

Corporation Scale Rule

By Bryant Baxter

This defines the nature of the organization or corporation in various scales.

Overview of Scale: Scale rules are a method of defining a concept or character that could not easily be defined within that standard system such as a city, nation, (or in this case) a corporation or an entity whose points value would be so high as to make writing such a creature unreasonable (like a god or creature of ancient mythos). A more in depth overview of Scaling can be found in the CASTE PDF.

Basic Rules

Corporate Scaling: A normal corporation usually works at Scale-1 representing numerous peoples (From janitors, to workers, to middle management, to the C.E.O.) coming together into a single entity. Multiple Scale-1 corporations who come together in a similar way as individual peoples become a Scale-2 entity (A National Corp). Multiple Scale-2 corporations become Scale-3 (Global Corp) and Multiple Scale-3 become Scale-4 (Mega-Corp). In most cases these entities are still usually headed by a single individual.

Corporate Nature: It is generally assumed that corporations cannot move or act directly but instead work through employees, facilities and contacts. Likewise a corporation cannot be attacked directly and instead can only be attacked through their facilities.

Information Delay: It generally requires one day (roughly) per level of Scale below the corporations level of scale to receive information about an occurrence or chosen entity at that scale. For example a corporation of Scale-1 would take one day in order to be informed that one of its facilities have been attacked by a group of individuals, allowing them to react, and multiple days for that information to work it's way up to the higher scaled entities within the structure (assuming they exist), allowing them to react with the rest of their assets at that scale.

Note: It is convenient to define a Turn of time as the full time delay (That is delay acquired when dealing with the individual scale) of that Scale.

Capacity Restore: Corporate capacities never restore naturally.

Trickle down Capacities: One point in a Higher scaled capacity may restore all Sp of a lower scaled capacity.

Stats & Talents

Exp aka:CCP: Corporations do not gain character points. Corporate Character Points (CCP) can only be captured or purchased. (see below)

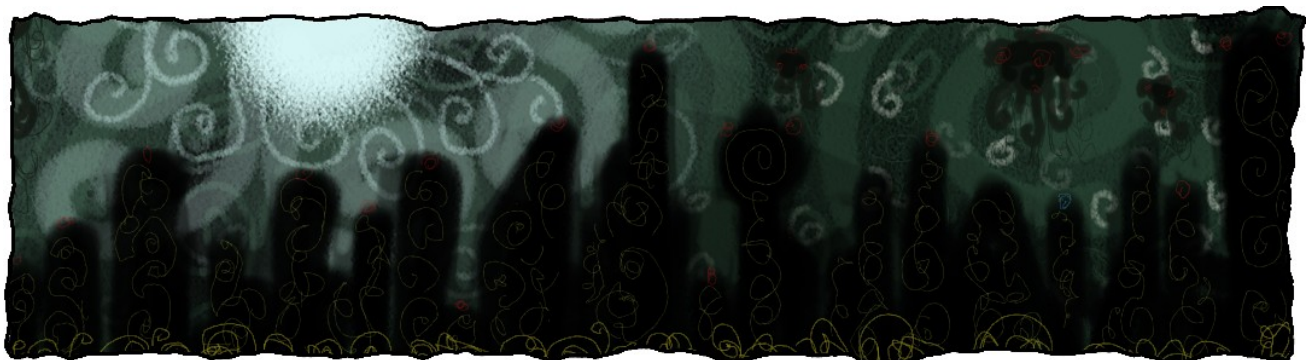
Combat: In addition to any standard benefits a corporation gains from their combat score the corporation also gains a free entity of one scale lower (With scale one being a - soldier/security officer) whose pay is assumed to come from existing background service profits. These characters are most commonly written up as a generic thirteen point characters defined by the controller of the corporation and written to the appropriate scale. In game where multiple people are chairing one corporation it is not unreasonable to have the players make unique personalities. Equipment is purchased separately from corporation monies.

Academic: In addition to any standard benefits a corporation gains from their Academic score the corporation also gains 10 monies multiplied by ten to the power of their level of Scale (Scale-1=100; Scale-2=1,000; Scale-3=10,000; Scale-4=100,000) each month from background service profits.

Social: In addition to any standard benefits a corporation gains from their Social score the corporation also gains the opportunity to ask, each month, one question of the GM or other player (who is playing a corporation) who must answer truthfully. The question may be answered evasively when asking about an entity of higher Scale. With this said, and due to the nature of Corporate Scaling it is reasonable to assume that a higher scaled entity may ask unlimited questions of this nature about lower scaled entities (but are still impeded by the Information Delay)

Hp: Hit Points, at the corporate scale, are used to avoid disaster. To represent this one hit point can be used to Re-roll a corporate action or avoid the capture of a facility (talent) by an enemy. This represents the corporation's ability to relocate resources quickly or hold their position with extra troops or resources.

Defined Location: Corporate Character Points (Stats & Talents) generally define a place or concept such as a factory or a barracks at Scale-1 or various Undefined entities of lower scale at higher scales. Because of this they must be defined by a location which explains its geographical position (Position becoming much broader as scale rises). All Base Active Stats (Combat, Academic, Social) require a single location (HQ). Talents can be located at HQ or spread (and clumped) around the globe. For the purposes of range the talents location is the acting point of the effect.





Talent Effects

Effect Description: Talent effects at the corporate scale are described at that scale. For example the standard 1D6 damage may be explained as a pistol shot at the standard scale but at the corporate scale such an action might be better described as “Missile attack”.

Vs. Individuals: To target an individual using scaled talents exact location must be known. When effects are resolving from standard point of view all numbers of effect dice and targets are multiplied by 10 for each level of scale. (Meaning a Scale-4 mega Corporation using its 1D6 damage, targets - 1 talent at scale 1 would convert its talent to 10,000d6 damage hitting up to 10,000 targets. WHEW!)

Scaled Time Rounds: It is convenient to define a Turn of time as the full time delay (That is delay acquired when dealing with the individual scale) of that Scale. Though organizing a turn into pre-defined lumps of time for each scale or as necessary is equally worthwhile.

Range: The Range of a Corporations influence is largely dependant on the setting in which the corporation is involved but in most cases it is easiest to say that range of influence changes based on the scale of corporation involved. Generally speaking for a Scale-1 a turn of range may be the municipal region like a city and its surrounding countryside, Scale-2 would likely be a province or small country, Scale three would be larger nation or area of major influence, and Scale-4 would likely be worlds, moons, planets etc.

Employee Training: In lieu of a standard talents effect a corporation may opt instead to allow it's effect to be applied to all their solders and PC characters. These talents count as natural talents save that all stat requisites must be met and costs must be paid as if they were normal talents.

Production Talents: In lieu of standard effects a corporate talent can allow for the creation of goods (or talent effects for items) at Manufactured Cost instead of Market cost.

Battle & Gaining CCP

War: When a corporation Wishes to seize territory from another it sends its solders/security officers. Battle can be fought two ways: Real time or as a Check roll. In real-time the players take the roles of the solders or as CO's leading the solders and role-play as normal. A check roll is simply adding up combat values of all solders on both sides taking into account any modifiers and rolling a check. The GM defines the result of the check.

As an Option wrote:

If the players and the GM want to take into account the equipment and other effects that solders/security may have but forgo most of the role play simply do a round by round check roll while multiplying damages and effects by the number of attacking solders in an attack and say that as many defending solders as that much damage can possibly kill (taking into account all defensive effects) is the amount that swoon. Keep track of the numbers until all are lost or have decided to flee.

It should be noted that as Scale increases direct solder combat will generally become less feasible requiring either a more abstract way of thinking to resolve battle disputes or multiple encounters over what may be entire campaigns worth of time.

Capturing a CCP: It takes one solder left standing to take a facility. And 1,000 monies multiplied by ten to the power of their level of Scale {Scale-1=10,000; Scale-2=100,000; Scale-3=1,000,000; Scale-4=1,000,000 } per talent gained from the facility to re-open them and add them to your corporation. A corporations HQ facility cannot be attacked until after all it's talents have been removed.

Buying a CCP: It costs 10,000 monies multiplied by ten to the power of their level of Scale {Scale-1=100,000; Scale-2=1,000,000; Scale-3=10,000,000; Scale-4=100,000,000 } to purchase a CCP.