject (-2)

- Downtown DC
- Members of Congress
- Local Mafia

**Environment (AWR)**

Animal Training
Farming
 Herbalist
Hiding
 Concealment
 Shadowing
Hunting
Fishing
 Freshwater
 Sea
(Stealth)
 (Tracking)
Survival
 Cold
 Dry
 Urban
 Warm
Navigation

Combat Skills (AGL)

Martial Arts (+1)
 Block
 Dodge
 Hold
 Kick
 Lethal Blow
 Punch
 Throw
Melee Weapons
 Club
 Knife
 Sword
Projectile Weapons
 Automatic Weapons (averaging)
 Bows
Launchers
 Anti-Aircraft Missiles
 Anti-Tank Missiles
 Flamethrowers
 Grenade Launchers
Long Arms
 Crossbows
 Pistols
Thrown Weapons
 Grenades
 Knives
 Others



Unarmed Combat

- Hold
- Kick
- Punch

Environment (HLT)

- Climbing
- Mountaineering
- Drinking
- Parachute
- Running
- Skiing
- Swimming
- SCUBA

Liberal Arts (AWR)

- Administration
 - Bureaucracy
- Anthropology
- Archeology
 - Culture (specify)
- Art
 - Body Artistry
 - Drafting
 - Drawing
 - Erotica
 - Forgery
 - Painting
 - Sculpture
- Economics
 - (Bribery)
 - Finance
 - International
 - Management
- Foreign Language (specify)
 - Related Language (-1)
- Geography
 - Ancient
 - Modern
- History
 - Ancient
 - Modern
 - Secret Societies (+1)
- Investigative Research
 - Forensics
- Instruction
- Law
 - International



National
Business
Civil
Criminal
Literature
Military Science
Hardware
Strategy
Tactics
Music
Instrument (specify)
Philosophy
(Alternative Medicine)
(Arcane Religions)
(Eastern)
Meditation
(Western)
Photography
Film
Forensic
Still
Psychology
Counseling
Deviant
(Influence)
Parapsychology
Psychoanalysis
Theater
Dance
Disguise
Fortune Telling
Hypnosis
(Slight of Hand)
Writing

Medical (AWR)

Dentistry
Medicine (+1)
Surgery
Paramedic
Pharmacy
Veterinary (+1)

Sciences (AWR)

Aerospace
Architecture
Astronomy
(Astrology)



Biology
Botany
Microbiology
Pharmacy
Zoology
Chemistry
 (Explosives)
Civil Engineering
 Demolitions
Computer Science
 Hacking
 Networks
 Programming
 Security
Electronics
 Bugging/ Wire Tapping
 ECM
 Wiring
Geology
Paleontology
Mathematics
 Cryptography
 Numerology
Mechanical Engineering
Meteorology
Nuclear Engineering
Oceanic

Trades (AGL)

Carpenter
Jeweler
Locksmith
 (Lock Picking)
Machinist
 Metal Working
 Milling
 Weapon Repair

Trades (AWR)

Cook
Electrician
 (Bomb Disposal)
 Security Systems
Estimate Value
Mechanic
 Automobile
 Helicopters
 Jets



Vehicle Operation (AGL)

Air Vehicles

- Commercial
- Helicopter (+1)
- High Performance (+1)
- Light
- Ultralight

Equestrian

- Equestrian Sports

Land Vehicles

- Automobile
- Hovercraft
- Motorcycle
- Tracked Vehicle
- Truck

Water Vehicles

- Sailboat
- Speed boat

Others (various)

- Carousing (WIL)
- Escape Artist (AGL)
- Etiquette (WIL)
- Gambling (AWR)
- Hobbies (AWR) (-2)
- Interrogation (WIL)
- Seduction (WIL)
- Sports (HLT)
- Style (WIL)

Skill indented are secondary skills

Skills in (..) can be bought as primary at (-1)

Related Languages List

- ~ Baltic- Latvian, Lithuanian
- ~ Celtic- Breton, Gaelic, Welsh
- ~ Eskimo- Aleut, Inuit
- ~ Finno-Urgic- Estonian, Finnish, Hungarian
- ~ Germanic- Afrikaans, Dutch, Flemish, German, Yiddish
- ~ Hamito Semitic- Ancient Egyptian, Arabic, Aramaic, Berber, Coptic, Hamitic, Hebrew, Kushite
- ~ Indic- Bengali, Gujarati, Hindustani, Marathi, Nepalese, Punjabi, Sanskrit
- ~ Iranian- Baluchi, Farsi, Kurdish, Persian, Tajik
- ~ Malayeo-Polynesian- Hawaiian, Indonesian, Malayan, Melanesian, Micronesian, Polynesian, Tahitian
- ~ North American Indian- Algonquin, Cherokee, Cheyenne, Comanche, Iroquoian, Sioux
- ~ Romance- French, Italian, Latin, Portuguese, Rumanian, Spanish
- ~ Scandinavian- Danish, Icelandic, Norwegian, Swedish
- ~ Sinitic- Cantonese, Mandarin



- ~ Sino-Tibetan- Burmese, Laotian, Siamese, Tibetan, various Chinese dialects
- ~ Slavonic- Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Stovenian, Ukranian
- ~ South American Indian- Ara-ucanian (southern), Quechuan (Incan), Tupi-Guarani (Amazon)
- ~ Turkic- Kazak, Kirghiz, Tartar, Turkish, Uzbek
- ~ Utu-Aztec- Aztec, Mayan
- ~ Independent Languages- Albanian, Armenian, Australian (bushman), Bantu (various African dialects), Basque, Cambodian (Khmer), English, Greek, Japanese, Korean, Mongolian, New Guinean, Niger-Congoan, Sign, Vietnamese

Terror for Corps

These rules to combine Corps and Kult make extensive use of the terror tables in the Kult 1st Edition Rule Book and GM Screen.

Terror Roll: WIL task roll

General:

- Connection to Advantage +value of Advantage
- Connection to Disadvantage -value of Disadvantage
- Event was unexpected 5
- Event disturbs PC's frame of reference 7
- Event was expected 5

Mental Balance:

- 15 +1
- 30 +2
- 45 +4
- 60 +6
- 75 +8

Situations:

- Monsters Terror Throw Mod- Varies
- Close Encounter- 5
- Close friend beaten- 5
- Close friend murdered- 8
- Seeing other beaten- 4
- Beating someone- 6
- Committing murder- 7
- Being beaten- 5
- Being tortured by professionals- 9
- Close friend severely injured/killed accidentally- 6
- Accident without injury- 4
- Injured in accident- 5
- Seeing close friend raped- 7
- Seeing stranger raped- 6
- Being raped- 9
- Committing rape- 7
- Physical effects on self- 6-8
- Seeing close friend exposed to event- 5-7



Effects of Shock

Mental Balance Effect

- +75 Cannot be shocked or at all effected by terrifying events
- +60 Hesitate only a moment (1 round)
- +45 Mild shock for 1 minute. No penalty to skills
- +30 May cancel the shock with successful WIL roll (versus a 6)
- +15 Can act in spite of shock. -1 to all skills
- 15 Disadvantages can be kept at bay with a successful WIL roll (versus a 6)
- 30 Disadvantages can be controlled by persuasion from others
- 45 WIL roll (versus a 7) to prevent you from hurting yourself or others
- 60 Disadvantages cannot be controlled
- 75 Disadvantages cannot be controlled, physical changes can occur

Reactions: 1-2 = screams, 3-4 = weeps, 5-6 = faints, 7-8 = runs away, 9-10 = catatonic shock

Effects of Disadvantages:

- Animal Enmity- Fit of rage. Attack all animals on sight and try to kill them
- Bad Luck- Disasters galore
- Bad Reputation- Lives out the rep. Provokes people. Acts on negative impulses
- Curse- varies
- Death Wish- More than usually reckless
- Depression- Gorges on self pity. Loses all initiative. Unable to act
- Drug Addiction- Must get some and anything will do
- Egotism- No longer gives a damn about anyone or anything. Could sell out people for zip
- Fanaticism - Accuses the enemies of the faith for the shock.
- Lashes out wildly at them
- Forgotten- Breakdown. Asks complete strangers if they recognize him
- Greedy- Becomes totally obsessed with money
- Habitual Liar- Unable to utter a true word
- Haunted- Critter magnet
- Innocently Blamed- Takes everything bad that happens upon self
- Intolerance- Aggressively accuses everyone and everything for the shock
- Maimed- Anxiety over physical appearance. Must hide, or try further mutilation to self
- Mania- Becomes hyperactive. Can't sleep, rest or hold normal conversation
- Mental Compulsion- Performs the compulsive act maniacally
- Mental Constriction- Memories come back causing anxiety
- Mistaken Identity- Mental disorientation. Believes and acts as the identity
- Mortal Enemy- Begin manic search for enemy and attacks. Blames enemy for the shock
- Nightmares- As soon as sleep hits
- Oath of Revenge- Begin manic search for enemy and attacks. Blames them for shock
- Paranoia- Panic. They are everywhere and they are coming now.
- Persecuted- Provoke people to get in trouble
- Phobia- Uncontrollable. Hallucinations of phobia. Seeks out the phobia
- Rationalist- Try to suppress event. Refuse to hear of it or acknowledge what caused it
- Reckless Gambler- Must gamble now, with anyone and for anything
- Schizophrenia- Hallucinates. Hears voices. Suffers delusions. Loses contact with reality
- Sexual Neurosis- Must act on it here and now and with anyone at hand
- Sexually Tantalizing- Yields totally. Will do anything at all for sex



Split Personality- Switches wildly between personalities
 Touchy- State of permanent rage
 Unwilling Medium- Evil spirits possess at will
 Wanted- Exposes self to pursuers. Come and get me...if you can

Corps PC Requirements

These are minimal requirements for PCs in a Conspiracy X/ X-File style campaign based on actual intelligence organizations.

Age: 22-30 years

Advantages & Disadvantages:

Authority - arrest and search powers, ability to use lethal force,
 Weapons Permit - Cost (4 SP) [BATF, DEA, FBI, Secret Service]
 - CIA get weapons permit (1 SP)
 Papers - driver's license, passport. Cost (7 SP) [all]
 -Federal Weapons Permit Cost (6 SP) [BATF, CIA, DEA, FBI, SS]

Cannot have - extra limbs, frailness, immortality, inheritance, natural aptitude (only skills not attributes), natural debility, non-combatant, physical lim, psych lim (beyond level 2), size, toughness (beyond level 0.8), vulnerability

Skills: Land Vehicles 4 (for all agencies)

BATF- Investigative Research 3 Law 4 Pistol 3 Unarmed Combat 3

CDC - Biology 5 Medicine 5

CIA - Investigative Research 3 Law (International) 4 Pistol 3 Foreign Language 3

DEA - Investigative Research 3 Law (International) 4 Pistol 3 Unarmed Combat 3

FBI - Investigative Research 3 Law 4 Pistol 3 Unarmed Combat 3

NASA - Aerospace 4 Astronomy 4 Computer Science 3

NSA - Investigative Research 3 Law 2 Computer Science 4 Electronics 3 Mathematics (Cryptography) 3

Secret Service - Investigative Research 2 Law 4 Pistol 3 Unarmed Combat 3 Economics (International) 3

