

**DATAFORTRESS
2.0.2.0**

Presents:

**INTERLOCK
UNLIMITED**

INTERLOCK REVISED, REPAIRED, AND RE-EXAMINED



A FAN PROJECT FOR FANS - THIS VERSION UPDATED 7-07-14

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You can find other Interlock Unlimited resources as well as a host of supplements for the Cyberpunk 2020 Role-playing Game on Datafortress 2020, the largest, most Comprehensive, Cyberpunk 2020 site in the world.

Visit it at:

<http://datafortress2020.com>

Or you can discuss and even get involved with Interlock Unlimited directly by joining the [Datafortress 2020/Interlock Unlimited Forums](#) where the latest projects and ideas for the Interlock Unlimited System are developed.

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INTRODUCTION:

I was first introduced to gaming in 1983, at the tender age of 11, when my grandmother, knowing my love for Conan, the Dungeons and Dragons cartoon, and all things fantasy, gave me the Basic Dungeons and Dragons box set for Christmas. The rules were completely over my head, and I didn't know anyone who played, still the books themselves were treated like treasures. Particularly, the equipment sections and the small blurbs of examples of play enthralled me. It would be another 3 years before I got to play, and that experience was so disappointing that I lost interest completely.

Then in late 1989, early 1990, a friend of mine attending the Kansas City Art Institute invited me to come play Dungeons and Dragons with him. I conceded, though honestly it was more just to hang out with him, than over any excitement for the game. Things didn't work out as planned though; instead what happened would change the course of my life and interests from then on. We didn't play Dungeons and Dragons, instead we played this new game I had never heard of called Cyberpunk by R. Talsorian Games. It was like a light went on, an incredible neon green light that would outshine every other interest (except girls and sex) I had ever had up until that point.

I had already been a fan of the genre, without knowing what it actually was. The very first VHS tape I purchased with my own money was Bladerunner, and I had discovered manga and anime very early on in 1986, when you could only get 18th generation straight Japanese pirate videos at comic conventions. Shows like Bubblegum Crisis, Cyber City, Grey: The Digital Target, and books like Xenon: Heavy Metal Warrior, Cyber 7, Akira, and most importantly Applesseed were already often viewed favorites in my personal library. Cyberpunk struck that still forming nerve with a dose of chrome infused steroids. I immediately bought all the books I could, and finally with a name for the genre, I poured myself into any and all inspiration I could find. Then Cyberpunk 2020 was released, and everything became... Perfect.

While I eventually started playing other games, for years Cyberpunk 2020 was the only game I would even consider running, and have done so steadily for almost 20 years now.

Around 1996, I finally got my hands on the internet. The first thing I looked up? You guessed it, Cyberpunk 2020. There wasn't much back then, but most of what was available was pure gold, Particularly Imagines Cyberpunk 2020 Site, Christian Conkle's Seattle 2020, Kingfishers UK 2020, and of course, the first mega-site, Mockery's Cyberpunk 2020 Page. Very shortly I discovered other sites, and more and more kept popping up. Most of them were little more than reprinted

or mirrored articles from books or other sites, or just one little yahoo page promising future updates, but one site stuck out. Paul Minor's Datafortress 2020. We became friends, and I began submitting articles to him, the very first one was the Applesseed Sourcebook (still one of the most popular articles on the site). Shortly thereafter Paul asked me to take over the site, real life was getting in the way of his fun. I have run Datafortress 2020 ever since, updating steadily and as frequently as I can, building it bigger and bigger and hopefully better.

While I still hold that Cyberpunk 2020, and its Rules system is the most perfect "out of the box" system I have ever seen, after 20 years of playing and 12 years of writing for Datafortress 2020, it was hard to miss that Interlock did have some flaws, or at least ideas that could have been better executed. That's where this book comes in.

Interlock Unlimited is the culmination of all those years, as well as the collective experience of the online community. In addition to my own house rules and replacements, I scoured the net for the best ideas and house rules available. Compiling them into one place it soon became apparent that what had always been missing was a basic set of rules, one usable for any genre, any setting.

Many systems used Interlock, or a slightly modified version of it. Cyberpunk, Cyberpunk 2020, Dream Park, Mekton, and Teenagers From Outer Space. R. Talsorian eventually noticed the flaws themselves and worked with Hero Games to create Fuzion, which they use as standard now, to power Cyberpunk V3, Bubblegum Crisis, Dragonball Z, and their other newer releases. But Fuzion didn't really address the issues I had problems with, and instead created new problems. But it was their attempt to make Interlock the truly Universal system it should have been presented as from the start. And some of the ideas were pure gold, and have been incorporated here.

While I would like to claim that this, Interlock Unlimited, is perfect, and you will never have a problem using it, it would be ludicrous of me to do so. Just as with the original Interlock, no system, no matter how thought out, no matter how well conceived and orchestrated, is perfect. Inevitably, you will find that something doesn't work for you. My advice, is, change it to something that does work. If it works really well, send it to us, and maybe it will get incorporated in a future Revision. And while this system may in fact not be perfect, I do believe, and for myself and my group at least, that this is about as close as it is possible to get in a medium that interprets every human action into something that can be measured by a few numbers and resolves outcomes with a die roll. In the end, rules are just tools, to be used or not, and should not inhibit reasonable fairness, realism, or fun.

INTERLOCK UNLIMITED is a re-imagining of R.Talsorians Interlock Rules System and as such was designed not only to cover any genre, setting, or situation, but remain fully compatible with all games built on the Interlock System. R. Talsorians newest system, Fuzion, is based heavily on Interlock, and as such should be easily compatible with Interlock Unlimited, requiring minimal conversion.

GAMES WHICH USE INTERLOCK INCLUDE:

Cyberpunk
Cyberpunk 2020

Cybergeneration
Mekton II and Mekton Zeta

Gundam Senki
And loosely Teenagers From Outer Space

These games should be fully compatible with Interlock Unlimited

GAMES WHICH USE FUZION INCLUDE:

Cyberpunk V3
Bubblegum Crisis
Champions: The New Millenium
Artesia

Guardians Of The Universe
Lightspeed
Sengoku

Usagi Yojimbo
Teenagers From Outer Space V2
Dragonball Z
Victoriana

These games should be compatible with Interlock Unlimited with minimal conversion

Due to space limitations, and avoidance of redundancy, the Interlock Unlimited Rules don't quite cover everything. Luckily most of what it doesn't cover is already available and fully compatible.

Martial Arts Unlimited is available as a free Rules Expansion download at the Datafortress 2020 Interlock Unlimited File Project.

Interlock Unlimited Rules for Magic, Psionics, and Superpowers are available as Expansion Rules.

Space Travel and Starship Construction rules, as well as rules for Mecha, Mecha Combat, and Mecha Construction are available in the Mekton rulebooks Mekton Zeta and Roadstriker 2 from R. Talsorian Games.

Rules for Civilian Vehicle Construction are available as an IU Rules Expansion, which also include advanced rules for vehicular combat. Military Vehicle Construction and combat can be found in The Cyberpunk 2020 Sourcebook Maximum Metal from R. Talsorian games.

Feel free to use the prices and availability of gear and equipment from lists provided in other game systems, since all you need is to know what you can get your hands on and how much it costs, you should have several resources to choose from for any setting imaginable.

NOTE: As much as I hate to mix the two, this book uses U.S. Standard for distance, and Metric for everything else. However, for the purposes of this game, meters and yards are identical (for my European friends).

PART 1: THE BASICS

STATISTICS

Each character has 9 Statistics - values representing the level of native ability of the character in specific areas of activity. These Stats are rated from 1 to 10, with 1 worst possible, 10 being the best possible, and the average falling at about 5 or 6. Divide the characters total number of Stat Points between each of the 9 Stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No beginning character's Statistic may be 3 or less or greater than 10. 3 or less is generally considered handicapped, while 10 or more is generally considered superhuman.

Intelligence (INT): This is a measure of the characters problem solving ability, general awareness, and to remember information. Almost every character type can benefit from a high INT.

Reflexes (REF): This is a combined index, covering not only the characters physical dexterity, but also how their level of physical coordination will affect skills and abilities. Characters who intend to engage in great deal of combat should invest in a high REF.

Cool (CL): This index measures how well the character stands up to stress, pressure, physical pain and/or torture. It determines their willingness to fight on despite wounds, also called "coolness", Cool is essential. It is the measure of how "together" a character is or how formidable they appear to others.

Stun Save Number: Your character's Stun Save Number is a value equal to your CL Type. To make saves, you must roll a value on 1D10 equal or lower than this number.

Stun Saves: When they character takes damage, or has been exposed to knockout drugs, they are required to make a Stun Save. If the character fails a Stun Save, they will automatically be knocked out of combat and be unable to recover until a successful Stun Save is made in a following combat turn. A character may make one Save roll every turn until they succeed.

Technical Ability (TECH): This is an index of a characters manual dexterity and how he can relate to hardware and other technically oriented things. TECH will be the Stat used when manipulating or repairing technology.

Luck (LK): This is the intangible "something" that throws the balance of events into your favor. Luck represents how many points the player may use each game to influence the outcome of any event. To use Luck, a player may add any or all the points of luck a character has to any die roll. Use of Luck must be declared before the roll is made. Luck is expended when all of the player's points have been used for that session. Luck is always restored at the end of each game session. Expending all a characters Luck at once (meaning no luck has been used prior in a session) automatically equates to a success. Luck may also be used to negate a Fumble, though using it in such a way only spends one point of Luck, and no more may be added to that roll. Anytime the use of luck is declared, the character must spend at least one point.

Attractiveness (ATTR): This is how physically attractive a character is. While Seduction and Intimidation are EMP based skills, every point over 6 ATTR gives a +2 modifier to seduction, and every point below 5 gives a +2 to Intimidation.

Movement Allowance (MA): This is the index of how fast a character can run. The higher a characters MA, the more distance

they can cover in a Round or Turn. Every point of Athletics will modify: Run, Leap, and Lift distances per round by 5%.

Run: To determine how far a character can run in a single combat round (3.3 seconds) in yards, multiply the characters MA by 3. The character can then run x3 this distance in a full 10-second turn. Write this in the RUN section on your Character Sheet. (For example: MA of 7 would write 21/63)

TERRAIN MODIFIERS	
Easy (sidewalk, plains)	No reduction
Rough (wooded, sand)	1/2 MA
Very Rough (marsh, snow)	1/4 MA
WEATHER MODIFIERS	
Light rain, flurries	No reduction
Steady rain, heavy snow	1/2 MA
Blizzard	1/4 MA

Leap: To determine the distance of a characters standing jump, divide the characters RUN by 4, this is how many feet the character can jump. For a running jump, divide the characters full 10-second Turn Run by 4, this is how far the character can jump in feet. Vertical Distance is 1/2 standing jump.

OPTIONAL RULE:
For characters with full cybernetic conversion, or for Wuxia type effects, leaps are measure in yards, not feet.

Climbing: Characters can climb a number of yards equal to their MA in one round. An Average Athletics check should be made every Turn spent climbing. If failed. an Average Strength Feat check should be made for the character to hang on, climbing can resume next round. The movement rate when climbing without aid of a rope is MA/2 yards. The GM should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed.

Empathy (EMP): This Stat represents how well a character relates to society, affecting both charisma and sympathetic emotions. EMP is critical when leading, persuading, seducing, or perceiving emotional undercurrents. Cybernetic Implantation, Drug Use, some types of Mental Illness, Magic, Psionics, and Superpowers, may degrade a characters EMP.

RULE FOR GAMES WHERE CYBERNETICS, MAGIC, PSIONICS, OR SUPER POWERS, ARE ALLOWED:

Humanity: This is a measure of the toll that being more (or less) than human takes on a characters ability to relate to society. The characters EMP x10 determines how many Humanity points they have. Write the result in a box on the Character Sheet. For every 10 points of Humanity Loss (HL), the character will automatically lose 1 point of EMP. This can have serious effect on any EMP related Skills, as well as forcing you towards Disassociative Psychosis (also called Cyber-psychosis, Mage Madness, or simply the Rage).

Body Type (BOD): Strength, Endurance and Constitution are all based on the character's BOD. BOD determines how much damage the character can take in wounds, how much they can lift or carry, how far they can throw, and how much additional damage they cause with physical attacks. For every point of the Strength Feat skill, a character may modify his carry weight, dead lift weight, and his Throw distance by 5%. Difficulty modifier for doing this successfully is 15, +3 for every 10% in kg over what is normally allowed.

Body Type	Strength	BTM	STR Bonus	RAM	Throw Distance
1-2	Very Weak	-0	-1	1D6-2	10 yards
3-4	Weak	-1	0	1D6	20 yards
5-6	Average	-2	+1	2D6	40 yards
7-8	Strong	-3	+2	2D6+1	60 yards
9-10	Very Strong	-4	+3	2D6+2	80 yards
11-12+	Superhuman	-5	+4	3D6+4	100 yards

Carry = 10x BT in kg.
Dead lift = 40x BT in kg.

Death Save Number: Your character's Save Number is a value equal to your BOD. To make saves, you must roll a value on 1D10 equal or lower than this number.

Death Saves: When a character has been Mortally Wounded, or when they have encountered certain types of poisons, they will need to make a Save against Death. On a failed roll, the character dies.

Take a moment to find the Death Save box on your Character Sheet and fill it in.

Body Type Modifier (BTM): Not all people take damage the same way. For example, it takes a lot more damage to stop Arnold The Terminator than it does Arnold The Nerd. The Body Type Modifier reflects this. BTM is a special bonus used by your character to reduce the effects of damage. The BTM is subtracted from any damage your character takes in combat.

For example, say the character took ten points of damage. If they were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

Find the Body Type Modifier (BTM) box on the Character Sheet and fill it in.

The **BOD** Stat does not represent how big a characters is, merely how well developed their muscles are. I think we can all agree that Arnold Schwarzenegger represents a 10. And when we think of a 10 BOD, it is usually that build we associate with it. However, Sumo wrestlers are often just as strong, but they are built drastically different. Bruce Lee could lift as much as Arnie, but he was a little bitty skinny guy. So how do you resolve this? Its simple, just allow your players to decide the body style of their characters for themselves.

Endurance: Endurance Checks must be made on 3 different levels of activity. Light Activity, Medium Activity, and Heavy Activity. Each requires Endurance Checks based off differing levels of time spent on the activity. The amount of time one can go without making an endurance check is based off the characters BOD + Endurance Skill.

Activity Level	Requires Check at each Increment:	Examples:
Light	BOD + Endurance = x2 Hours	Driving, Working on Computer, Walking, Guard Duty, Paperwork,
Medium	BOD + Endurance = x10 Minutes	Manual Labor, Jogging, Climbing, Heavy Lifting (Carry Max),
Heavy	BOD + Endurance = x2 Rounds	Fighting, Running, Extreme Lifting (Dead Lift Max)

Any time a character exceeds the amount of time allowed for an activity, he must make an Endurance Check at a difficulty of 10. For every Increment after, (Light = Hours, Medium = Minutes, Heavy = Rounds) the difficulty of the check raises by +1 modified by the following conditions:

Sample Conditions	Modifiers
Under Pressure	-3
Unskilled at Activity (0 skill level)	-3
Lightly Skilled (1-3 Skill Level)	0
Moderately Skilled (3-5 Skill Level)	+1
Highly Skilled at activity (6-8) skill level)	+2
Expertly Skilled at activity (9-10 Skill Level)	+3
Combat Situation	-1
Adverse Conditions (mild rain, slightly hot or cold, sand, snow, etc...)	-2
Severe Conditions (Heavy Rain, Extreme Heat or Cold, mud, ice, etc...)	-4
Exceeding Weight allowance	-4

In some instances, Cool may replace BOD for purposes of Endurance Checks, at GM's Discretion

DETERMINING STATISTICS

Stat points are the cash of character creation – they are used to purchase the various mechanical aspects of the character, like good looks, a strong, hard body, unshakable cool and street smarts (but not Skills). We've given you three ways to generate Stat Points:

1) Random: Roll 9D10 and total. The character has this many Stat Points to distribute as they see fit amongst the 9 stats.

2) Fast: Roll 1D10 for each Stat (9 in all), re-rolling scores of 3 or less (As stated prior, 3 or less in a Stat is considered handicapped, and while a player may choose this for role playing purposes, it is not recommended). Place rolls in each Stat as desired.

3) Cinematic: This option is for Referees only. As the designer of the adventure, the GM has the option of choosing the number of points for character based scale of campaign being run.

Epic Level	75 pts
Mighty Level	70 pts
Heroic Level	65 pts
Street Level	60 pts
Gutter Level	55 pts

OPTIONAL RULE:

In realistic campaigns, 10 is generally the absolute maximum Stat a human can achieve. However, in certain cases a human may push the boundaries of human limit, and in cases of Fantasy, Superhero, or Supernatural campaigns the characters may or may not be strictly human. At the GM's discretion, some characters may increase their Stat past ten, but every point past ten costs double.

PART 2: CHARACTER IDENTITY AND ROLES

STANDARD ROLES

Roles represent your characters chosen career(s), they are a simple way for a character to identify himself from the herd and represent a dedication to the characters chosen profession mirrored in the Special Ability (SA) that the Role provides him. Roles are available to anyone, and someone can have as many roles as they wish, and the special abilities that go with them.

Rules for Multiple Roles

A. Characters may have only one primary Role (Solo, Cop, etc...).

B. No special ability can rise higher or equal to that of the characters primary Role/Special Ability. (A Solo can't have a Streetdeal higher than his Combat Sense.)

C. Characters can only start out with one single special ability (their Primary) no higher than 5. Or they may choose multiple Roles, with a limit of 5 points to be spent on Special Abilities, and their Primary must be 1 point higher than any others chosen. (GM's who wish to run higher or lower level campaigns may alter this SA cap to fit the needs of their game.) They can gain more Special Abilities down the road, but none must ever advance higher than their primary.

D. If a character takes multiple roles that grant level bonuses to the same Skill, the bonuses do NOT stack, the character must use the most appropriate bonus as determined by the GM, in any case where the most appropriate Role is not easily determined, the role with the higher bonus is used.

E. A character may choose to switch Primary roles if the secondary role is within one point of his Primary, but doing so incurs a penalty of -1 to that characters SA associated with his former Primary Role (so a Solo with a Combat Sense of 6 with a Fixer secondary role and a Streetdeal of 5 could switch Primary to Fixer when he has enough Points of IP towards his Streetdeal to raise him to a 6, but doing so drops his Combat Sense down to 5).

F. To gain a new Role during play, the character must have current In-Game experience, which would directly and realistically correlate to that role, as determined by the GM. It involves more than simply using the related skills or a brief foray into the career... it requires total immersion. For example, going to see the Grateful Dead won't make you a Nomad, spending a year following them on tour might. In game terms, a character must have at least a 4 in any and all Skills the Special Ability provided by the Role would infer a bonus to.

G. Only the GM can raise Special Abilities, and experience earned or given towards them is at his discretion (based on character usage and implementation). General IP may NOT be used to raise Special Abilities.

STANDARD ROLES (These roles are appropriate for nearly any setting, genre, or era of game, though the limits of the special ability will be determined by the setting. The name is followed by alternative names or concepts which fit under the role, a brief description, and the special ability it provides)

ANIMAL EMPATH

(Trainer, Shepherd, Breeder, Rancher, Wrangler, Game Preserver)

You connect with animals, you understand them and can train them to obey.

SA - Animal Bond: Adds to Animal Handling and Teaching when dealing with animals.

ARTISTE

(Painter, Novelist, Musician, Sculptor, Director)

You create works of wonder and beauty to share with the world

SA - Masterpiece: This SA adds to a characters Play Instrument, Paint or Draw, Sculpt, Perform, Photo and Film, Storytelling, Dance, or whatever medium they use. (2 mediums may be chosen at time of taking role.) An Artiste can also choose to employ his EMP in place of Tech when using his chosen Skills.

ATHLETE

(Martial Artist, Sport Star, Acrobat)

You have trained your body to the pinnacle of perfection. Your grace, strength, and agility are a wonder to behold.

SA - Prowess : Adds to 2 of the following skills (Chosen when taking the special ability) Athletics, Strength Feat, or Endurance as representation of a perfectly trained body.

CORPORATE

(Executive, Officer, Union Rep, Stock Trader, Bureaucrat, Manager)

You are a company man, you are an expert at promoting and utilizing the resources your employer or business allows you. You are the Power Broker, the CEO, the VIP.

SA - Resources: This Special Ability adds to Networking and Business Sense.

COP

(Police Officer, Guardsman, MP, Sheriff, Peacekeeper, Lawman)

You uphold the law, you have the authority to arrest lawbreakers, question anything you find suspicious, and use force to protect yourself and others.

SA - Authority: This SA is added to Interrogate and Intimidate.

EDUCATOR

(Teacher, Sensei, Philosopher)

You devote your life to the art pursuit of knowledge, and bestowing that knowledge on those who would hear it.

SA - Mold: This special ability represents a dedicated Educators ability to bestow knowledge, and make his message understood. He adds it to his Teaching skill and Oratory.

FIXER

(Drug Dealer, Arms Merchant, Pimp, Mafioso, Oyabun, Talent Scout, Black Marketeer, Loan Shark, Fence)

You can get what people need, and you can get rid of it when they don't want it anymore. You are the go to guy, some do it legally, some don't, but regardless if someone wants something hard to find, they go to a Fixer to get it.

SA - Streetdeal: This Special Ability adds to both Streetwise and Appraise.

GRIFTER

(Con Artist, Snake Oil Salesman, Card Shark, Hustler,)

You make your living convincing people that up is down, green is blue, the hand is quicker than the eye, the pea is under cup number 3, and you will sell them the bridge for \$200.

SA - Gift: Adds level to both Persuasion/ Fast Talk and Human Perception.

INFILTRATOR

(Spy, Actor, Undercover Agent, Operative)

You can get in anywhere and blend in, even becoming a trusted member of your enemies organization. Your skill at covering your identity and true purpose is paramount.

SA - Chameleon: An Infiltrator adds this SA to his Disguise and Perform checks.

INSTIGATOR

(**Activist, Politician, Priest, Revolutionary, Shaman, Cult Leader, Rockerboy**)

You are a leader of the people. They listen to you and follow your leadership. You hold sway the hearts and minds of your followers, and attempt to convert those to your way of thinking everywhere you go. You hold influence, and you know how to use it.

SA - Charismatic Leadership: This is added to Oratory and Leadership. However this skill, similar to a Medias Credibility, is tenuous and if the character is perceived as betraying his own words or following a different agenda, his SA will drop accordingly as he loses influence.

INVESTIGATOR

(**Detective, PI, Sleuth, Gumshoe**)

You solve mysteries. You examine evidence, clues, and facts. You talk to experts and witnesses, and you get to the truth.

SA – Deduction: Added to Awareness/Notice and Human Perception for the purposes of finding clues or detecting falsehoods.

MAGUS

(**Wiseman, Sage, Professor, Guru**)

Your life is dedicated to the pursuit of information and the accumulation of knowledge.

SA – Wisdom: Adds to Library search and either Education/General Knowledge or 2 Expert skills.

MEDIA

(**Reporter, Journalist, Expert, Lawyer, Correspondent, Crier**)

You find the facts and report them; your audience knows and respects you for your ability to tell them what is going on in the community and the world.

SA – Credibility: This SA is representative of your credentials and reputation for honesty and integrity. It is added to the Medias Interview and either Composition or Photography and Film. This is a tenuous skill that must be maintained through the projection of honesty and non-bias. For every serious case of bias, dishonesty, or false presentation of facts you committed made public, your Credibility will drop by a point of Skill. However, with individuals who hold the same political or social bias, your credibility will retain its full value.

MED TECH

(**Doctor, Medic, Nurse, Healer, Medicine Man, Pharmacist, Surgeon, Veterinarian**)

You have devoted your life to healing others; the secrets of flesh and blood are open to you.

SA - Medical Tech: Added to First Aid and one other Med Skill or Diagnose Illness.

MUNDIE

(**Clerk, Data Entry, Dishwasher, Stockboy, Salaryman, Stableboy, Cashier, Waitress,**)

You are one of the drones, but you are also the backbone of society. Most hate it but are ill equipped for anything else, but some actually prefer this life.

SA – Conform: You can move from one part time job to the next with ease, instantly finding a stride there. The SA itself is rather subjective, adding to Resist Torture. It determines how long you can maintain employment given low pay, bad conditions, and lack of respect from superiors and customers. At GM discretions it might also add to 1 skill directly correlated to the current employment. For instance someone working at a Pawn Shop could add it to Appraise.

NETRUNNER – Post Modern Age Only (Hacker, Digital Cowboy, Comm. Specialist)

You have mastered computers and communications, you use them to infiltrate secure information, take over other machines, and cruise the hidden alleys and portals of the vast information highway.

SA - Interface: Netrunners may add this to their Programming and System Knowledge, as they pertain to computers and communications

NOMAD

(**Gypsy, Tribesman, Carnie, Pirate, Gang Member**)

You are a member of an extended family, always on the move. You are one of your people, you live and die for them, and they for you. They are your strength and your weakness; the family and its needs always come first.

SA – Family: The Family SA is added to your Networking and 2 Survival skills (choose types, Wilderness, Desert, Arctic, Sea, etc...)

RUNNER

(**Driver, Pilot, Mariner, Rider**)

You live your life behind the wheel (or stick, or even reigns). Your chosen type of transportation has become an extension of your body, allowing you to make unparalleled maneuvers and push it past the normal limits

SA - Vehicle (or Animal) Zen: Adds to Operate rolls in 2 of the characters chosen types of transportation (Car/Truck, Cycle, Heavy Equipment, Aircraft, Watercraft large or small, Submersible, Animal Mount, etc..).

SAVAGE

(**Barbarian, Berzerker, Neanderthal, Pict**)

When you enter battle all that matters is sating the bloodlust within you. You feel no pain; friend and foe become a blur, all you feel is the weight of the weapon in your hand and the wet sticky spray of your foes blood. A savage may choose to use his BOD instead of REF to determine his Brawl/Melee attack.

SA - Rampage: Adds level to Intimidate and to hand-to-hand damage only when using Brawling/Melee and CANNOT be used with Martial Arts.

SCOUT

(**Tracker, Ranger, Hunter, Guerilla, Mountain Man**)

You are at home in the wild, you can follow your prey over any terrain, you live for the hunt. You also know how to safely navigate your group through dangerous ground.

SA - Track: - Adds level to Navigation and Awareness: Track.

SHADOW

(**Assassin, Ninja, Commando, Cat Burglar,**)

This role relies on stealth to infiltrate the enemy's security and accomplish objectives.

SA - Sneak: Adds level to Stealth/Evasion and either Pick Lock or Electronic Security.

SOLO

(**Fighter, Mercenary, Bodyguard, Soldier, Muscle, Swat Member, Warrior, Outrider etc...**)

This is the basic combat dedicated career; you make your living being the toughest, baddest guy around.

SA - Combat Sense: Adds to both Awareness: Tactical and Initiative.

TECHIE

(**Mechanic, Inventor, Engineer, Smith, Tradesman, Pharmacist, Chef, Chemist, Alchemist**)

Brilliant with all things mechanical in nature, you are more than a handyman, you are what keeps the gear functioning as well as building and creating the equipment necessary for any situation.

Adept: This SA is added to your Jury Rig skill and 2 Tech skills of your choice.

VAMP

(**Vixen, Prostitute, Gigolo, Escort, Concubine**)

You use your good looks, sexuality, and other wiles like a hitman wields a gun. You use the tools god gave you and your natural ability to influence those attracted to you to get your way.

SA- Allure: This SA is added to a Vamps Seduction, Personal Grooming and Wardrobe and Style.

Alternate Rule:

GM's who wish may either forego the use of Roles and Special Abilities altogether, limit them, or create new ones as he sees fit. The formula for creating Special Ability is simple; it adds its level to 2 existing Skills, or 3 skills if choosing from a set of similar skills such as Tech, Survival, Vehicle Operation, or Art/Performance skills. Be very careful when assigning Skills to SA, avoid anything that would unbalance the game. Combat Skills, such as Handgun, Rifle, Brawl, Martial Arts, etc.... should NEVER be added to by a special ability as this will create severe balance issues.

PART 3: SKILLS

Learning New Skills and Improving Old Ones

To determine the amount of skills a beginning character receives, add up the characters STATS. This number is equal to the amount of Skill Points a character receives to start off with. Some GM's may wish to raise or lower the amount of Basic Skill points depending on the level of the game they wish to run. At character creation skills cost a flat 1 Skill Point per point of Skill. Additionally, every character gets their native language at an 8 for free.

During the game, Players can improve their skills (and Special Abilities) or begin new ones by accumulating Improvement Points (IP). As you gain more IP, you'll record these points in the area next to the skills listing on your Character Sheet. When the character has collected enough Improvement Points in a skill, the skill's level increases by one.

The first level of a skill will always cost 10 IP. To determine how many points are required to raise a skill higher than this, multiply the current level of skill by 10. This is how many points are required to raise a simple (IP multiplier=1) skill to the next level.

Example: My Brawling skill is +4. To move from +4 to +5 will require 40 IP. To move from +5 to +6 will require 50 IP.

Skill Level	1	2	3	4	5	6	7	8	9	10
IP Cost	10	10	20	30	40	50	60	70	80	90
Total IP Cost	10	20	40	70	110	160	220	290	370	460

Alternatively, one could undergo training. Training a new skill gives a character the equivalent of 1/24 of a point of IP per hour spent learning it. So 24 hours would be required to learn one point. Or, say a character spent 40 hours a week (8 hours a day with time off for the weekend), it would take him 5 years and 4 months to go from 0 to 10 in a skill. For a brief rundown, the chart is as follows.

SKILL LEVEL	HRS. REQUIRED	40HR WEEK / 60HR WEEK
1	240	6 WKS / 4 WKS
2	240	6 WKS / 4 WKS
3	480	12 WKS / 8 WKS
4	720	18 WKS / 12 WKS
5	960	24 WKS / 16WKS
6	1200	30 WKS / 20 WKS
7	1440	36 WKS / 24 WKS
8	1680	42 WKS / 28 WKS
9	1920	48 WKS / 32 WKS
10	2160	54 WKS / 36 WKS

CHARACTER POINTS

Character Points are the running total of all a characters skill points. This number is equivalent to a characters "level", and helps not only to measure progress of the character, but allows GM's to determine an average number of skill points to assign new or replacement characters who join in after a campaign has begun.

Guidelines For GM Distribution of IP

1. At the end of a session, one by one have the players give a play by play of their character's actions and contributions to the game and give IP where it is due. For example: Bob has a character named Joe, at the end of the night we review what happened to him. Bob says, "Okay first I negotiated my way out of that mess with the Voodoo Boyz, then I jumped out the window from the second floor onto the roof of the bus to escape the cops." The GM might then award, 3 points to Persuasion fast talk, and 3 points to Athletics. Get the idea? This is done for two reasons;

A. It helps players to develop their characters by making them remember what happened, it also makes sure they pay attention.

B. It also is a way to realistically increase their skills and lets the GM keep track of them easier, instead of just throwing out a lump sum and watching them dump it all into one skill you make sure the points get distributed where they are deserved.

2. Give a small amount of general IP simply for surviving. General IP can be used for anything except special abilities. If a character does something simply extraordinary or creative, the GM might want to give them a little extra bonus, which will in turn promote like behavior with the rest of the group and ensure a more creative game dynamic.

An Alternative method is to have players, on a separate index card, scratch sheet of paper, or the IP TRACKING CARD, keep track of the skills they use during a session, and the GM can then compare it to the following chart.

SKILL CHECK	IP PER USE RESULT
FUMBLE	-1 point
FAILURE	0 points
SUCCESS	1 point
CRITICAL SUCCESS	2 points

Optional Rule:

GM's may wish to limit the level of skill a player can take during character creation. For instance he may wish to only allow characters to take 2 skills above a 5. Or he may wish to REDUCE the Starting Skill Point total by 10% for every Age prior to modern he wishes to run a campaign in, both to represent the limits of education and to preserve balance among the diminished skill lists.

Complete Skills List

SPECIAL ABILITIES

Adept (Techie)
Animal Bond (Animal Empath)
Allure (Vamp)
Authority (Cop)
Chameleon (Infiltrator)
Charismatic Leadership (Instigator)
Combat Sense (Solo)
Conform (Mundie)
Credibility (Media)
Deduction (Investigator)
Family (Nomad)
Grift (Grifter)
Interface (Netrunner)
Masterpiece (Artiste)
Medical Tech (Medtech)
Mold (Educator)
Prowess (Athlete)
Rampage (Savage)
Resources (Corporate)
Sneak (Shadow)
Streetdeal (Fixer)
Track (Scout)
Vehicle Zen (Runner)
Wisdom (Magus)

ATTR

Wardrobe & Style
Personal Grooming

BODY

Endurance
Fitness/Body Building
Rowing
Strength Feat
Swimming

COOL

Intimidate
Interrogation
Leadership
Oratory
Resist Torture/Drugs
Skydiving
Streetwise

EMP

Animal Handling
Design
Human Perception
Hypnotism/Brainwashing
Interview
Lip Reading
Massage
Networking
Parenting
Perform
Persuasion & Fast Talk
Seduction
Sing
Social
Storytelling

INT

Accounting
Appraise
Awareness: Notice
Awareness: Tactical
Awareness Track
Business Sense
Composition
Diagnose Illness
Education & General Knowledge
Expert: (Subject)
Gamble
Gardening/Farming
Language: (Choose One)
Library Search
Navigation
Programming
S.C.U.B.A.
Survival: (Environment)
System Knowledge
Teaching

REF

Athletics
Blind Fighting
Brawling/Melee
Dance
Initiative
Juggle
Martial Arts: (Style)
Operate: ACPA
Operate: Animal
Operate: Car/Truck
Operate: Dirigible
Operate: EVA
Operate: Fixed Wing
Operate: Glider
Operate: Gyro
Operate: Heavy Machinery
Operate: Motorcycle
Operate: OTV
Operate: Remote
Operate: Sail Driven
Operate: Space Plane/Shuttle
Operate: Sub (Large/Small)
Operate: Vectored Thrust
Skate/Ski/Surf
Stealth/Evasion
Underwater Maneuver
Weapon: Archery
Weapon: Handgun
Weapon: Heavy Weapons
Weapon: Rifle
Zero-G Maneuver

TECH

Calligraphy
Cooking
Cryotank Operation
Demolitions
Disguise
Electronic Security
Forgery
Glass blowing
Jeweler
Jury Rig
Med: First Aid
Med: Pharmaceuticals
Med:Surgery
Origami
Photography & Film
Pick Lock
Pick Pocket/Sleight of hand
Play Instrument
Rope Use
Paint or Draw
Sculpt
Sewing
Stage Magic
Tattooing (Hand-Pick)
Traps and snares
Tattooing
Tech: Aero
Tech: AV Tech: Basic
Tech: Carpentry
Tech: Chemistry
Tech: Cyber
Tech: Cyberdeck Design
Tech: Electronics
Tech: Gyro
Tech: Marine/Underwater Equip
Tech: Metal Smith
Tech: Powered Armor
Tech: Pressure Suit
Tech: Spacecraft
Tech: Submarine
Tech: Weaponsmith
Tech: Wetware
Typing
Video Manipulation

SKILL DESCRIPTIONS

SPECIAL ABILITIES

Adept (Tech) - This SA is added to your Jury Rig skill and 2 Tech skills of your choice.

Allure (Vamp) - This SA is added to a Vamps Seduction, Personal Grooming, and Wardrobe and Style

Animal Bond (Animal Empath) - Adds to Animal Handling and Teaching when dealing with animals.

Authority (Cop) - This SA is added to Interrogate and Intimidate.

Chameleon (Infiltrator) - An Infiltrator adds this SA to his Disguise and Perform checks.

Charismatic Leadership (Instigator) - This SA is added to Oratory and Leadership. However this skill, similar to a Medias Credibility, is tenuous and if the rocker is perceived as betraying his own words, or following a different agenda, his SA will drop accordingly as he loses influence.

Combat Sense (Solo) - Adds to both Awareness: Tactical and Initiative..

Sneak (Shadow) - Adds level to Stealth/Evasion and either Pick Lock or Electronic Security.

Conform (Mundie) - You can move from one part time job to the next with ease, instantly finding a stride there. The SA itself is rather subjective, and adds to your Resist Torture. It determines how long you can maintain employment given the low pay, bad conditions, and lack of respect from superiors and customers. At GM discretions it might also add to 1 skill directly correlated to the current employment. For instance someone working as a Secretary could add it to Typing.

Credibility (Media) - This SA is representative of your credentials and reputation for honesty and integrity. It is added to the Medias Interview, and Composition or Photography and Film. However, it is a tenuous skill that must be maintained through honesty and non-bias. For every serious case of bias, dishonesty, or false presentation of facts you committed made public, your Credibility will drop by a point of Skill. However, with individuals who hold the same political or social bias, your credibility will retain its full value.

Deduction (Investigator) - This SA is added to Awareness/Notice and Human Perception for the purposes of finding clues or detecting falsehoods.

Family (Nomad) - The Family SA is added to your Networking and 2 Survival skills (choose types, Wilderness, Desert, Arctic, Sea, etc...)

Grift (Grifter) - Adds level to both Persuasion/Fast Talk and Human Perception.

Interface(Netrunner) - Netrunners add this to their Programming, and System Knowledge, as they pertain to computers and communications.

Masterpiece (Artiste) - This SA adds to a characters Play Instrument, Paint or Draw, Sculpt, Perform, Photo and Film, Storytelling, Dance or whatever medium they use. (2 mediums may be chosen at time of taking role.) An Artiste can also choose to employ his EMP in place of Tech when using his chosen Skills.

Medical Tech (Medtech) - Added to First Aid and one other Med Skill or Diagnose Illness.

Mold (Educator) - This special ability represents a dedicated Educators ability to bestow knowledge, and make his message understood. He adds it to his Teaching skill and Oratory.

Prowess (Athlete) - Adds to 2 of the following skills (Chosen when taking the special ability) Athletics, Strength Feat, or Endurance as representation of a perfectly trained body.

Resources (Corporate) - This Special Ability adds to Networking and Bureaucracy.

Rampage (Savage) - Adds level to Intimidate and to hand to hand damage only when using Brawling/Melee (NOT martial arts).

Streetdeal (Fixer) - This Special Ability adds to both Streetwise and Appraise

Trace (Bounty Dog) - Adds to 2 of the following skills (Chosen when taking the special ability) Interview, Human Perception or Intimidation when tracking a subject.

Track (Scout) - Adds level to Navigation and Awareness: Track.

Vehicle Zen (Runner) - Adds to Operate rolls in 2 of the characters chosen types of transportation (Car/Truck, Cycle, Heavy Equipment, Aircraft, Watercraft large or small, Submersible, Animal Mount, etc.).

Wisdom (Magus) - Adds to Library search and either Education/General Knowledge or 2 Expert skills.

Note: In cases where Special Abilities overlap in the skills they add to, it is always the situation/environment that dictates which SA is to be added.

ATTR

Personal Grooming - This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasion. A basically good-looking person would be at +2. A fashion model might have a Personal Grooming of +5 or +6. At +8 or better, you could be major fashion model, film star, or trendsetter. You are always "together". And know it.

Wardrobe & Style - The skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit. With Wardrobe +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy anything off the rack. At +8 or better, you are one of those rare people whose personal style influences major fashion trends.

BODY

Endurance - This is the ability to withstand strain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active a long period without food, sleep or water. This skill also determines how long a character can hold his breath. At +2 a character can hold his breath for an addition minute, at + 5 it increases to 2 minutes, +8 three minutes, and +10 4 minutes. These extra minutes are added to the "no activity" category of breathing based on body types, and will suffer the same of greater air consumption penalties during activity.

Fitness/Body Building - with this skill a character can increase one aspect of their BOD, REF, TECH, or MA Stat by 1 point (max of 10) for every 2 points of this skill earned. (Only one Stat may be raised at a time, if the skill diminishes, the Stat will be reduced to fit, although it will not drop below the original rolled Stat.) (GM's may choose to allow this skill to increase stats past 10, but after 10 IP cost is x2 the normal formula.)

Rowing – The ability to row vessels, such as rowboats, canoes, kayaks, Viking long ships, etc... (Also includes pole pushed vessels)

Strength Feat - The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlor tricks. At +3, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dent car fenders with one blow. For every point of the Strength Feat skill, a character may modify his carry weight, dead lift weight, and his Throw distance by 5% in kg. Difficulty modifier for doing this successfully is 15, +3 for every 10% kg over what is normally allowed

Swimming - This skill is required to know how to swim (see Athletics for more details).

COOL

Interrogation - The skill of drawing information from subject and forcing his secrets into open An Interrogation of +2 or better will allow you to find out if your boyfriend is lying to you. A +5, you are professional level interrogator - equivalent to skilled detective grilling a suspect. Mike Wallace of 60 Minutes has an Interrogation +9, allowing him to make even most powerful people squirm.

Intimidate - The skill of getting people to do what you want by forcing personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Arnold Schwarzenegger. Every point of a character's ATTR below 5 on gives a +1 to Intimidation.

Leadership - The skill of leading and convincing people to follow you. A leader with a skill +2 can manage a small office successfully and be respected for it. A leader with skill +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it.

Oratory - The skill of public speaking. At +2, you can wing high school contests. At +6, you can be paid speech in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ichn Bin Ein Berliner" or Lincoln's Gettysburgs Address. This also covers the use of Rhetoric.

Resist Torture/Drugs - Characters with this skill are especially toughened against interrogation, pain, torture, and the effects of drugs. A successful use of this skill will automatically increase the difficulty of any Interrogation attempt made by another guy by one level.

Skydiving - The skill of remaining calm enough to pull your ripcord, while plummeting towards the earth at terminal velocity.

Streetwise - The knowledge of the "seamy" ways of life - where to get illegal and contraband things, how to talk to the criminal environment, and avoiding bad situations in bad neighborhoods. With Streetwise of +3 or better, you can get "hot" items, drugs, etc. With a Streetwise of +5 you know how to arrange a murder contract, you know a few mobsters who might owe you, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself. (See page 68)

EMP

Animal Handling – The ability to care for, train, and control animals. Includes knowing what they eat, space requirements, common temperament and behavior, and how to groom them.

Design - the ability to visualize the proper placement of things for maximum aesthetic and function.

Human Perception - The skill of detecting any moods, underlying emotions, and other cues from people. At +2, you can usually feel when you're not getting the whole truth or when someone is apprehensive. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually determine the subjects exact feelings at the moment.

Hypnotism/Brainwashing - the ability to put another person into a trance, and cause them to be under your control. At a +2 you can get someone to make slight reactions on cue, at 5 you can get them to bark like a dog. At 8 you can delve deep into their subconscious and even implant suggestions, though nothing that will go against their own nature.

Interview - The skill of eliciting interesting anecdotes from interview subject. This information will be of a more non-specific and personal nature rather than specific knowledge (distinguishing this skill from the skill Interrogation, where the user is trying to extract exact information. (Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything - including personal information about their illegitimate son, the time they stole a cookie at age +4, and the fact that no one ever loved them.

Lip Reading – The ability to decipher what someone is saying merely by watching their mouth as they are speaking.

Message - The ability through physical manipulation, to relax another and provide succor through your touch.

Networking - The skill of recognizing useful people and the services they can provide, and cultivating a mutually beneficial relationship. In short it allows you to form and utilize connections through common goals, services, and requirements. (See page 68)

Parenting - The ability to successfully raise and nurture children.

Perform - The skill of acting. A trained performer of +4 or greater can successfully perform on stage for payment at small theaters or bit parts in film or television. Performers of +6 or greater will be considered to be of professional caliber, and may have lucrative contacts and fans. Performers of +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Persuasion & Fast Talk - The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan had a Persuasion of +7, Hitler a Persuasion of +9. (See page 66)

Seduction - The skill of forming and maintaining romantic relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with other non-players characters and the intensity of these relationships. Every point of a character's ATTR over 6 gives a +1 modifier to seduction. (See page 67)

Social - The ability to deal with social situations, like knowing the right fork to use or when not to tell the raunchy joke. A Social skill of +2 or better will allow you to get by at any fine restaurant or social function. At +5, you can lunch with the President with aplomb. No social situation will faze you, no matter what. At +8 or above, you can lecture Emily Post on what's proper.

Storytelling - The skill of telling a compelling story.

INT

Accounting - The ability to balance books (or create false books), juggle numbers, create budgets and handle day to day operations.

Appraise - The skill of determining the worth of an item. (See page 68)

Awareness: Notice - This is equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadows and other events. With an Awareness of +2 you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions of lying or dislike. An Awareness of +5 or better allows you to spot fairly well hidden clues. With an Awareness of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average cop show ("The murderer was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players of any Role should get a bonus if the Awareness task directly relates to their Special Ability; if a Medtech gets a fairly good Awareness roll, they will notice that the "Judas" is sweating profusely. This skill is what is used for any searches or attempts to notice anything out of the ordinary.

Awareness: Tactics - This skill can also be called a danger sense. It allows the user to spot things such as the glint of a sniper rifle in the distance, trip wires or ambush zones, and to determine the best tactical advantages or disadvantages present.

Awareness: Track - This skill is used to follow or spot a trail, be it that of an animal you are hunting, or a person. You will notice disturbances to the natural surroundings that indicate something's passing, at higher levels you will be privy to details such as height, weight and numbers.

Bureaucracy - The skill of maneuvering through, and laying down, the confusing, frustrating, and time consuming red tape..

Business Sense - The ability to read the stock market for fluctuations, enabling a trader to recognize the right time to buy and sell. It also allows a character to know what is in demand, and recognize trends in consumer habits and requirements.

Chemistry - The skill for mixing chemicals various compounds. A level +2 Chemistry is equal to high school chemistry. A level +4 is equal to a trained pharmacist or college level chemist. A +8 is a trained laboratory chemist. This also covers Alchemy.

Composition - The required skill for writing songs, articles, or stories. A Composition Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8 or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim.

Med: Diagnose Illness - The skill of clinically diagnosing symptoms and medical problems. A +3 is the equivalent of a high school nurse - you can recognize most common injuries and complaints. At +6, you would be equivalent to a trained intern; you can recognize many uncommon illnesses and know how to treat most common ones. A +9 is equivalent to you to get a diagnosis.

Education & General Knowledge - This skill is the equivalent of a basic school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill. A skill of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A Knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who know a lot about everything (hopefully with the good sense to keep his mouth shut).

Expert: (Subject) - You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapon, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to.

Additionally, any character may treat any of their regular skills as an expert skill at half level for the purposes of identifying the make and model, general knowledge, country of origin, etc., by replacing the normal stat associated with the skill for their INT stat.

For example: Jerry the solo with a minor gun fetish really likes the weapon he sees in the guards holster, He rolls his Handgun using INT (Instead of REF) to realize it's an H&K VP-70.

EXAMPLES OF EXPERT SKILLS

Expert: Anthropology	Expert: Military Hardware
Expert: Archeology	Expert: Military History
Expert: Architecture	Expert: Military Procedures
Expert: Astrology	Expert: Naval Operations
Expert: Astronomy	Expert: Oceanography
Expert: Bank Systems	Expert: Poisons
Expert: Biology	Expert: Politics
Expert: Biotech	Expert: Physics
Expert: Braintance/VR	Expert: Pop Culture
Expert: Climatology	Expert: Production
Expert: Communications	Expert: Psychology
Expert: Computer Design	Expert: Robotics
Expert: Construction	Expert: Seamanship
Expert: (Corporation) Operations	Expert: Sports
Expert: Corp. Procedures	Expert: Small Arms
Expert: Economics	Expert: Sociology
Expert: Electronic Warfare	Expert: Software
Expert: Etiquette	Expert: Supernatural Lore
Expert: Forensic Science	Expert: Tactics
Expert: Geology	Expert: Strategy
Expert: History	Expert: Theology
Expert: Holistic Medicine	Expert: Torture
Expert: Intelligence Analysis	Expert: Underwater Materials
Expert: International Business	Expert: US Naval Operations
Expert: Law	Expert: Veterinary Medicine
Expert: Logistics	Expert: Wargames
Expert: Mathematics	Expert: Weaponry
Expert: Marine Biology	Expert: Zoology

Gamble - The skill on knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At +2, you are the local card shark at the Saturday night poker game. At +6, you can make a living at the tables in Vegas or Monte Carlo. At +9 or better, you take on James Bond at roulette and stand a good chance of breaking the bank.

Gardening/Farming - The ability to successfully grow and harvest plants/crops.

Language: (Choose one) - The knowledge of foreign tongue. At +2, you can "get by" with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are fairly fluent, although no naive will be fooled by your ability. At +8 and above, you speak and read language like a native.

Each language known requires a separate Know Language Skill (see list of languages), however, one may use the knowledge of a particular Language with up to half (round down) proficiency with any language in the same linguistic family (example: knowing French at +4 will give you the ability to understand and speak Italian at +2). Basic language has no alphabet, and is usually is only able to express simple ideas in grunts and gestures. Primitive language is not written, but can be advanced and able to express complicated ideas and thought. (See page 15)

Library Search - The skill of using databases, DataTerms™, libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can easily access the Library of Congress. At +9, you can comprehend near any public databases and find very obscure facts.

Magic (Stage Magic) – The skill of illusion, prestidigitations. The ability to perform magic tricks like making a tiger disappear or levitating your assistant. Fun at parties.

Navigation - The ability to determine your location, and course of travel. (Taking an Expert Skill in an "unusual" environment, such as Space, Undersea, or even Astral Planes, will allow you to use Navigation in said environment).

Programming - The required skill to write programs and re-program computer system. This skill does not allow players to actually do repairs on a computer (this requires Electronics). With a Programming Skill of +1, you can do simple E-BASIC programs. A Programming Skill of +3 or better allows you to know some higher level languages and be able to write reasonably complex programs (including video games). Players with Programming Skill +6 or better are considered to be professionals, who can build operating software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. With a Programming Skill of +9 or better, other programmers speak your name with reverence ("You invented Q? Wow!"), young hackers set out to crack your systems, and any computer software you design instantly gets used by every business application in wide world. This is a required skill for Hacking/Netrunning.

S.C.U.B.A. - The skill of using and SCUBA gear. (It is not necessary to have swimming to use this skill, but it is highly recommended.)

Survival – The required skill for knowing how to survive in a given environment such as Wilderness, Jungle, Desert, Arctic, Urban, Sea, Underwater, Space. Typical applications include how to forage for food, build shelters, what plants are safe to eat, what to do in an emergency, and make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have +9 or +10 Survival Skill. While each environment is its own skill, you can use your chosen survival at half its level in other environments at the GM's discretion determined by similarity of environment. (Example Wilderness Survival would allow the character to use half his skill in a Jungle or Urban environment, while Space or Desert would provide no bonus at all)

System Knowledge - Basic knowledge of the geography of the Net, its lore and history, as well as knowledge of the important computer systems, their strengths and their weaknesses. At +2, you can generally navigate around the Net and know where all the local places are. At +6, you know the locations of most places in the Net, and have a working understanding of its largest and most well know systems. At +9, you know the entire Net like the back of your hand, know the general layouts of the important systems cold, and are aware of the layouts for the rest of them. This is a required skill for Hacking/Netrunning.

Teaching - The skill of imparting knowledge to someone (if you don't think this is skill, you ought to try it on someone). Players may not teach any skill unless they have higher skill levels, in both teaching, and the skill(s) being taught, than the student. The training chart determines length of time it takes to teach a skill, though a truly gifted teacher may be able to do it faster or more effectively, at GM's discretion. At a Teaching Skill of +3 or better, you can professionally teach students up to High School. At +6, you can teach at a college level. At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as a major reference, and you might have a TV show on the equivalent of PBS channel.

Athletics - This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber. Every point of Athletics will also modify a characters Run, Leap, Swimming and Climb distances by 5% a round on a successful roll.

Blind Fighting - The ability to defend and attack without the use of your eyes. For every 3 levels of this skill taken, the penalty for fighting while blinded is reduced by 1.

Brawling/Melee – Brawling is the skill of fighting man to man with fist, feet and other parts of the body, it also covers Melee which is the ability to use knives, axes, clubs and other hand to hand weapons in combat. Brawling is not a trained skill - it is the basic skill of defending oneself. Unlike Martial Arts, there are no specialized attacks and no damage bonus per level. It does allow for all the same maneuvers as a Martial art, but provides no bonus to any of them. If the character has the Savage Role, he may add +1 per level of Rampage to Brawl/Melee damage.

Dance - The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to be professional caliber, regularly give performances and have fans. Dancers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Initiative - This skill determines how quickly you react to your environment and situations. It also determines how many actions you may perform in a combat round. (See Multiple Actions in Combat Rules)

Juggle - the ability to toss multiple objects into the air and prevent them from hitting the ground by catching and re-tossing them in succession.

Martial Arts: (Style) - This skill covers any type of trained fighting style using hands, feet, or specialized "martial arts" weapons. You must elect a style of martial art and take a separate skill for each style (for example, you would have to take Karate and Judo separately, spending points for each one. Difficulty modifiers are listed in () next tot each skill listed below. The primary advantage to martial arts styles is that each one has what are called key attacks; attacks that reflect particular strengths of style. When a key attack is used, there is to-hit bonus based on the attack type and martial arts style. A full table of key attacks is listed in Martial Arts.

The second advantage to martial arts styles is that there is a damage bonus on attacks equal to half the level of the Martial Arts skill; for example, a master with a +10 Kung Fu Skill would add 5 points to his damage. This can be formidable advantage, although bludgeoning head strikes with hands and feet (non-cyber) do NOT double damage.

Operate: Animal - The ability to control and ride animals.

Operate: Car/Truck - This skill allows you to pilot all ground vehicles like cars, trucks, and hovercraft. This skill is not usable for piloting aircraft. A skill +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. A driver with skill of +8 or greater will be nationally ship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

Operate: Deep Dive Suit – The ability to pilot and control powered deep sea diving rigs.

Operate: Dirigible - The ability to pilot all lighter than air vehicles, including cargo dirigibles, blimps and powered balloons.

Operate: EVA – How to use EVA packs, hand held thrusters, and other personal propulsion devices in space.

Operate: Fixed Wing - The ability to pilot fixed wing jets and light aircraft. Ospreys may be flown with this skill, but not only in the straight ahead (non-hover) mode.

Operate: Glider – The ability to glide and control a hang glider, parasail, or glider.

Operate: Gyro - The ability to pilot all types of rotorwing aircraft, including gyros, copters and Ospreys.

Operate: Heavy Machinery - The required skill to operate tractors, treaded vehicles, extremely large trucks and construction equipment.

Operate: Motorcycle - The required skill to operate motorcycles, and other two and three-wheeled vehicles.

Operate: OTV – The Ability to pilot OTV's and other small cargo or personal type spacecraft.

Operate: PA – The ability to pilot and control Heavy Powered Armor.

Operate: Remote – The ability to control remote operated vehicles.

Operate: Sailing – The skill required to pilot a wind driven vessel of any type, be it windsurfer, sailboat, or large ship

Operate: Ship - The ability to pilot large surface ships

Operate: Space Plane/Shuttle – The ability to pilot spacecraft.

Operate: Sub (Large/Small) – The ability to pilot a submersible craft.

Operate: Vectored Thrust - The skill of piloting all types of vectored thrust vehicles, and AV-4, 6 and 7 vehicles.

Operate: Watercraft – The ability to pilot powered boats and personal watercraft.

Skating/Skateboarding – The Ability to ride a Skateboard, Roller-skates, or alternatively a snowboard, surfboard or boogie board. Skiing, either water or snow, also falls under this skill.

Stealth/Evasion - The skill of hiding in shadows, moving silently, evading guards, etc. A Stealth Skill of +1 is about the level of a sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making Ninja sound like elephants.

Underwater Maneuver - The ability to fight underwater.

Weapon: Archery - The skill required to use bows, crossbows and other arrow-based ranged weapons. See Handgun for details.

Weapon: Handgun - You must have this skill to effectively use handguns of any type, including cyberware types. At +2, you can use a handgun on a target range, through combat will still rattle you. At +5, you are as skilled as most military officers of fancy shooting you see on TV, and have begun to get a reputation of being "good with gun". At +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Weapon: Heavy Weapons - The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers. A level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

Weapon: Rifle - You must have this skill to use rifle/shotguns and other long-arms effectively (see Handgun limitations and modifiers).

Zero-G Maneuver - The ability to move around without the aid of gravity.

TECH

Calligraphy (European/Chinese) – The art of writing beautifully, there are two styles, Asian and European, both must be learned as separate skills.

Cooking – The ability to prepare food.

Demolitions - This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set times and detonators, and how much explosives to use to accomplish a desired result.

Disguise - The skill of disguising yourself to resemble someone else, whether real or fictitious.

Electronic Security - The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security area with impunity.

Forgery - The skill of copying and creating false documents and identifications. Forgery can also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.

Glass Blowing - The skill of using heat and air to shape glass.

Jeweler - The ability to cut and polish stones and gems and create jewelry from precious metals and stones.

Jury Rig – This skill allows you to repair or construct equipment using items and supplies from salvaged parts and junk most people would not think to use.

Med: Cryotank Operation - The required skill for operating, repairing and maintaining life suspension and body chilling devices. A minimum skill of +4 is required to chill down a healthy person. A minimum skill of +6 for chilling a wounded person.

Med: First Aid - This skill allows the user to bind wounds, stop bleeding, revive a stunned patient, and treat other simple medical issues. (See Trauma Team for details).

Med: Pharmaceuticals - The skill of designing and manufacturing drugs and medicines. A minimum Chemistry skill of +4 is required. At +4, you can make aspirin. At +6, you can make hallucinogenics or antibiotics. At level +9 you can build designer drugs tailored to individual body chemistries.

Med: Surgery - The ability to cut into a living thing and remove, implant, or make repairs.

Origami - The art of folding paper to look like other things.

Paint or Draw - The skill of producing professional drawings. A skill of +3 allows you to produce salable "modern" art. A Skill of +6 will produce artwork that is recognized end extremely pleasant to eye - as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibitions in galleries, and have other lesser artists studying his style in art.

Photography & Film - The skill of producing professional caliber photographs or video. A skill of +2 allows you to make decent home movies. A Skill +4 or better creates work capable of winning amateur contests. A Skill of +6 or better will produce work of the level of the average magazine cover or rock video. A photographer or cinematographer with a Skill +8 is known and probably famous.

Pick Lock - The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6 you can crack most safes. At +9 or better, you have a rep as master crackman, and are known to all the major players in the Cyberpunk world.

Pick Pocket/Sleight Of Hand - The required skill for picking pockets without being noticed, as well as "shoplifting" small items. For ideas on levels of ability see Pick Lock. This also covers Sleight of Hand, the skill of making small objects disappear and reappear by using misdirection, nimble hand and finger movements, and other tricks.

Play Instrument - The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played. A skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will gain some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of Grammy's, and regularly jam with the very best.

Rope Use - The ability to use a rope effectively, tie knots, etc...

Sculpt – The ability to create 3-dimensional works of art.

Sewing – The art of using needle and thread to make clothing, blankets, etc... Knitting, quilting, crocheting, and weaving also fall under this skill.

Tattooing – The art of using needle and ink to decorate or mark the body.

Tech: Aero - The required skill for repairing fixed wing aircraft, including Ospreys, jets, and light aircraft. With a Skill of +3, you can perform most routine maintenance tasks. With a Skill of +6, you can do engine tear downs and major structural repairs. With a Skill +9 or better you are capable of designing and building your own aircraft.

Tech: AV - The required skill for repairing all aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can tear down engines and modify an AV. At +10, you can design your own AV's on common airframes.

Tech: Basic - The required skill for building or repairing simple mechanical and electrical devices, such as car engines, Toasters, etc... With a Basic Tech Skill of +3, or better, you can fix minor car problems, repair basic wiring, etc. A Basic Tech Skill of +6 or better can rebuild an engine, etc. A Basic Tech Skill of +9 or better can put together a race car engine, and maintain industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft (just like Mr. Goodwrench) doesn't know how to build and service an F-16).

Tech: Carpentry – The ability to cut, mold, and utilize wood for construction or aesthetic purposes.

Tech: Cyber - The required skill for repairing and maintaining cyberware. At level +2, you can keep your cyberware turned up and replace its power batteries. At level +6, you can strip down most cyberware and even make simple modifications. At level +8, you can design your own cyberware to order. This skill also covers Robotics.

Tech: Cyberdeck Design - The required skill for designing cyberdecks. At level +4, you can modify an existing cyberdeck for greater speed or memory. At level +6, you can design a deck equal to most existing designs. At +8, you can design decks that are substantially improved over existing designs.

Tech: Electronics - The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.

Tech: Gyro - The skill or repairing and maintaining rotorwing aircraft such as helicopters and ospreys.

Tech: Metal Smith - Forging, and shaping metal objects, includes metallurgy, or the ability to mix ores to create the most suitable metals.

Tech: Marine - Ability to repair boats, ships, docks S.C.U.B.A. gear, and other marine equipment.

Tech: Powered Armor - The ability to repair Powered Armor and Linear Frames.

Tech: Pressure Suit - The skill required to repair a pressure suit.

Tech: Spacecraft - The ability to repair spacecraft.

Tech: Submarine - The ability to maintain and repair submersibles of all types.

Tech: Weaponsmith - The skill for repairing and maintaining weapons. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8 you can design your own weapons to order.

Tech: Wetware Design – The ability to design and create direct neural interface cyber and bioware.

Traps and Snares - The ability to create booby traps, snares, and other nasty surprises.

Typing - The skill of using a type writer, word processor, or keyboard, skill x 10 determines amount of words per minute typed.

Video Manipulation – The skill of altering video or photographs, or using the computer as an artistic medium.



Expanded Language Groups

Once you've learned one language in a linguistic family, you may learn any other language in that family at -1 to the normal IP cost. The values in parentheses are the IP multipliers for learning languages in that family. Each language requires a separate Know Language Skill, however one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family, and also can act as an Expert: Social at half value for the language group.

Albanian

Armenian

Australian Aboriginal

Baltic: Latvian (Lettish), Lithuanian

Basque

Celtic: Breton, Irish Gaelic, Manx, Scottish Gaelic, Welsh

Creole & Patois: French Creole, Rasta-Patois

Dravidian: Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu

Esperanto

Finnic: Cheremis, Estonian, Finnish, Karelian, Lapp (sami), Livonian, Mordvin, Veps, Votyak, Zyrian

Germanic: Afrikaans, Danish, Dutch, English (Australia, Canada, USA, UK), Flemish, Frisian, German (Germany, Austria, Switzerland), Icelandic, Norwegian (Bokmal & Nynorsk), Swedish, Yiddish

Greek

Hamitic: Beja, Berber, Galla, Hausa, Somali, Tuareg

Indic: Assamese, Bengali, Bhili, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu

Indo-Iranian: Baluchi, Kurdish, Farsi (Persian), Pushtu

Japanese

Khoisan: Bushman, Hadza, Hottentot, Nama, Sandawe

Korean

Loglan/Logical Language

Malayo-Polynesian/Pacific Island Group: Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog (Filipino), Taluga

Mon-Khmer/Annamite: Cambodian (Khmer), Mon, Vietnamese (Annamese)

Mongolic: Khalkha (Mongolian)

Niger-Kordofanian/African: Anyi, Ashanti, Azande, Bantu, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mandé, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona,

Sotho, Sukuma, Swahili, Temme, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu

Nilotic: Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai

Papuan: Dayak, Negrito, Papu

PC-Speak: Based on corp's native language

Romantic: Catalan, French (French, Canada), Galician, Italian, Latin, Portuguese (Portugal, Brazil), Provençal, Romanian, Sardinian, Spanish

Semitic: Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya

Sign Language: Hand Jive, American SL, English SL, Japanese SL, Russian SL, Danish SL, French SL, German SL, Norwegian SL, Swedish SL

Sino-Tibetan (3): Burmese, Cantonese, Hakka, Hmong, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Siamese, Thai, Tibetan, Wu, Yueh

Slavic: Bulgarian, Balarusian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian

Streetslang: 1/2 level when used in a foreign country

Turkic: Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut

Ugrian: Hungarian (Magyar), Ostyak, Vogul

Native American Languages

Algonquian: Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Obibwa, Shawnee, Wiyot, Yurok [Subarctic Canada, East, South West, Great Plains]

Athabaskan: Apache, Chipewyan, Navaho [Subarctic Canada, SW]

Caddoan: Caddo, Pawnee, Wichita [Great Plains]

Haida [NW Coast]

Inuit (Eskimo-Aleut) [Arctic coast & Greenland]

Iroquoian: Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora [East]

Macro-Chibchan: Guaymi, Paez, Warao [Central]

Mayan: Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan [South and Central America]

Muskogean: Chickasaw, Choctaw, Creek, Seminole

Otomanguean: Mixtec, Otomi, Zapotec [Central America, Mexico]

Salishan: Chehalis, Okanagon, Salish [NW Coast]

Siouan: Catawba, Crow, Dakota, Hidatsa, Lakota, Omaha, Osage [Great Plains]

South American Indian: Arowakan, Aymara, Cariban, Guarani, Mapuche, Quechua, Tupi-Guarani

Tlingit [NW Coast]

Uto-Aztecan/Shoshonean: Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago [SW], Pima [SW], Shoshoni, Ute [Great Basin, Mexico, Central America]

MARTIAL ARTS STYLES

STYLE BONOUSES

This is a list of bonuses provided by each martial art, as well as the IP modifier required to learn them. The IP modifier is what you multiply your Earned or General IP by in order to increase the skill, Thus to go to level 1 in a martial art with an IP modifier of 3 would cost 30 points instead of 10, while to go from 5 to 6 would cost 150 points instead of 50. This list is merely a very small sample, intended for beginners, or for GM's who wish to keep things simple. For a much more expansive and complete list please see The Interlock Unlimited Ultimate Martial Arts list Available at Datafortress 2020.

Sample Style	IP Mod	Strike/Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
Brawling/Melee	(1)	-	-	-	-	-	-	-	-	-	-	-	-	-
Martial Art 1 (Offensive)	(2)	-	2	3	-	1	-	-	-	-	-	-	-	1
Martial Art 2 (Defensive)	(2)	-	-	-	-	-	1	1	1	1	1	1	1	-
Martial Art 3 (Weapon)	(2)	3	-	-	1	-	2	1	-	-	-	-	-	-

STYLE DESCRIPTION

Brawling/Melee - This is not really a martial art, it is untrained fighting, included here to show the difference. While it has no IP modifier to learn, it also does not provide any bonuses to maneuvers or damage.

Martial Art 1 (Offensive) - This basic martial art is centered around attacking and doing as much damage as possible, with the most emphasis on kicks and punches. This style is indicative of Muay Thai, Tae Kwan Do, and other "Hard" styles.

Martial Art 2 (Defensive) - This basic martial art focuses entirely on defense. Its main goal is to avoid being hit and centers around the Block and Dodge maneuvers, as well as disarming your foe. It is indicative of the "Soft" styles, such as Judo and Aikido.

Martial Art 3 (Weapon) - This martial art is focused on weapon training, and as such is geared towards both offense and defense with the chosen weapon(s). Examples of similar styles include Kendo, Escrima, and Agrippa.

CREATING YOUR OWN MARTIAL ARTS:

No martial art has less than a (2) IP modifier. This reflects the physical, mental, and spiritual dedication necessary to learning a martial art. The formula for creating the existing martial arts presented above, and for creating your own new martial arts is:

MARTIAL ARTS DIFFICULTY MODIFIERS:	
DIFFICULTY MODIFIER (2)=	1+1D6 in MArt bonuses
DIFFICULTY MODIFIER (3)=	7+1D6 in MArt bonuses
DIFFICULTY MODIFIER (4)=	13+1D6 in MArt bonuses
DIFFICULTY MODIFIER (5)=	19+1D6 in MArt bonuses

So a martial art with a +4 Kick, a +2 Punch, and a +1 Block would have an IP modifier of 2, while a martial with a Block +5, a Dodge +4, a Sweep +3, a Hold +2, a Grapple +1, and a Throw +1 would have an IP modifier of 6.

ATHLETICS AND ENDURANCE: Having skill in Endurance AND Athletics allows you to drop the Difficulty modifier by 1 point (minimum 2 modifier). However this only works as long as your Athletics and Endurance skills are equal or higher than your martial arts skill. If your martial art skill rises higher than these two skills the difficulty modifier reverts to normal.

MULTIPLE MARTIAL ARTS: When reading the rules you may say to yourself, "What's the point, you can only use one at a time anyway, so one offensive and one defensive is all I need, its all I can use anyway right?" Well... kind of. True if you have a 4 in one and a 2 in another you can't add them together to get a 6 when trying to kick someone, but what you can do is take the highest

value bonus from your various martial arts. Say you have a martial art with a punch of 4 and a block of 1, and you take another martial art with a punch of 2 and a block of 3, you keep the punch of 4 from the first martial art, and use the block of 3 from the second, so you keep the highest bonus given of any martial art you know, though you must use the martial art that provides that bonus. If you already know a Martial Art (including Brawl/Melee) you may reduce the IP modifier of learning a new Martial Art by 1 (minimum of 2) until the new Art reaches the same level as the old. If the new Martial Art has a lower IP modifier than the old one, you may reduce the modifier by 2 (minimum of 2), this effect stacks with the modifier reduction from Athletics and Endurance.

DAMAGE: Damage is figured by adding **HALF** the level of your martial arts skill (only the applicable one) to your BOD damage modifier and the roll of the dice. Unlike actual martial arts, Brawl/Melee users do not get a bonus to damage (unless the character has Rampage which gives a bonus equal to the Special Ability level).

WEAPONS: Depending on the martial art learned, it also might teach the use of a variety of weapons. Anything with a strike bonus offers weapons training. For every point of Martial Art skill you have (providing it has a strike bonus, or is somehow otherwise tied to a weapon) you may choose 2 melee weapon types to master. Alternatively, you may choose Weapon Master, which only allows for 1 weapon to be learned at every level, but gives you a +1 to your Strike/Cast bonus, or you may choose to be a Weapon Specialist, which limits you to 1 weapon every 2 levels, but provides a +1 to Strike/Cast and a +1 to Block when using a weapon. Using a melee weapon type untrained results in a -3 to hit.

WHY TAKE A MARTIAL ART: With all the rules and complications associated with martial arts, you may be asking yourself "why not just take brawling/melee?" The answer is simple, you can just take Brawling/Melee, but it considered an untrained form of fighting, and as such it provides none of the bonuses to maneuvers that the martial arts do, nor does it provide the full bonus to damage. With Brawling/Melee the only damage to bonus you receive is the one derived from your strength (unless the character has the Savage Role which gives them a bonus equal to their Rampage). Martial Artists add half their level to damage. They spend years training; they know where to hit, and how to hit. They learn how to effectively maneuver their bodies to escape, and to use their opponent's strength and momentum against them. They train their bodies to instinctively react to situations. Brawlers on the other hand simply swing away. For characters that only fight as a last resort, Brawling/Melee is good to have so they are not completely defenseless, but anytime they go up against someone who has been trained to fight, they are going to be in a world of hurt

NON COMBAT TASK AND SKILL RESOLUTION

The use of most skills is fairly self-explanatory, how to implement non-combat skills however, can be somewhat tricky. Relying on a great deal of both GM and Player interpretation. To make it just a bit easier, here is a simple table you can use to determine the relative difficulty of any given task.

TASK DIFFICULTIES	
Easy	10
Average	15
Difficult	20
Very Difficult	25
Nearly Impossible ...	30

Of course the difficulty can be modified by countless conditions. The next table provides a few examples of Task Difficulty Modifiers, and may provide an invaluable resource to GM's in determining the relative difficulty of any given task.

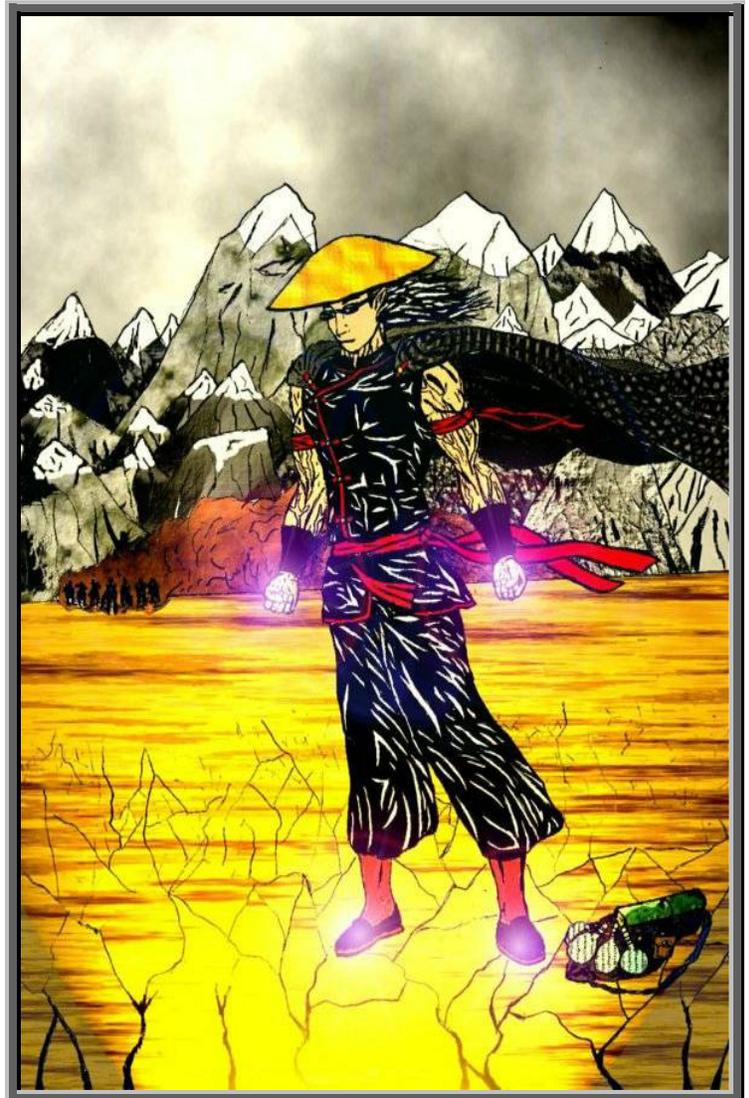
DIFFICULTY MODIFIERS	
Complex repair	+2
Very complex repair	+4
"It's never been done before"	+6
Don't have the right parts	+2
Don't have the right tools	+3
Unfamiliar tools, weapon, vehicle	+4
Under stress	+3
Under attack	+3 to 4
Wounded	+2 to 6
Drunk, drugged or tired	+4
Hostile environment	+4
Lack of instructions for task	+2
Other characters "kibitzing"	+3
Has never performed task before	+1
Difficult acrobatics involved	+3
Very difficult acrobatics involved	+4
Impossible acrobatics involved	+5
Information hidden, secret, obscure ...	+3
Well-hidden clue, door, panel	+3
Complex program	+3
Very complex program	+5
Complex lock	+3
Very complex lock	+5
Target on guard or alerted	+3
Brightly lit area	+3
Insufficient light	+3
Pitch blackness	+4
Secretive task under observation	+4
Add LUCK points	-1 to -10
Manipulation with natural claws	+3
Cybercontrols	-2
Mag-Duct spots & cybercontrols	-1
Model 100 plugs & cybercontrols	+2
Excellent tools/ equipment	-1 to -2
Excellent conditions	-1 to -2
Rushing the task	+2

Finally this last table gives a small sample of the time it may take to complete any given task.

HOW LONG WILL IT TAKE?

Fix simple electronic device or gun ..	5 min
Fix complex electronic device	20 min
Fix a laser, taser, or maser	10 min
Fix a tire	5-6 min
Fix an engine	10-20 min
Rebuild an engine	2 days
Look for hidden object	2-5 min
Open simple mechanical lock	1-2 min
Open complex mechanical lock ...	5-10 min
Open simple electronic lock	3-4 min
Open complex electronic lock	5-10 min
Search a database	5-20 min
Design a computer	1-3 days
Put on a disguise	3 min
Decryption	100hrs/skill

From here a GM and/or Player should be able easily determine the necessary requirements for most tasks and situations that might come up in the course of a game.



PART 4: BREATHING LIFE INTO YOUR CHARACTER

LIFEPATH

Lifepath is a flowchart of "plot complications", designed to help you give your character an authentic background. Its seven sections cover national and ethnic origins, your family, friends, enemies, personal habits and even key events on a yearly basis. It's intended primarily as a guide; if you encounter something you don't think fits the character you've envisioned feel free to change the path as you see fit. Use the back of your Character Sheet to record your Lifepath. Remember; the game hinges on role-playing, so make use of the information in your Lifepath run. The following is a basic Lifepath, suitable for any setting or genre. For additional Lifepath charts for a specific setting/genre please refer to supplements or products geared towards those lines (Cyberpunk 2020 Ultimate Character Generation available at Datafortress 2020, and other setting specific supplements from R. Talsorian Games). You may also easily create your own.

Origins and Personal Style

What do you look like and where do you come from?

DRESS & PERSONAL STYLE

Roll 1D10 three times (once per column) to decide what your style is. Or simply decide for yourself, Lifepath is a guideline not a rule.

Die Roll	Clothes	Hairstyle	Affectations
1	Leather	Mohawk	Tattoos
2	Casual	Long & Ratty	Glasses, Goggles or Mask
3	Uniform	Short & Spiked	Scars
4	Comfortable	Wild	Gloves
5	Robes or Dresses	Bald	Nose Rings
6	High Fashion	Striped	Earrings
7	Armor	Tinted	Long fingernails
8	Common Attire	Neat, short	Odd Footwear
9	Nude	Short, curly	Pendant or Medallion
10	Second Hand	Long, straight	Rings

ETHNIC ORIGINS

Where you come from determines your native language, custom and allegiances. In settings that allow for multi-cultural/ethnic backgrounds, in this situation choose one of the Countries and Languages from the main list in the skill section. This is your native language, which you speak at +8. In addition, you also automatically know how to read and write this language, unless the setting, character concept, or GM forbids it.

FAMILY BACKGROUND

Who are you, and where did you come from? Everybody has a story and past they're trying to live with. What's yours?

FAMILY RANKING Choose or roll one:

1	Wealthy Family
2	Middle Class
3	Laborers
4	Wandering Family
5	Sailors or Fishermen
6	Bandits or Outlaws
7	Urban Criminals
8	Peasants
9	Destitute and Homeless
10	Communal

Go to PARENTS

PARENTS Choose or roll one:

1-6	Both parents are living. Go to FAMILY STATUS
7-10	Something has happened to one or both parents. Go to SOMETHING HAPPENED TO YOUR PARENTS

SOMETHING HAPPENED TO YOUR PARENTS Choose or roll one:

1	Your parent(s) died in warfare
2	Your parent(s) died in an accident
3	Your parent(s) were murdered
4	Your parent(s) have amnesia and don't remember you
5	You never knew your parent(s)
6	Your parent(s) are in hiding to protect you
7	You were left with relatives for safekeeping
8	You grew up on the Street and never had parents
9	Your parent(s) gave you up for adoption
10	Your parent(s) sold you for money

Go to FAMILY STATUS

FAMILY STATUS Choose or roll one:

1-6	Family status in danger, and you risk losing everything (if you haven't already). Go to FAMILY TRAGEDY
7-10	Family status is OK, even if parents are missing or dead. Go to CHILDHOOD ENVIRONMENT

CHILDHOOD ENVIRONMENT Choose or roll one:

1	Spent on the Street with no adult supervision
2	Spent in a safe middle class area
3	In a Nomadic group wandering from place to place
4	In a decaying, once upscale neighborhood
5	In a defended area of a the large City
6	In the heart of a ghetto
7	In a small village or town
8	In a large commune
9	In the sea
10	On a farm

Go to SIBLINGS

FAMILY TRAGEDY Choose or roll one:

1	Family lost everything through betrayal
2	Family lost everything through bad management
3	Family exiled or otherwise driven from their original home
4	Family is imprisoned and you alone escaped
5	Family vanished. You are only remaining member
6	Family was murdered/killed and you were only survivor
7	Family is involved in long term conspiracy, organization or association, such as a crime family or revolutionary group
8	Your family was scattered to the winds due to misfortune
9	Your family is cursed with a hereditary feud that has lasted for generation
10	You are the inheritor of a family debt; you must honor this debt before moving on with your life

Go to CHILDHOOD ENVIRONMENT

SIBLINGS

You may have up to 7 brothers/sisters. Roll 1D10. 1-7 is equal to the number of siblings you have. On 8-10, you are an only child. For each brother or sister:

- 1) Roll 1D10. Even: the sibling is male. Odd: the sibling is female.
- 2) Roll age, relative to yourself
 - 1-5 = older
 - 6-9 = younger
 - 10 = twin

For each sibling, choose or roll their feelings about you:

- 1-2 Sibling dislikes you
- 3-4 Sibling likes you
- 5-6 Sibling neutral
- 7-8 They hero worship you
- 9-10 They are hate you

Go to MOTIVATIONS

MOTIVATIONS AND LIFE EVENTS

What makes you tick? Will you back up your friends or go for the main chance? What's important to you?

PERSONALITY TRAITS Choose or roll one:

1	Shy and secretive
2	Rebellious, antisocial, violent
3	Arrogant, proud and aloof
4	Moody, rash and headstrong
5	Picky fussy and nervous
6	Stable and serious
7	Silly and fluffheaded
8	Sneaky and deceptive
9	Intellectual and detached
10	Friendly and outgoing

PERSON YOU VALUE MOST Choose or roll one:

1	A parent
2	Brother or sister
3	Lover
4	Friend
5	Yourself
6	A pet
7	Teacher or mentor
8	Public figure
9	A personal hero
10	No one

WHAT DO YOU VALUE MOST Choose or roll one:

1	Money
2	Honor
3	Your word
4	Honesty
5	Knowledge
6	Vengeance
7	Love
8	Power
9	Having a good time
10	Friendship

HOW DO YOU FEEL ABOUT MOST PEOPLE Choose or roll one:

1-2	Neutral
3	I like almost everyone
4	I hate almost everyone
5	People are tools. Use them for your own goals and discard them
6	Every person is a valuable individual
7	People are obstacles to be destroyed if they cross me
8	People are untrustworthy. Don't depend on anyone
9	Wipe'em all out and give the place to the cockroaches
10	People are wonderful

YOUR MOST VALUED POSSESSION Choose or roll one:

1	A weapon
2	A tool
3	A piece of clothing
4	A photograph
5	A book or diary
6	A recording
7	A musical instrument
8	A piece of jewelry
9	A toy
10	A letter

Go to Life Events



LIFE EVENTS

You know where you came from and what you look like. Now let's take a look at the major events that made you what you are. Roll 2D6+16 to determine your character's age, or pick any age 16 or greater. For each year of your character's life past age 16, roll 1D10, check the chart below, and go to that section of the Lifepath. What happens there is the major event that shaped your character's life for that year. When you're done, come on back here and roll the next year's main event.

1-3	Big Problems, Big Wins
4-6	Friends & Enemies
7-8	Romantic Involvement
9-10	Nothing Happened That Year

BIG PROBLEMS BIG WINS

Living on the Edge means taking big risks. This year, you took some serious chances. Did it pay off or did you go down in the street? Roll 1D10. On an even roll, you scored big. On an odd roll, you took a hit.

DISASTER STRIKES! Roll 1D10:

1	Financial Loss or Debt: Roll 1D10x100. You have lost this much money. If you can't pay this now, you have a debt to pay, in cash - or blood.
2	Imprisonment: You have been in prison, of possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.
3	Illness or addiction: You have contracted either an illness or drug habit in this time. Lost 1 pt of REF permanently as a result.
4	Betrayal: you have been backstabbed in some manner. Roll another D10. 1-3, you are being blackmailed. 4-7, a secret was exposed- 8-10, you were betrayed by a close friend in either romance or career (you choose).
5	Accident: You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 from your ATT. 5-6, you were in recovery for 1D10 months that year. 7-8, you have lost 1D10 months of memory of that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
6	Lover, friend or relative killed: You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10, they were murdered and you know who did it. You just need the proof.
7	False Accusation: You were set up. Roll 1D10. 1-3, the accusation is theft. 4-5 it's cowardice. 6-8 it's murder. 9 it's rape. 10, It's lying or betrayal.
8	Hunted by the Law: You are hunted by the law (for crimes you may or may not have committed (your choice). Roll 1D10. 1-3, only one or two police or guards want you. 4-6, it's the entire local authority. 7-8 it's the regional authority. 9-10, you are wanted nation wide.
9	Hunted by a Private Force: You have angered some Militia or Military. Roll 1D10. 1-3, it's a small, local group. 4-6, it's a larger group with influence. 7-8, it's a regional group controlling a wide area. 9-10, it's a national group.
10	Mental or physical incapacitation: You have experienced some type of mental or physical breakdown. Roll 1D10. 1-3, it's some type of nervous disorder, probably from a disease - lose 1 pt. REF. On 4-7, it's some kind of mental problem; you suffer anxiety attacks and phobias. Lose 1 pt from your CL stat. 8-10, it's a major psychosis. You hear voices, are violent, irrational, depressive. Lose 1 pt from your CL, 1 from REF.

Go To WHAT ARE YOU GOING TO DO ABOUT IT?

WHAT ARE YOU GOING TO DO ABOUT IT? Choose or roll one:

1-2	Clear your name
3-4	Live it down and try to forget it
5-6	Hunt down those responsible and make them pay!
7-8	Get what's rightfully yours
9-10	Save, if possible, anyone else involved in the situation

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

YOU GET LUCKY! Roll 1D10:

1	Make a Powerful Connection in City Government. Roll 1D10. 1-4, it's with Law Enforcement 5-7, it's with the Prosecutors. 8-10, it's with the Mayor's Office.
2	Financial Windfall: Roll 1D10x100 for monetary amount.
3	Big Score on job or deal! Roll 1D10x100 for monetary amount.
4	Find a Sensei (teacher). Begin at +2 or add +1 to a Martial Arts Skill of your choice.
5	Find a Teacher: Add +1 to any INT based skill, or begin a new INT based skill at +2.
6	Powerful Merchant or Bureaucrat owes you one favor.
7	Local Nomadic Group befriends you. You can call upon them for one favor a month, equivalent to a Family Special Ability of +2.
8	Make a Friend on the Police or Guard Force. You may use him for inside information at a level of +2 Streetwise on any police related situation.
9	Local criminal organization likes you. You can call upon them for 1 favor a month, equivalent to a Family Special Ability of +2. But don't push it.
10	Find a Combat Teacher. Add +1 to any weapon skill with the exception of Martial Arts or Brawling, or begin a new combat skill at +2.

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

FRIENDS AND ENEMIES

Living on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year.

Roll 1D10. On a 1-5, you made a friend. On a 6-10, you made an enemy.

MAKE AN ENEMY

You've gotten in someone's face. Enemies are a way of life, so don't skip this step. For each enemy, choose or Roll sex on 1D10.

EVEN = Male
ODD = Female

This enemy is (choose or roll One):

1	Ex friend
2	Ex lover
3	Relative
4	Childhood enemy
5	Person working for you
6	Person you work for
7	Partner or co-worker
8	Booster gang member
9	Corporate Exec
10	Government Official

Go to THE CAUSE

THE CAUSE

This enmity started when one of you (choose or roll one):

1	Caused the other to lose face or status
2	Caused the loss of a lover, friend or relative
3	Caused a major humiliation
4	Accused the other of cowardice or some other personal flaw
5	Caused a physical disability: (Roll 1D6. 1=2 lose eye. 3-4=lose arm. 5-6=badly scarred)
6	Deserted or betrayed the other
7	Turned down other's offer of job or romantic involvement
8	You just didn't like each other
9	Was a romantic rival
10	Foiled a plan of the other's

Go to WHO'S MAD

WHO'S MAD? Choose or roll one:

1-4	They hate you
5-7	You hate them
8-10	The feeling's mutual

Go to WHAT ARE YOU GOING TO DO...

WHAT ARE YOU GOING TO DO ABOUT IT?

If the two of you met face to face, the injured party would most likely (Choose or roll one):

1-2	Go into a murderous killing rage and rip his face off!
3-4	Avoid the scum
5-6	Backstab him indirectly
7-8	Ignore the scum
9-10	Rip into him verbally

Go to WHAT CAN HE...

WHAT CAN HE THROW AGAINST YOU?

What kind of forces can your enemy put on the table to stop you? (Choose or roll one):

1-3	Just himself
4-5	Himself and a few friends
6-7	An entire Gang
8	A small Corporation
9	A large Corporation
10	An entire Government Agency

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

Who is this person? Move over to Personal Style and Motivations and make a few rolls to find out what your friend or enemy is like.

MAKE A FRIEND

You lucked out and made a new friend (a rare occurrence In the Cyberpunk world). For each new friend, choose or roll sex on 1D10:

EVEN = Male
ODD = Female

Choose or roll your relationship to this friend:

1	Like a big brother/sister to you
2	Like a kid sister/brother to you
3	A teacher or mentor
4	A partner or co-worker
5	An old lover (choose which one)
6	An old enemy (choose which one)
7	Like a foster parent to you
8	A relative
9	Reconnect with an old childhood friend
10	Met through a common interest

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

Who is this person? Move over to Personal Style and Motivations and make a few rolls to find out what your friend or enemy is like.

Romantic Life

There's more to life than just combat and bad breaks. Romance is also part of living on the Edge. If you're here, romantic action was your major event this year. Start with HOW IT WORKED OUT:

HOW IT WORKED OUT Roll one, then go to that section:

1-4	HAPPY LOVE AFFAIR (go back to LIFE EVENTS)
5	TRAGIC LOVE AFFAIR
6-7	LOVE AFFAIR WITH PROBLEMS
8-9	FAST AFFAIRS AND HOT DATES (Go back to LIFE EVENTS)
10	COMPLICATED LOVE AFFAIR

LOVE AFFAIR WITH PROBLEMS Choose or roll one:

1	Your lover's friends/family hate you
2	Lover's friends/family use any means to get rid of you
3	Your friends/family hate your lover
4	One of you has a romantic rival
5	You are separated in some way
6	You fight constantly
7	You're professional rivals
8	One of you is insanely jealous
9	One of you is "messing around"
10	You have conflicting backgrounds and families

Go back to LIFE EVENTS AND ROLL FOR NEXT YEAR

TRAGIC LOVE AFFAIR Choose or roll one:

1	Lover died in accident
2	Lover mysteriously vanished
3	It didn't work out
4	A personal goal or vendetta came between you
5	Lover kidnapped
6	Lover went insane
7	Lover committed suicide
8	Lover killed in a fight
9	Rival cut you out of the action
10	Lover imprisoned or exiled

Go To MUTUAL FEELINGS

COMPLICATED LOVE AFFAIR Choose or roll one:

1 - 2	Someone got preg and now you have a kid
3	Your old lover just secretly showed up
4	Their old Lover just secretly showed up
5-7	One of you had a kid in the past , they just showed up
8	You have a terrible secret you're hiding from them
9	An old enemy of yours just showed up
10	An old enemy of theirs just showed up

Go To MUTUAL FEELINGS

MUTUAL FEELINGS Choose or roll one:

1	They still love you
2	You still love them
3	You still love each other
4	You hate them
5	They hate you
6	You hate each other
7	You're friends
8	No feeling's either way; it's over
9	You like them, they hate you
10	They like you, you hate them

Go back to LIFE EVENTS AND ROLL FOR NEXT YEAR

Was it worth the pain? Move over to the Personal Style and Motivations Sections and make a few rolls to find out what your lover was like and whether you'd do it all over again if he/she walked back into your life.

MISCELLANEOUS CHARACTER CREATION RULES

These are optional rules; their inclusion is at GM discretion.

Innate Abilities

Characters may possess natural traits that make them just a bit special. Luck can be used to modify the die roll.

Ambidexterity: to determine whether a character is Ambidextrous or not, roll above an 80% on a percentage roll. An Ambidextrous character can use both hands with equal proficiency, and takes no penalty for doing so. It also allows the character to take an extra 20 skill points (usable only on TECH or REF skills) during character generation.

Eidetic Memory: to determine if a character has a photographic memory roll above a 90% on a percentage roll. A character with Eidetic Memory has a 20% chance to recall anything he has seen, heard, or read. It also allows the character to take an extra 20 skill points (INT skills only) during character generation.

Eidetic Reflexes: (the ability to copy any physical act once it has been observed) roll above a 99% on a percentage roll. A character with Eidetic Reflexes can learn Martial Arts, Dance, or Brawl/Melee as though they were one level lower (IE: he can raise a skill from 5 to 6 by only paying the cost required to raise it from 4 to 5.)

Double Jointed: roll above 80% (plus 4% for every point of BOD over 5) on a percentage roll. A Double Jointed character gets an automatic +4 to all Grapple, Hold, and Escape attempts, they may also fit themselves into places considered too small for normal humans, within reason.

Bloodlust: Roll above 50% (plus 5% for every point of EMP). This allows a character a -4 to their Stun Save (but not death save) to remain conscious, and treats wounds as -4 for the purpose of determining effects from damage (if the character takes 9 points of damage, putting him in critical condition, he will fight as though he has only taken 5 points and is instead in serious). Immediately at the end of combat he must make a stun save at +4.

Age

Playing characters that are younger or older than the norm is possible. A character's age will affect him in a great many ways. A younger character won't have learned as much as an older one. An elderly character won't be as strong or fast as he was when he was 20. To compensate for this refer to the following:

A. For every 2 years before the age of 16, subtract 1 point from the following Stats: BOD, REF, MA, TECH, and COOL (for characters older than 4 years old, these cannot drop below a 3). Further more, characters under the age of 16 can add +1 to their EMP (no higher than 10). Also, characters under the age of 16 will earn twice the IP for their skills, but will have -5 points for their starting skills for every year under the age of 16.

B. For every 10 years over the age of 40, a character will lose 1 point off their BOD, REF, MA, and ATTR skills. However, as a character becomes older he learns more, and becomes wiser. Generating characters at the age of 20+, and every 10 years above receive an extra 10 IP to startup skills.

C. Skills degrade without practice. If a skill is not applied at least once every year of game time, it will begin to drop in levels by one point for every 6 months of in-game time it goes unpracticed.

PART 5: GETTING STARTED

STARTING FUNDS

So how much do you start with? Well, that depends on your job. How good a job you currently have is based on the level of your Special Ability. For example, an Instigator with a Charismatic Leadership of 2 isn't going to draw crowds like Martin Luther King. This means he'll be reduced to speaking his mind wherever he can get an audience; small churches, bar-mitzvahs, weddings, bar fights, street corners; you name it.

Take a quick jump to the Occupation Table. Find your Primary Role (or the role closest to it), cross-reference it to your current Special Ability level, and that'll give you a monthly salary. For characters with more than one Role, only their Primary is counted. Multiply this amount by a 1D6/3 to determine the number of months you've currently been employed, and that gives you the total monetary amount your character starts with. This occupation table represents a modern age, American or European setting and is measured in dollars. Other settings and locations may be vastly different. For example, in a Pulp Setting with a stable economy, divide the amounts by 5, in a similar Old West setting divide by 10, in a setting prior to that divide by 100. Space settings may use a vastly different form of commerce, as such it is up to the GM's discretion, but it should be indicative of the society players find themselves in (in other words don't limit your characters to next to nothing while everyone around them is outfitted to the hilt). In a pre-historic or savage society, there is no concept of money though trade is probably present in some form. Also the form of currency is going to change according to setting and genre. Gold pieces are the standard for anything up to an Old Western setting, afterwards becomes dollars, Euros, Eurobucks, or whatever the standard world currency may be.

Exactly how you earn your money is up to you; the categories are deliberately vague to give you plenty of role-playing room. Maybe as a "Level 7" Solo, you don't want to work for a military; no problem. It's only a general description of where you fit on the Solo hierarchy. For all we know, you work on an extraction team for Amnesty International or maybe you are the personal bodyguard of an important Nobleman. The Occupation table is for beginning characters, and represents a baseline of what the characters have been able to save, after play begins the characters are generally expected to negotiate their own wages and salaries. One last thing. Roll one more D6. If you roll higher than a four, you just got unemployed. Congratulations.

OCCUPATION TABLE

ROLE	SPECIAL ABILITY LEVEL					
	1-5	6	7	8	9	10
ANIMAL EMPATH	800 / MONTH	1600 / MONTH	2400 / MONTH	6000 / MONTH	9,000 / MONTH	11,000 / MONTH
ARTISTE	400 / MONTH	1000 / MONTH	2000 / MONTH	5000 / MONTH	10,000 / MONTH	15,000 / MONTH
ATHLETE	700 / MONTH	1400 / MONTH	2800 / MONTH	6000 / MONTH	11,000 / MONTH	17,000 / MONTH
CORPORATE	1000 / MONTH	2000 / MONTH	4000 / MONTH	6000 / MONTH	10,000 / MONTH	16,000 / MONTH
COP	900 / MONTH	1200 / MONTH	1500 / MONTH	2000 / MONTH	3000 / MONTH	5000 / MONTH
EDUCATOR	700 / MONTH	1000 / MONTH	1300 / MONTH	1500 / MONTH	2000 / MONTH	4000 / MONTH
FIXER	1500 / MONTH	2000 / MONTH	3000 / MONTH	6000 / MONTH	9000 / MONTH	12,000 / MONTH
GRIFTER	1000 / MONTH	1200 / MONTH	1800 / MONTH	3000 / MONTH	6000 / MONTH	9000 / MONTH
INFILTRATOR	1100 / MONTH	1600 / MONTH	2000 / MONTH	5000 / MONTH	8000 / MONTH	10,000 / MONTH
INSTIGATOR	400 / MONTH	1000 / MONTH	1800 / MONTH	3500 / MONTH	8000 / MONTH	16,000 / MONTH
INVESTIGATOR	1000 / MONTH	1400 / MONTH	1900 / MONTH	2500 / MONTH	3500 / MONTH	7000 / MONTH
MAGUS	400 / MONTH	800 / MONTH	1400 / MONTH	2000 / MONTH	4000 / MONTH	8000 / MONTH
MEDIA	900 / MONTH	1500 / MONTH	2000 / MONTH	2800 / MONTH	5000 / MONTH	8000 / MONTH
MEDTECH	1200 / MONTH	1800 / MONTH	25000 / MONTH	3000 / MONTH	6000 / MONTH	12,000 / MONTH
MUNDIE	500 / MONTH	800 / MONTH	1200 / MONTH	1600 / MONTH	2000 / MONTH	3000 / MONTH
NETRUNNER	1000 / MONTH	2000 / MONTH	3000 / MONTH	5000 / MONTH	7000 / MONTH	9,000 / MONTH
NOMAD	600 / MONTH	800 / MONTH	1100 / MONTH	1300 / MONTH	1800 / MONTH	2800 / MONTH
RUNNER	700 / MONTH	1500 / MONTH	2000 / MONTH	3500 / MONTH	5000 / MONTH	8000 / MONTH
SAVAGE	200 / MONTH	400 / MONTH	800 / MONTH	1200 / MONTH	3000 / MONTH	7000 / MONTH
SCOUT	900 / MONTH	1200 / MONTH	1700 / MONTH	2000 / MONTH	4000 / MONTH	6000 / MONTH
SHADOW	1800 / MONTH	2300 / MONTH	3000 / MONTH	4000 / MONTH	6000 / MONTH	11,000 / MONTH
SOLO	800 / MONTH	1300 / MONTH	2000 / MONTH	3000 / MONTH	5000 / MONTH	8,000 / MONTH
TECHIE	700 / MONTH	1000 / MONTH	1500 / MONTH	2000 / MONTH	3500 / MONTH	7000 / MONTH
VAMP	1400 / MONTH	2000 / MONTH	3000 / MONTH	4000 / MONTH	5000 / MONTH	6000 / MONTH

PART 6 WEAPONS AND ARMOR

The first thing your characters are going to want to do is get themselves outfitted with weapons and equipment.

Weapons break into seven types:

Pistols (P) are any type of single shot (or semiautomatic) weapon that may be accurately fired with one hand.

Submachineguns (SMG) are any type of weapon that may fire either automatically or semi automatically, using only pistol ammunition.

Shotguns (SHG) are any weapon that fires pellets or other small particles instead of a solid slug.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

Heavy Weapons (HVY) include missiles, grenades, heavy cannon, etc.

Melee Weapons (MELEE) include swords, daggers, knives, martial arts weapons, polearms, etc.

Exotic Weapons (EX) these are lasers, flechette pistols, airguns and microwave weapons - the real "sci-fi" weapons. Bows and Crossbows, as well as slings and other odd weapons types fall under this category as well.

KNOWING WHICH SKILL TO USE:

Most weapons are easy enough to determine which skill relates to them, but some weapons, like SMG's can skew the line. Any Firearm that is fired line of sight, but does not have a stock, such as Pistols, Rifles with the stock removed, sawn off-shotguns, or hand held exotics, use the handgun skill. Weapons with a stock, fired from the shoulder, use the Rifle Skill. If the weapon has a folding or removable stock, use the appropriate skill at the time. Indirect fire weapons, such as grenade launchers, heavy machine guns fired from a mount, or artillery use the Heavy Weapons skill. Bows, Crossbows, Blowguns, and Spear guns use the archery skill.

Weapon Codes:

Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, concealability, availability and cost. These factors are recorded as a weapon code - a profile of the weapon in order of:

Name · Type · Accuracy · Concealability · Availability ·
Damage/Ammunition · Number of Shots · Rate of Fire · Reliability

For an example, a weapon with the code:

Minami 10 - SMG - 0 - J - E - 2D6+3 (10mm) - 40 - 20 - VR would be a Minami 10 Submachinegun (SMG) of average Accuracy (0) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot magazine, can fire up to 20 rounds per combat round on full auto, and is very reliable.

Descriptions of Weapon Codes follow:

Accuracy: This is how good the weapon really is. Weapons are rated from -5 to +5, with 0 being an average accuracy.

Concealability: How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat - it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve	(P)
Jacket, Coat or Shoulder Rig	(J)
Long Coat	(L)
Can't be Hidden	(N)

Note: adding a Stock to a small arm provides the weapon with a +2 Accuracy bonus. It also changes the range to 250 meters (except for shotguns) and the weapon now is classed as a Rifle, requiring that skill to use. Removing a stock from a Rifle imposes a -2 penalty, changes the range to 50 meters, and the weapon now uses the Handgun Skill. Adding a fixed stock drops the Concealability by two levels, and a folding or retractable stock by one. Other modifications and add-ons, such as scopes, laser sights, and brass catchers, can also change the Concealability, this is at GM discretion.

Availability: This is how difficult the weapon is to find on the open market. This can vary wildly depending on setting and genre.

Excellent (E) Can be found almost anywhere.

Common (C) Can be found in most sports & gun stores or on the Street.

Poor (P) Specialty weapons, black market, stolen military.

Rare (R) Stolen, one of a kind, special military issue, may be highly illegal.

Damage: This is the amount of damage a weapon does, measured in the number of dice, either 6-sided (D6) or 10-sided (D10) die. Example: if a weapon damage is 2d6, you roll 2 six sided die.

Number of Shots: This is how many shots are held in the standard clip, magazine or cylinder for the weapon type.

Rate of Fire: This is how many shots the weapon can fire in a single combat round by holding down the trigger (3.3 seconds). Weapons with multiple modes of fire such as single shot, 3-round burst, and full auto, will have this broken up like this 1/3/20.

Reliability: This is how reliable the weapon is in combat - its chance of jamming while on autofire, etc.

Unreliable	(UR)
Standard	(ST)
Very Reliable	(VR)

MELEE WEAPON RULES

Melee weapons are assumed to be of standard quality, however you can upgrade or degrade the quality.

A weapon with a quality of 1 is 1/5th the price listed.

A weapon with a quality rating of 2 drops the weapon price by 1/2.

A weapon with a quality rating of 3 is standard.

A weapon with a quality rating of 4 raises the weapon price x3

A weapon with a quality rating of 5 raises the weapon price x10 (Certain weapons, especially improvised ones such as most glass bottles have a quality rating of zero and break upon impact)

All hafted weapons can also do damage as a Jo or Bo staff, depending on length.

Weapon Pommels can be used to make bludgeoning attacks and do 1/2 D6 damage.

Improvised weapons are to be compared to the above list using common sense to figure out what would be the best category of comparison for the improvised weapon. For really odd bludgeoning weapons, damage is figured at 1/2 d6 for every 2 lbs. of weapon weight.

You can throw any weapon, but throwing any weapon not specifically designed for it results in a -2 to hit.

MELEE WEAPON OPTIONS

Jagged, spikey, edges add +3 damage to bladed weapons, cost an extra 20% of weapon cost. Spikes add +3 damage to any bludgeon weapon. Spiked or jagged edge weapons remove an extra point of SP to soft armor, regardless of whether the attack does damage equal to 50% of the SP value. Attacks that do penetrate lose an additional point of SP for every penetration increment.

Mono-Blades add 1d6 to damage of bladed weapons, weapon cost x5, drop quality down to 1, if orbital crystal is used cost is x7 and quality only drops to 2. For x10 weapon cost you can have only the edge of a bladed weapon covered with Mono-Crystal, even if the mono-edge shatters the weapon will still have a working blade. Using this method only the actual edge of the blade suffers a quality loss. (This can be done to any bladed weapon; orbital crystal can be used for x15 the cost of the weapon). This option is only available in near future and beyond settings.

For every 50 years of age of the weapon, add \$100 to the price.

If a known Mastersmith created the weapon, add \$1,000 to price, and improve weapon quality by one rank. You can do this up till you achieve Masterwork quality.

A knuckle guard (+\$25) or handbasket (50eb SP:6) can be added to any melee weapon, protecting the hand and allowing for 1/2 D6 bludgeon damage.

You can add 10% extra weight to the end of a weapon for an additional 20% of the weapon cost. This gives an additional 1 point of damage for every weight increase up to a maximum of 5.

Custom Engraving, precious metal inlay, gem setting, and special material handles (such as bone or ivory) are possible, at a steep fee (determined by GM)

Many weapons can be used to entangle, Hook swords, tonfa, Jitte's, whips, chains.... even a towel. Weapons such as these provide a +1 to grapple, hold, and choke check

To make the life of GM's far easier, here is an extensive list of melee weapons. However, with this list the weapons will be classed by type. So as opposed to having stats for each and every weapon, it will merely be giving damage based of the general type of groups of weapons, along with rules for customization, options, and quality, and all the things that that entails. Hopefully the following lists, while not complete by any means, will give you enough to place any other weapons you might be curious about.

1. BLADED WEAPONS

ULTRALIGHT KNIVES = 1 point of Damage, general cost \$10

Pocket Knives, Scalpels, Pen Knives, Boxcutters, Knitting Needle, Ice Pick

EXTRA LIGHT KNIVES = 1/2 D6 Damage, general cost of \$25

Steak Knife, Balisong, Fillet Knife, Small Throwing knife, Boot Knife, Stiletto, Small Kris, Push Knife, Folding Knife, Dirk, Bagh Nahks, Teko, Ashiko,

LIGHT KNIVES = 1D6 Damage, general cost of \$50

Combat knife, Hunting knife, Butcher knife, Tanto, Bowie, Dagger, Large Throwing Knife, Large Kris

LIGHT SWORD = 2D6 Damage, general cost of \$100

European Short Sword, Tai Chi Sword, Wakizashi, Daab, Machete, Kukhri, Ninja-to, Gladius, Large Survival Knife, Large Bowie, Butterfly knife, Chinese War Sword, Epee', Foil, Barong, Sword Cane,

MEDIUM SWORD = 3D6 Damage, general cost of \$200

Katana, Broadsword, Dao, Chinese Hook Sword, Tachi, Cavalry Saber, Scimitar, Cutlass, Longsword, Rapier, Shamshir, Small Scimitar,

HEAVY SWORD = 4D6 Damage, General cost of \$300

Claymore, Zweihander, No-Dachi, Bastard Sword, Greatsword, Flamberge, Executioners Sword, Large Scimitar,

ULTRALIGHT THROWN WEAPON = 1 point Damage, general cost of \$5

Bar Dart, Shuriken, Asian Throwing Spike, Hyo,

EXTRALIGHT THROWN WEAPON = 1/2 d6 Damage, general cost of \$10

Small Throwing Knife, Heavy Shuriken, Boot knife, Bowie Knife,

LIGHT THROWN WEAPON = 1D6 Damage, general cost of \$20

Heavy Throwing Knife, Tomahawk, Throwing Ax, Chakram,

MEDIUM THROWN WEAPON = 2D6 Damage, General cost of \$40

Heavy Throwing Axe, Mongwanga, Spear, Javelin, Lawn Dart

LIGHT AXE = 1D6 Damage, general cost of \$20

Hatchet, Tomahawk, Hand Axe, Hunga Munga, Kama

MEDIUM AXE = 2D6 Damage, general cost of \$40

Mongwanga, Battleaxe, Woodsman's Axe, Splitting Axe, Carvers Axe,

HEAVY AXE = 3D6 Damage, general cost of \$60

Great Axe, Executioners Axe, Double Bit Axe

LIGHT POLEARMS = 3D6 Damage, general cost of \$50

Spear, Hook Spear, Imperial Polearm, Asegai, Boar Spear, Samburu Spear, Zulu Spear, Native American Spear, Wu Cha

HEAVY POLEARMS = 4D6 Damage, general cost of \$100

Naginata, Kwan-Do, Lance, Halberd, Poleaxe, Yari

2. BLUDGEONING WEAPONS

ULTRALIGHT BLUDGEONING = 1D6 Damage, general cost of \$0-30

Short club, sap, Escrima Stick, Brass Knuckles, Weighted Gloves,

LIGHT BLUDGEONING = 2D6 Damage, general cost of \$50

Tonfa, Club, Cudgel, Cane, Nightstick, Small Mace, Baton, Jo-Staff, Sai, Jitte, Hanbo

MEDIUM BLUDGEONING = 3D6 Damage, general cost of \$25-75

Baseball bat, Nunchaku, Flail, Mace, Bo-Staff, Large Club, Heavy Pommeled Cane,

HEAVY BLUDGEONING = 4D6 Damage, general cost of \$100

Heavy Mace, Heavy Flail, Great Club, 3 Sectional Staff,

3. FLEXIBLE WEAPONS

LIGHT FLEXIBLE WEAPON = 1/2 D6 Damage, general cost of \$30

Riding Crop, Kangaroo Rat, Switch Whip, Bamboo Whip, Weighted Sleeve or Sash,

MEDIUM FLEXIBLE WEAPON = 1d6 Damage, general cost of \$50

Short Bullwhip, Cat-O-nine-tails, Bicycle chain,

HEAVY FLEXIBLE WEAPON = 2d6 Damage, general cost of \$100

Bullwhip, Heavy Chain, Manrikigusari, Jie Jui Ban, Monowhip

MELEE WEAPON QUALITY

0	Fragile, breaks on any fumble, 50% chance of breaking during use.
1	Cheap, breaks on a roll of 4 or less on a 1D10 after any fumble
2	Poor Quality-breaks on 2 or less on a 1d10 after a fumble
3	Standard Quality, hard to damage, breaks only on a critical fumble
4	High Quality, long lasting, can take abuse, military quality tool, almost impossible to damage without specifically intending to.
5	Masterwork Quality, even trying, it is near impossible to damage. Only the finest weapons can achieve this.

A Poor quality weapon suffers a -1 to Accuracy and a Cheap quality weapon receives a -2 to Accuracy due to inferior construction and balance. A High quality weapon receives a +1 and a Masterwork quality weapon receives a +2 to accuracy due to superior craftsmanship and balance.

Throwing Weapons

These weapons use the character's Martial Arts (+Cast bonus), or Brawling/Melee Skill. Thrown objects may not be larger than 2 yards square and can only be thrown as far as allowed by the strength of the thrower:

BODY TYPE	MAX DISTANCE
1-2	10 yards
3-4	20 yards
5-6	40 yards
7-8	60 yards
9-10	80 yards
11-12	100 yards
13-14	120 yards

Values shown above are for baseball-sized objects weighing no more than 1kg. For every *additional* kilogram, subtract 2 from the Body Type score used to calculate throwing distance. This chart is also used for grenades, which use the Athletics skill in place of Martial Arts or Brawl/Melee. 5% can be added to distance per point of Strength Feat.



FIREARMS Damage/Ammunition:

For modern firearms each weapon is rated as to the type of ammunition it carries, and the damage of that ammunition (in Dice Increments). In settings from Late Old West and beyond, Weapon Damage is based on ammunition type of the weapon. The Chart below details the most common types of modern ammunition and the damage related to them. Cost is per box of 50 cartridges.

Ammo Type	DAMAGE	Cost	Notes
5mm	1d6	5	
.25 ACP	1d6+1	7	
.22 Long Rifle	1d6	6	
6mm	1d6+1	8	
7mm	1d6+2	9	
.38	1d6+2	10	
9mm	2d6+1	12	
.41 CL	2d6+1	14	
.45 Cal ACP	2D6+2	15	
10mm	2d6+3	16	
Militech 88 ISTS	3d6	20	8.8mm Necked-Down 10mm
.338	3d6	17	
.357 Magnum	3d6+1	18	
.45ACP	2d6+2	18	
.400 Cor-Bon	3d6	22	Necked-Down .45ACP
.40S&W	2d6+3	18	
11mm	3d6	20	
CA 10.4mm	3d6+3	35	Necked-Down 11mm round
.408 Magnum	3d6+2	25	
.41 Magnum	3d6+2	24	
12mm	4d6+1	30	
.44 Magnum	4d6	35	
.454 Casull	4d6+3	40	
.50AE (12.7mm)	4d6+2	42	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	55	Necked-Down .50AE round
.525 Magnum Express	5d6	55	
.577 Boomer Magnums	5d6AP	60	
14mm Malorian Short	6d6	70	
RIFLE AMMO			
4.5mm Liquid Prop	4d6	50	
5.5mm Chinese	4d6+2	40	
5.56mm NATO	5d6	35	
5.54mm PACT	5d6	40	
5.7mm Caseless	3d6	25	
6mm Caseless	5d6	40	
7mm Fed. Caseless	5d6	30	
.30-06	6D6	25	
7mm Can Long	6d6-2	40	
7.62mm Sov Short	5d6+2	45	
7.62mm Sov Long	6d6	50	
7.62mm NATO Long	6d6+2	65	
6.5CL Hybrid	6d6-1	50	
9mm CL Long	2d6+4	20	
Arasaka 10mm Rifle	8d6	80	
.300 Winchester Mag.	7d6+3	100	
12.7mm /.50 BMG	6d10	100	
20mm Reduced	4d10	75	
14.5mm	7d10	100	
15mm BMG	7d10	110	
15mm Kurz	4d10+3	150	Available in KTW & Explosive
20mm	8d10	200	Available in EHI
30mm	10d10	500	Available in EHI
SHOTGUN AMMO			
.20 Gauge	3d6/2d6/1d6	35	*indicates damage at close, medium, and long ranges
.12 Gauge	4d6/3d6/2d6	40	
.10 Gauge	5d6/4d6/3d6*	50	

For periods before the late 1800's, when science had escalated to the assembly line and exact uniform measurements for manufacturing of weapons and ammunition, it is advised that you use a simpler scale, based off the RELATIVE size of the firearm and its ammunition. This chart is as follows: For far flung future settings, a similar chart can be used, modifying the dice value as the setting or GM requires. (Simplest solution is adding 1d6 to each category)

Pistols			RIFLES		
Light	Medium	Heavy	Light	Medium	Heavy
1d6	2d6	3d6	2d6	3d6	4d6

Sample Firearms								
1500 -1800								
Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Flintlock Pistol*	Pist	-3	J	P	1D6	1	1	UR
Musket*	Rif	-2	N	P	2D6	1	1	ST
Blunderbuss*	SHT	+2/-3	L	P	5D6/3D6/1D6	1	1	UR
1800 - 1900								
Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Derringer **	Pist	-2	P	P	1D6 (.22 cal)	2	1	UR
Peacemaker***	Pist	-1	J	E	2D6+2 (.45 cal)	6	1	VR
Navy Dragoon ****#	Pist	-1	L	C	2d6+2 (.44 cal)	5	1	ST
Winchester Rifle	Rif	+1	N	E	2D6+2 (.45 cal)	8	1	VR
Double Barrel 12-gauge**	SHT	+2/0	N	E	4D6/3D6/2D6 (12 ga.)	2	1/2	VR
1900 - 1960								
Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Colt 1911A1	Pist	0	J	E	2D6+2 (.45 cal)	7	1	VR
Walther P-38	Pist	+2	J	C	2D6+1 (9mm)	8	1	ST
Police Special (revolver)	Pist	+2	J	E	1D6+2 (.38)	6	1	VR
Thompson Sub machinegun	SMG	-1	L	C	2D6+2 (.45 cal)	20	1/20	ST
M-1 Garand	Rif	+2	N	E	6D6 (.30-06)	8	1	VR
12-Gauge Pump ****	SHT	+2/+1	N	E	4d6/3d6/2d6 (12 ga.)	7	1	VR
1960 - PRESENT								
Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Baretta M-92	Pist	+1	J	E	2D6+1 (.9mm)	15	1	VR
Smith & Wesson M-29 (revolver)	Pist	+2	L	C	4D6 (.44 mag)	6	1	VR
UZI	SMG	+1	L	C	2D6+1 (9mm)	30	1/3/25	ST
M-16	Rif	+2	N	C	5D6 (5.56mm)	30	1/3/25	ST
Franchi-Spas -12 ****	SHT	+3/+2	N	P	4D6/3D6/2D6 (12 gauge)	8	1	VR
Near Future								
Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Armalite .44	Pist	0	J	E	4D6+1 (12mm)	8	1	ST
FN-RAL	Rif	-1	N	C	6D6+2 (7.62mm)	30	30	ST
Far Future								
Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Blaster Pistol	Pist	0	J	E	3D6	50	1	VR
Blaster Rifle	Rif	+2	N	E	5D6	100	1/3/10	ST

*Flintlock/Muzzle Load weapons take 15 rounds / -1 round per point of Weapon Skill to reload

**Dual or multiple barrel weapons take 1 round to reload per 2 barrels

*** Single action revolvers take 2 rounds to reload and take 2 Quick Actions to fire, though "fanning the hammer" allows for x2 Quick Action attacks at a -2 to hit (some revolvers have removable cylinders or speedloaders, allowing for reloads in 1 round

****# Cap and ball weapons take double the time to reload as normal bullets

**** Tube fed weapons take 2 rounds to reload per 8 shots (round up)

For a far more detailed look at the firearms of antiquity and the far future, including detailed Stats, 3G3's Guns, Guns, Guns, is an excellent resource, and more than capable of fulfilling your needs, especially in conjunction with the rules as given here. For modern weapons, R. Talsorian's Edge of The Sword: Compendium of Modern Firearms is recommended. Both books have stats for Interlock.

Armor

This is the next most important purchase for the well-dressed character. Each armor has an Encumbrance Value (EV) which is subtracted from your character's REF, and a Stopping Power (SP), which refers to the ability of the armor to stop damage. The Stopping Power is subtracted from the amount of damage done by the hit. Armor includes:

Standard Armor

Heavy leather (Jacket or Pants)	SP: 4
Chain Mail (Shirt or Pants)	SP: 10
Banded Mail (shirt or pants)	SP: 8
Half Plate (armor plates added to leather or chain shirt or jacket)	SP: 12
Full Plate (includes helmet and gauntlets, Covers from head to toe)	SP: 15
Hide Shield (Leather stretched across sticks)	SP: 4
Wooden Shield	SP: 8
Steel Shield	SP: 15
Leather Helmet	SP: 4
Steel Helmet	SP: 15

Modern Armor

Kevlar T-Shirt/Vest	SP=10
Kevlar Armor Jacket	SP: 14 (Lt), 18 (Med) or 20 (Hvy) (Personal protection for the fashion conscious, these lightweight Kevlar jackets have nylon coverings that resemble normal jackets.)
Helmet	SP: 14 (Steel) or 20 (Nylon)
Flack Vest/Pants	SP: 20
Doorgunner's Vest	SP: 25
MetalGear™	SP: 25 (Laminated Epoxide plate armor. Bulky and designed in modular sections, with helmet, arm & leg coverings, torso and back clamshell.)

As with weapons, by spending more money you can increase the quality of any armor. Spending x2 the cost removes +1 point of EV, x4 removes 2 points, and x6 removes 3 points.

ARMORED CLOTHING, LAYERS, & ENCUMBRANCE

Humans can only wear so many layers of differing thicknesses of clothing without being so stiff that they can't move. Penalties are assessed for the Torso and Legs; your torso including arms and head (as both need considerable leeway to move freely). Layers are not interchangeable! (i.e. 2x Lights do not equal a Heavy!) Also, EV penalties from over-layering are in addition to those for armoring clothing.

Layering:

Torso: 1 layer Light clothing, 1 layer Heavy clothing.
Legs: 1 layer Medium or Heavy clothing.

Penalties for extra layers:

Type:	Extra Torso Layer	Extra Leg Layer
Light	-1EV	-1EV
Medium	-3EV	-2EV
Heavy	-4EV	-3EV

When wearing body armor, add up the total of EV's (listed in the Armor Table), and subtract this from your character's REF Stat

Material Weights Per Clothing Type

Natural: Anything that provides natural protection, such as the cybernetic options Skinweave or Subdermal Armor, or magical or Psionic effects that provide a natural armor bonus, do NOT count as a layer.

Light: Shirts, scarves, bandannas, dresses, jumpsuits, gloves, hats, ties, sweaters, thin skirts, shades.

Medium: Pants, cloth or light leather jackets and coats, light leather pants, heavy skirts, shoes, soft boots, some chaps.

Heavy: Heavy leather jackets and coats, hard leather and synthetic boots, heavy belts, most chaps.

FIREPROOFING

Giving clothing the equivalent of SP20 vs. flame damage adds to the price. For shirts, +100-300%; for pants/skirts, +100-200%; for jackets, +50-100%.

GROUNDING ARMOR

Most armors are not grounded vs. electrical impulse, this adds 50% to the armor cost, and negates electrical weapons, such as a taser or stun gun. Untreated Ballistic Crabshell Armor reduces damage from electrical attacks by 50%.

HELMETS

All helmets (unless specifically designed) reduce sight Awareness checks by -1 and hearing Awareness checks by -3. They're also hot and fatiguing; it's inadvisable to wear other head covering under it (such as bandannas or ski masks) for any length of time. If you do, expect Awareness penalties to be doubled (GM's call).

SHIELDS

Shields protect the arm they are worn on, small shields, like bucklers, don't protect anything else and are mean only for parrying and blocking. Medium shields, like battle shields, protect the arm and the torso or any part of the body they are held in front of. If the character is crouching they may also provide partial protection to the head and legs depending on the size and shape of the shield. Tower and other large shields, will protect the torso, most of the legs, and the head provided the character keeps his head low. Some tower shields actually have window slits so the character may see what's in front of him.

ARMOR				
Type of Armor	Covers	SP*	EV**	Cost
Heavy leather	Arms, Torso, possibly legs	4	+0	50. ⁰⁰
Chain Mail#	Arms, Torso, possibly legs	10	+1 (+2 if arms are covered, +1 for leggings)	100. ⁰⁰
Banded Mail#	Arms, Torso, possibly legs	8	+0 (+1 if arms are covered, +0 for leggings)	75. ⁰⁰
Half Plate#	Arms, Torso, possibly legs	12	+2 (+3 if arms are covered, +2 for leggings)	100. ⁰⁰
Full Pate#	Head, Arms, Torso, Legs, Hands, Feet,	15	+ 4	400. ⁰⁰
Hide / Lexan Shield Small	Arm	4/10	+0	10. ⁰⁰ / 20. ⁰⁰
Hide or Lexan Shield Medium	Arm +1 location *	6/12	+0	15. ⁰⁰ / 40. ⁰⁰
Hide or Lexan Shield Large	Arm +2 locations *	6/15	+1	20. ⁰⁰ / 80. ⁰⁰
Wooden Shield Small	Arm	8	+0	15. ⁰⁰
Wooden Shield Medium	Arm +1 location *	10	+1	30. ⁰⁰
Wooden Shield Medium	Arm +1 locations *	12	+2	50. ⁰⁰
Steel Shield Small	Arm	15	+1	25. ⁰⁰
Steel Shield Medium	Arm +1 location *	20	+2	50. ⁰⁰
Steel Shield Large	Arm +2 location *	25	+3	100. ⁰⁰
Leather Helmet	Head	4	+0	5. ⁰⁰
Steel Helmet	Head	15	+1	40. ⁰⁰
Kevlar T-Shirt, Vest	Torso, possibly Legs, Arms,	10	+0	100. ⁰⁰
Kevlar Armor Jacket	Arms, Torso,	14/18/ 20	+1/+2/+3	150. ⁰⁰ / 200. ⁰⁰ / 250. ⁰⁰
Helmet Steel or Nylon	Head	14 / 20	+1 / +0	20. ⁰⁰ / 100. ⁰⁰
Flack Vest/Pants	Torso / Legs	20	+1	
Doorgunner's Vest	Torso	25	+3	250. ⁰⁰
MetalGear™	Head, Arms, Torso, Legs, Hands, Feet,	25	+2	600. ⁰⁰

- Stopping Power (SP) refers to the ability of the ability of the armor to stop damage.**AP rounds: treat all Armor as 1/2xSP V-Edged weapons treat SP as half t (EV) Encumbrance values should be added together and subtracted from character's total REF stat.

* See Shields.

Considered archaic armor, treated as half against modern firearms.



PART 7: COMBAT

COMBAT RULES

Combat is the backbone of any role-playing game, and the main focus of its rules system. This game is no different.

THE BASICS

Rounds & Turn Order

Combat is divided up into rounds, each representing 3.3 seconds. Every round, each player gets to do something. The order of the round is based on an initiative roll of 1D10 plus the player's REF stat + the player's Initiative Skill, with highest rolls moving first to lowest rolls moving last. Anything that boosts a character's REF or Initiative is added to this roll where applicable. Initiative is rolled at the start of every combat, determining order of player actions, and lasts until the end of combat.

INITIATIVE = ROLL 1D10+REF+INITIATIVE SKILL. HIGH ROLL FIRST.

Example: Players A, B and C all have REF stats of 10. A rolls a 5, B rolls an 8, and C rolls a 2. Turn order will be B, A, then C.

Optional Initiative Rules 1 (used at GM discretion) - Reverse Initiative

Roll Initiative as normal, characters with the lowest score declare their actions first, allowing the characters who rolled highest on initiative to react to the other characters and NPC actions.

Optional Initiative Rules 2 (used at GM discretion) – Advanced Initiative

This method will add more realism to your combats, at the cost of being slightly more time consuming and creating extra book keeping for the GM. A chart, beginning at 33 (tics), is created. Initiative is rolled as normal, with the characters total initiative determining where they begin on the chart. Actions for the turn are declared. On their turn, and every five "tics" after, that player may perform 1 quick action and move at a rate equal to 1/2 their MA. As the Tics count down, everyone takes their actions in succession. Movement Quick Actions, Standard Actions, and Regular Actions begin on the increment they are declared, and do not end until the Tics have passed. Every 5 ticks equals 1 Quick Action, every ten a Standard, and every 15 a Full. Any player who has actions during that time may take advantage against the position the first character has left himself in. For example, if during your action you decide to run, it will take you five tics to reach your destination, if on the third tic another player's turn comes up, they can take a shot at you while you are mid run. Firing itself consumes 1 tic, but emerging and re-entering cover from a stationary position still takes a full 5 tic turn, leaving you vulnerable. Changing an action from that declared is possible, but costs a quick action.

Any actions remaining after the tic count reaches zero are lost, however the actions that were lost can either be spent on defense rolls, or used to change actions from what was declared.

Wait For Your Turn

You can elect to act later in the round, stepping in at any point to act. If you have elected to wait until another player's turn has come up, you will be able to act after they have taken their turn in the round. Characters may reposition their place in Initiative order by holding action. If they do decide to hold action but do nothing with their turn, they default to last place in Initiative order.

Example: Turn order is player A, then B, then C. Player A decides to wait until player C has moved from cover, then take his shot. By waiting, the new turn order will be B, C then A.



ACTIONS

During your part of the round, you may perform one of the following actions without penalty:

Move up to your full Movement (3x your Movement Allowance In yards) per round. Actions (such as reloading, defending, or Combat Actions) made during the full movement are possible, but incur a -3 penalty. Or move up to 1 yard and perform any other action.

Reload or change weapons.

Mount/dismount from a vehicle or stand from a prone position. Making an additional action (reloading, defending, or Combat Actions) is possible, but it will incur a -3 penalty.

Escape a hold or trap or Dodge/Block a melee attack. Everyone gets one free dodge per round, after that any Dodges/Blocks are considered part of the character's Combat Actions.

Aim (gaining +1 to hit every round of aiming up to 3 rounds)

Perform a non-combat task.

Two weapon attacks can be made at a -3 penalty on both weapons used. If a character is Ambidextrous (as per the optional Innate Ability rule) he may ignore this penalty.

Make your maximum allowable number of Combat Actions

COMBAT ACTIONS

To determine a characters number of Combat Actions:

A) Add your Initiative skill+Combat Sense+any other Initiative modifiers applicable, the final result is known as the **Reaction Total (RT)**.

B) Add your RT to your Applicable Combat Skill (Handgun, Submachine Gun, Rifle, Heavy Weapons, Archery, Martial Arts, and Brawling/Melee) to determine your maximum number of **Combat Actions (CA)** allowed in a round with that skill.

C) There are 3 types of CA's, **Quick, Normal, and Full**. To determine the number of actions allowed by each type, consult the following.

Quick Combat Actions: (RT+Skill divided by 5) Firing a semi-automatic weapon (Handgun, Submachine Gun, Rifle, Heavy Weapons), a Quick Melee punch, kick or strike, Cast an ultra/extra-light weapon, and Block/Parries,

Normal Combat Actions: (RT+Skill divided by 10) Nock/fire an Arrow on a Bow, fire a 3-round burst, fire and re-chamber a Pump, Bolt, Lever, or Single Action weapon, Sweeps, Disarms, Escapes, Grapples, Holds, Breaks, Throws, 1 normal Melee Punch, Kick or Strike, Cast a Light Weapon, Fast Draw (-3 to hit), and Dodges,

Full Combat Actions: (RT+Skill divided by 15) Single Shot or Fully Automatic Weapons, Choke, Crush, Ram and a Full Melee Punch, Kick or Strike, Cast a medium or larger weapon, and drawing a weapon

Example: Jim has an Initiative skill of 3, Combat Sense 3. Jim's RT=6 (Initiative + Combat Sense)

With Rifle he will have: $(RT + Rifle Skill) 5+6 = 11$ (CA). He has 2 Quick Actions, 1 Normal Action, or 1 Full Action

The player must specify the number of shots or maneuvers to be performed before the first dice (after initiative) is rolled per round.

If attacking more than one target regardless of your RT, you lose a Quick Action, this effect is cumulative. In Close Quarters situations, using any weapon with a Concealability rating of L or above, you lose a Normal action (2 Quick Actions) every time you change targets.

Regardless of RT or Skill level, only a character's first shot can be a Called Shot per round. This rule also applies to martial arts and melee attacks but only within normal striking range. More than 1 yard of movement limits a character to 1 Martial Art attack per round. (For example if a character has to close distance, or wants to perform a running attack, he only gets the 1 attack).

After the first combat action, all following Combat Actions allowed take a cumulative -1. Combat Actions taken beyond those allowed by your RT acquire a -3 cumulative penalty, on top of the penalty already acquired. Maximum number of additional Combat Actions is x2 what is allowed.

If the weapons BOD minimum is higher than the characters BODY, divide the number of Combat Actions allowed by Half, (rounding down).

Different types of Combat Actions may be performed. A full Combat Action = 1 Normal CA and 1 Quick CA, or 3 Quick CA's. A Normal CA = 2 Quick CA's. A character may even use 2 separate skills to perform multiple Combat Actions, however the number of actions are determined by the **LOWEST** skill being used.

(When applying this rule be sure to use discretion, common sense will tell you if what a character is attempting is feasible.)

Ambushes & Backstabs

Sometimes, the best way to deal with a very powerful opponent is to get the drop on him from behind; in short, setting an ambush. Ambushes gain a +5 to hit advantage. You may ambush or backstab by announcing your intent to hide or lie in ambush for a target. You can elect to set up an ambush any time:

A) The opponent is unaware of your location and your intention to attack. This can be accomplished by setting up a hiding place ahead of time or taking advantage of a melee to get under cover and waiting for a shot. A victim of an ambush must make an Awareness roll greater than your Stealth Skill + INT + 1D10, or you have automatically succeeded.

B) The opponent's attention is on another situation, such as another attack or a task requiring great concentration. This can be accomplished by creating a distraction for your opponent, or by sneaking up on him while he is in combat with another combatant.

AMBUSH = +5 TO ATTACK FOR 1 ROUND

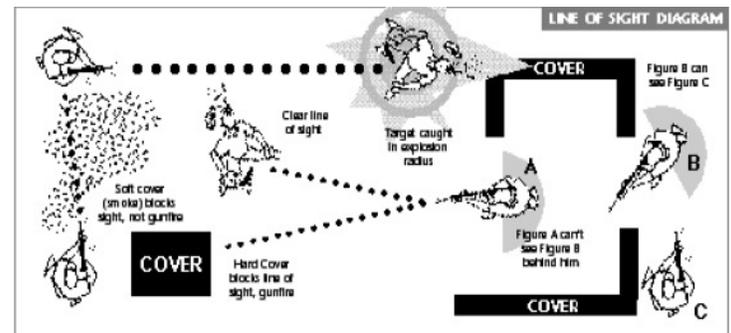
An ambush doesn't mean you act first - it just means you have an attack advantage. Initiative for the round is made as usual, and the ambushing character can spring the trap on his part of the round or can wait to see what develops before making his attack. Until the attack is made, his opponent may not attack him, because he doesn't know he's in danger. An ambush may only be used for one attack; another ambush must be set up before the bonus can be employed again.

Example: Jack sets up an ambush in a dark alley. He rolls his Stealth Skill + Int + 1D10 for a total of 18. Along come Scarr and Hargan, his mortal enemies. At the start of the combat turn, Initiative is Scarr, Jack and Hargan. As they enter the trap, both Scarr and Hargan make Awareness Rolls. Scarr's roll is 12; Hargan's is 20. "It's a trap!" yells Hargan, too late; Scarr didn't know what was coming and couldn't declare an attack or defense. Jack pegs him with a shot from his H&K, using the +5 Ambush bonus. He won't get the bonus on Hargan, because Hargan spotted him. His 2nd shot misses, and Horgan throws himself down behind a wrecked car and opens up with his 20mm autocannon. Jack fades away to set another trap.

Facing and Line of Sight

Facing: is the direction a character is pointing. Since most roleplaying games are played "in head" (without maps), the rule of thumb is that you can clearly face and attack anything that is positioned forward of your shoulders and unblocked. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in. You may move in any direction at any time (one of the big advantages to being a biped).

Line of Sight: If your character can see something with the naked eye or the scope of a weapon, you can interact with it. This is called your Line Of Sight. If there's anything in the way, it's considered to be **BLOCKED** and you can't interact with it.



DAMAGE

Damage in combat is determined by rolling groups of six-sided (D6) or ten-sided (D10) dice. If a rule says, "roll 2D6", for example, you would roll two six sided dice, total the results, and apply the total to the target you were attacking. If the rule said "roll 2D6+1", you would roll as above, then add 1 to the total.

So much for creating damage. Let's take a step-by-step look at how to apply it.

Hit Location

The first step in applying damage is to figure out where to apply it. Most combat attacks are just barely aimed; you're looking for an opening, your opponent slips up, and you take it. This means that unless you attempt to aim your shot at a specific location (and take the -4 penalty for this), you will have to determine where you hit on a random basis. Damage that penetrates armor to the head will always do double damage (unless it is bludgeoning).

The Basic and Expanded Location Tables are designed for this; the Basic Location Table lists all general body areas with a value from 1 to 10 written underneath. The Expanded Location Table lists the areas inside that general location with 1-6 spread.

When your character hits someone, roll 1D10 to determine Basic location and 1d6 to determine Expanded location. For minor combats, or to save time, you can opt to just use the Basic Location Table.

BASIC LOCATION CHART 1D10

Location	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
D10	1	2-4	5	6	7-8	9-0

EXPANDED LOCATION TABLE 1D6

D6	HEAD	TORSO	ARM	LEG
1	Skull	Neckline	Shoulder	Hip
2	R/L Cheek/ Back of Skull	Chest/ Upper Back	Upper Arm	Thigh
3	R/L Eye / R/L Ear	Sternum/ Spine	Elbow	Knee
4	Nose/ Back of Skull	Ribs	Forearm	Calf/ Shin
5	Mouth Back of Skull	Stomach/ Lower Back	Wrist	Ankle
6	Neck	Groin	Hand	Foot

If you hit a body location that is behind cover, do not re-roll, keep it and hope your weapon does enough damage to penetrate the cover, if not, tough luck. The GM may decide allowances are in order, but only within reason.

Track each wound separately, on a scratch piece of paper, or on your Character Sheet. The wounds must be treated individually. Tracking each wound separately has the benefit that many small wounds will heal faster than few large ones. For overall damage and effects however, you are required to track your overall damage through your wound tables. This allows you to know instantly where your character stands as far as what state of overall injury he is in and any applied penalties for his Wound State.

CRITICAL WOUNDS

Any character amassing 10 points in one area will have it rendered useless. 10 points in the head or torso means the character goes into a coma for 1D10 days and must pass a mortal 1 death save every day.

CRITICAL WOUNDS

10 points in an arm or leg means it cannot be used until medical attention is sought. Single wounds causing 10 or 11 points of damage to one area cause critical effects as follows:

10 points in the head requires an instant Mortal 4 save and in any case renders the victim into a coma lasting 2D10 days. A mortal 3 death save must be passed every day for the first half of this time. There is a 50% chance of brain damage. This is permanent and reduces INT by D6/2.

10 points in the torso, requires a single mortal 1 save, (death and stun) and needs a save each minute after the wound at one mortal level greater, (i.e. 2 then 3 then 4 then 5 etc...). This continues till the patient is stabilized, healed or dies....

10 points to any arm or leg will break it, immobilizing it so it cannot be used until it has been re-set, (this means it cannot be used for 1D10 weeks from when it is re-set).

Single wounds causing 12 or more points of damage will cause a mortal effect as described below:

12 points to the head, (after doubling), will kill the character outright. They automatically drop to death state 10 as their head is literally blown off!!!!

12 points to the torso, (14 for decentralized heart), will automatically put the victim at death state 1 regardless of wounds, this increases as per normal. This represents major internal organ damage.

12 points to any arm or leg will either mangle it or sever it completely. This means the victim must make a mortal 0 stun and death save, with another save one level more each turn, (i.e. mortal 1, then 2 then 3 etc...).

BLUDGEON DAMAGE

Bludgeon damage is a tricky thing, because there are so many kinds. Whether using hands, feet, and elbows, or that lead pipe you are generally thought to be doing bludgeon damage. This is usually thought of as simply whacking someone with a large heavy object. But less physically damaging effects are also covered under bludgeon like stings and pinches.

It is important to remember that when dealing with this, that any amount of pain, whether it be physically debilitating or not, will effect your decision-making and reactions. Sure there's no way getting pinched will kill you, but it hurts like hell. Getting whacked with a wire hanger generally won't cause you to fall unconscious, but it stings like mad. Too many GM's and players overlook the effects of pain, thinking that if it doesn't kill the character then it is not worth noticing.

For game terms make your players roll a resist torture drugs test, difficulty varying on the amount of pain inflicted. If they fail they lose any actions other than Escape attempts for the round and/or are under the attackers influence.

Also remember that it is difficult to die from bludgeon damage, and it will generally heal much faster than a penetrating wound. For game purposes any bludgeon wound that does not break a bone, or cause internal bleeding (IE. does more than 10 points of damage with a single attack), will heal at 1 point a minute, although there might be bruising or soreness (GM's discretion). Head damage from bludgeoning is NOT doubled. Bludgeoning damage that does not incur a death save unless a single attack that does more than 10 points (after BTM) of damage is taken. For the purposes of the game, stun rounds such as baton or bean bag rounds inflict bludgeoning damage.

ARMOR

Armor is what stops targets from taking the damage you just located. The Armor SP section is directly under the Location section on the Hardcopy. Write the Armor Stopping Power (SP) value for each body area in the space corresponding to that body area.

Stopping power (SP) refers to the ability of armor to stop damage. Each type of armor has its own Stopping Power. When the armor is struck by a round, the armor's SP is subtracted from the total amount of damage done by the hit. The remaining damage is then applied to the target area. If the damage done is less than the SP of the armor, no damage is done. However, for Soft armor that takes a hit, every D6 increment of damage results in 1 point of Bludgeon damage, Hard armor is 1 point for every 3D6 damage increment (round up). Weapons doing D10 increments of damage follow the same rule, however they double the effect for 2 points of each increment. This is caused by the impact of the round or weapon, which the armor disperses enough that it just causes bruises, and pain, though in extreme cases broken bones, internal damage and head trauma may occur, which can result in death or prolonged impediment, as the rules for critical damage still apply. Layers of armor reduce this damage by half.

Example: Jack is wearing a Kevlar jacket with an SP of 18. A 5.56 round (5D6) strikes him in the chest, causing 14 points of damage. The armor's higher SP thwarts the attack. But it hits hard and causes 5 points of bludgeon damage. The next shot does 22 points of damage. The armor reduces this by 18 points, but 4 points get through to cause Jack harm.

Hard and Soft Armors

Body armors are divided up by whether or not the majority of their protection is based on rigid metals/ceramics/composites, or on softer, more flexible ballistic fabrics. This is done for layering purposes and for some weapon damage effects.

HARD ARMORS	SOFT ARMORS
Ballistic Crabshell Armor	Heavy Armor jacket
Police Riot Armor	Med. Armor jacket
Door Gunner's Vest	Police patrol armor
Steel or Nylon Helmet	Light Armor jacket
Full Plate	Kevlar T-shirt/vest
Half Plate	Heavy Leather
Wooden or Steel Shield	Chain or Banded Mail

Armor and Bludgeoning Damage

Soft armor is treated as having 1/2 its SP value to deal with bludgeoning damage, however as it disperses the impact effectively it also treats any bludgeon damage that gets through as 1/2 real, 1/2 stun. Hard Armor has no penalty to SP.

Layering Armor

"What a concept", you think, shrugging into a bulletproof T-shirt, bulletproof vest and a Kevlar armor jacket. Theoretically, one should be able to layer protection upon itself until he becomes invulnerable. Wrong.

First of all, let's look at reality. If the average cop could stack layers of armor on himself before tackling a domestic disturbance call, you can bet he'd do it. But doesn't, because it just isn't practical. Here's why.

When you layer flack jackets, you aren't invulnerable; you're just immobile. While modern armor isn't as heavy as old-fashioned armor plate, it's very encumbering from the movement angle.

Straps, buckles, padding and stiff plastic add up to restrict arm movement, chafe the torso, and weigh down the legs. Pillsbury-doughboy padded arms don't lift guns very well, and well-stuffed legs aren't much for bending, climbing and running. For this reason, every armor type has an encumbrance value (EV). When wearing body armor, add up the total of EV's (listed in the Armor Table), and subtract this from your character's REFLEX stat. Even if you're strong like Hulk, a lot of armor is going to cost you.

Maximum Armor

In addition to Encumbrance Values, only a maximum of 3 layers of Armor can be worn at any one time; no more than one of these layers can be Hard Armor (see Hard/Soft Armors Table). The 2nd layer has an extra EV penalty of -1; the 3rd layer, an additional penalty of -2. Anything that changes your natural armor but does not provide an EV penalty, such as the cybernetic options Light Skinweave, and light Subdermal Armor, do not count as a layer. Anything that does provide an EV penalty, such as the cybernetic options Body Plating, and heavier Skinweave or Subdermal Armor do count as a layer.

Proportional Armor

When layering armor, or wearing armor behind an obstacle or cover, subtract the smaller SP from the larger one. Find the difference on the table below and read across to the other column. This is the bonus number you add to the larger SP to determine overall protection from the armor/armor, or armor/cover combination. If you have three or more layers of protection, calculate in pairs from the inside out (example: For armors A, B, C, you compare A and B; determine the bonus number, and then compare the new strength of the larger of the pair to armor C.)

PROPORTIONAL ARMOR TABLE	
Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	+0

Armor Piercing Rounds

There's another reason why armor isn't the universal cure for flying lead, and it's called Armor Piercing (AP) rounds. These are bullets designed to deliver their full impact to a single point, instead of mushrooming out like a normal bullet. They don't cause as much damage as a standard lead or hollow point round (1/2 normal damage), but they cut through armor like a hot knife through cheese. As a result, whenever AP rounds are encountered, armor will have one half its total SP value.

For example, say a 5.56 AP round does 30 points of damage. It hits SP 10 armor, which reduces it by 5 ($10/2=5$) The remaining 25 points are further reduced to 12 ($25/2=12.5$, rounded down to 12), based on an AP round's lower damage capacity.

The same is true of knives, swords, arrows, and other edged weapons. Soft Armors are at half SP effectiveness against edged weapons. Hard Armors retain full value.

The smart solution in a combat situation is to rely on the lightest armor you think you can get away with unless you're planning to take on a stationary position or go up against very heavy firepower.

Staged Penetration

Armor doesn't just keep absorbing damage indefinitely. Every time the armor is hit by an attack that exceeds half its SP rating, it is reduced by one point of SP. Each time the armor is struck by a penetrating attack (i.e. an attack that actually exceeds the armor's SP), its SP is reduced by an additional 1 point for every 4 points of penetration (before halving for Armor Piercing and the like). When the SP reaches 0, the armor will no longer stop damage.

Use Cover

You don't have to lug around an armor jacket with you - often the best armor is what you can find around you. Cover allows you to move from place to place, letting something else soak up the gunfire.

COMMON COVER SP/SDP	
Office/Sheetrock Wall	5/15-sq yard
Concrete Block Wall	10/30-sq yard
Reinforced Wall	20/60-sq yard
Brick Wall	25/75-sq yard
Stone Wall	30/90-sq yard
Reinforced Wall	40/120-sq yard
External Wall	50-150-sq yard
Floor / Ceiling	25/75-sq yard
Heavily Reinforced Floor	100/300-sq yard
Office/Wood Door	5/15
Heavy Wood Door	15/45
Concealed Security Door	15/45
Steel/Security Door	25/60
Reinforced Steel Door	50/150
Plexiglas Windows	12/15-sq yard
Bulletproof Glass	15/45-sq yard
External Windows	25/75-sq yard
Car Body, Door	5/20
Data Term	25/75
Mailbox	10/55
Curb	25/25
Armored Fridge	90/30
Weapon Emplacement	30/90
Tree, Phone Pole	90/50
Concrete Utility Pole	85/85
Engine Block	55/40
Hydrant	35/65
Armored Car Body	25/80
AV-4 Body	40/60
Jersey Barrier	120/120





MAKING ATTACKS

This section covers the basics of how to make attacks. There are two parts to this section: **RANGED WEAPON COMBAT** and **MELEE COMBAT**.

RANGED WEAPON COMBAT

Ranged Weapons

Ranged weapons are anything that is shot or thrown over a distance at the target. To make a ranged weapon attack (guns, bows, thrown objects, etc.) you must roll a combination of your:

$$\text{REF STAT} + \text{WEAPON SKILL} + 1\text{D}10$$

equal to or greater than a specific hit number. The range between you and your target determines the hit number.

RANGE DEFINITIONS

Point Blank: The weapon is very close to or in physical contact with the target. It will almost always hit, doing maximum damage.

Close: The weapon is attacking at 1/4th the listed range.

Medium: The weapon is attacking at 1/2 listed range for its type.

Long: The weapon is attacking at listed range for its type.

Extreme: The weapon is attacking at x2 listed range for its type.

AIMING

One way to improve your chance to hit is to aim. Each round of aiming adds +1 to your Attack, up to three rounds. Aiming assumes steady position, no movement, and a clear chance to track your target.

MODIFIERS

When making your roll, you must add any and all modifiers that apply to the combat situation to your final Attack Roll. There are modifiers for Target, Aiming, Weapon Type, Type of Firing, Position and Movement. Be sure to take into account all modifiers and stack them appropriately.

RANGED COMBAT TO-HIT NUMBERS

Point Blank (Touching to 1 yard).....	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range).....	25
Extreme (2x Long range)	30

LINE OF SIGHT AND COVER MODIFIERS

Target silhouetted	+2
Target crouched/kneeling	-1
Target prone	-2
Half body visible	-2
Head and shoulders only visible	-3
Blinded	-5
Head only	-4
Behind someone else	-4

RANGED COMBAT TO-HIT MODIFIERS

Extra actions	-3/extra action
Using off hand	-3
Using two weapons	-3 on both
Firing while walking	-2
Firing while running	-5
Firing a shoulder arm from hip	-2
Fast draw/Snapshot	-3
Ambush/Surprise attack	+5
Silencer/Suppressor	-1
Aimed shot at vitals	-6
Aimed shot at head, hands, feet	-4
Aimed shot at stomach	-3
Aimed shot at arms, thighs	-2
Aimed shot at chest	-1
Bipod (stationary & braced)	+1 to 2
Gyro-Mount	-1
Turning to face target	-2
Ricochet or indirect fire	-5
Loser of Facedown	-3
Target immobile	+4
Moving target.....	-1 (additional -1 per 2 points of MA above 5)
Tiny target (bullseye, eye, vital area)	-6
Small target (body location, <1m)	-4
Large target (car, large animal)	+2
Very large target (truck, wall)	+4
Aiming (max +3)	+1/turn
Laser sight	+1
Adding a stock to a handgun or SMG	+2
Removing a stock from a rifle	-2
Telescopic sight	+2 Ext, +1 Med
Targeting scope	+1
Scopesight	+2 Long/Ext, +1 Med
Computer Sights	+3 Long/Ext,+2 Med
Smartgun	+2
Smartgoggles	+2
Three round burst (Close/Medium).....	+3
Full auto, Close	+1/10 rnds
Full auto, all other	-1/10 rnds
Autoshotgun	-2/additional shot

CRITICAL SUCCESS

On a natural roll of 10, you have had a critical success. Roll an additional 1D10 and add it to your original roll. Then Re-roll the die one more time, if you roll a 9 or 10 you have critically succeeded, refer to table:

Choose or roll	CRITICAL SUCCESS EFFECT
1	Weapon does x2 damage
2	Weapon does Maximum Damage as if from a point blank
3	You may choose Hit Location instead of rolling (Head, Arm, etc.) In case of called shot, you may choose specific location (Eye, Finger, Groin, etc)
4	Weapon hits weak spot in opponents armor (view slits, joints, between seams) armor is treated as being at 1/4 th
5	Weapon hits 2 targets (via ricochet, over penetration, etc.) second target takes half damage
6	Weapon hits something explosive or flammable (explosives, ammo, fuel, etc.) on opponent or target, and detonates or ignites (only applicable if something of this nature is available)
7	Impact from your weapon automatically disarms opponent
8	Blood, Shrapnel, or other substance released from your weapons damage gets into targets eyes, blinding him for 1 round
9	Weapon shocks enemy more than normal, stun save at -2
10	Weapon knocks opponent off his feet.

FUMBLES

On a natural die roll of 1, you have potentially fumbled. You must roll an additional 1D10, rolling at or under the applicable skill for the task you are trying to accomplish. If you succeed you treat the attack as simply rolling a 1. If you roll over you have fumbled and need to check the result against the Fumble Table to see what happens. Fumbles can encompass a wide variety of effects. Most weapon fumbles include jamming or misfires. Automatic weapons have the highest chance of fumbling, and will jam based on the Reliability of the weapon: When a fumble is rolled while using an automatic weapon and roll a value on 1D10 higher than the Reliability value for the weapon.

FUMBLE TABLES

REFLEX - Combat

1-4 No fumble. You just screw up.
5 You drop your weapon.
6 Weapon discharges or strikes something harmless.
7 Weapon jams or imbeds itself in the ground for one turn.
8 You manage to wound yourself.
9-10 You wound a member of your party.

REFLEX - Athletics

1-4 No fumble. Make an idiot of yourself.
5-7 Fail miserably. 1 point of damage (sprain, fall), make a Stun Save.
8-10 Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.

TECH - Repair or create

1-4 No fumble. You can't get it together.
5-7 You make it worse, +5 Difficulty for next attempt.
8-10 You damaged the device or creation beyond repair.

EMP - Convince, Fast Talk, Seduce

1-4 No fumble. They just won't buy it.
5-6 You not only don't convince them, they are left totally cold (-4 to next roll).
7-10 They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.

INT - Figure out, Notice, catch a clue

1-4 No fumble. Don't know how to do it, or what's going on.
5-7 You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are.
8-10 You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

RELIABILITY TABLE

Weapon Jams on
Very Reliable 3 or lower
Standard 5 or lower
Unreliable 8 or lower
It takes 1D6 turns to unjam a jammed weapon.

AUTOMATIC WEAPONS

There are three ways to use automatic weapons. The three round burst is used to put multiple shots on a single target at any range. Full Auto is used to deliver a lot of bullets at close range to one or more targets. Suppressive fire is used to force an opponent to keep his head down or risk taking a slug. Each form has its own advantages and disadvantages in combat, and the smart street warrior knows when to use the right technique for the right job.

Three Round Burst: The three round burst is a setting used on most automatic weapons to conserve ammunition and improve accuracy. The three round burst gives you an automatic +3 to hit advantage at certain ranges. The attack is made as one action. If successful, roll 1D6/2 to see how many rounds actually hit the target. This technique may only be used against single targets.

3 ROUND BURST = +3, CLOSE & MEDIUM ONLY

Full Auto: This attack is best used to cover a wide range of targets or to make sure a single target is dead, dead, dead. A weapon on full auto is a bucking bronco, hard to hold on a target more than a few yards away. Using a scope or taking aim is also impossible. Therefore, range is critical in the full auto technique.

The full auto option is based on the rate of fire (ROF) of the weapon.

FULL AUTO RULES

At Close Range:

For every 10 rounds fired at Close range, add 1 to your Attack Total.

At Medium, Long and Extreme Ranges:

For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.

For every point of success over the required to Hit roll, 1 round hits the target, up to the maximum ROF for the weapon.

NUMBER OF HITS = # POINTS > THAN TO HIT NUMBER

Suppressive Fire: Suppressive fire is used to cover an area (called a fire zone) with bullets, making the area hazardous to pass through. All targets entering or crossing the fire zone during this attack must make a "save" against taking a bullet by rolling their Athletics Skill + REF + 1D10 and beating a save number. A failed Save means the target takes 1D6 rounds, each randomly located. This save number is determined by dividing the total number of bullets fired by the width of the fire zone.

Example: 64 rounds into a 2-yard area would require a save of 32 or higher. 64 rounds into a 5-yard area would require a save of 12 or greater.

SAVE = NUMBER OF ROUNDS DIVIDED BY THE WIDTH OF THE FIRE ZONE IN YARDS

You may overlap the fire zones of more than one weapon, dividing the total number of shots to determine the save number. For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.

Two rules are immediately apparent with suppressive fire. First, it's only useful when you can fire a LOT of rounds into a small space. This means teams should coordinate their actions and fire at the same time, placing the maximum number of rounds into the fire zone. Also, the fire zone should be as tight as possible (the minimum width of a fire zone is two yards).

FULL AUTO AT MULTIPLE TARGETS

If attacking more than one target, roll to hit once. GM determines difficulty as normal for each target, but each target after the first gains a consecutive +3 difficulty. As usual, every point of success per target results in that many bullets hitting the target, however, the ROF is divided by the total number targets, -1 bullet for every yard of distance between first target and last. Hit Locations and damage rolls as normal, though to speed things up it may be advisable to only roll damage once, and apply the same number to all hits.

FIRE CORRIDORS & GRAZING FIRE

A fire corridor is where you plot an area where the enemy can advance, then set up a machine gun, or other automatic weapon, to cover it with sweeping fire. That way you don't have to aim when the enemy starts moving through it, you just hold down the trigger and sweep. This Ambush doesn't grant +5 to Attack rolls, but +10 to Initiative. Grazing fire is where you set the machinegun at knee level and fire; this way, you usually hit not-so-well-armored legs. Grazing fire is considered a use of Suppressive Fire that only hits legs.

GRACE UNDER FIRE

Complex Actions: During combat, the referee should evaluate each action that a character (PC or NPC) wants to do, and decide whether the proposed action is simple enough for the character to do it without having to think too much. Simple actions are: shoot at someone, duck for cover, run, attack, reload, etc. More complex actions, requiring more complex thought, require that the character ignore the stress and keep his head clear.

Simulate this with a COOL+1D10 roll, against a Difficulty 15+. If the character succeeds, he is free to perform the proposed complex action. If he fails, he has to do something simple that still fits the situation instead.

Morale: When a character is hit and wounded, trapped, or outnumbered/out-gunned, or when a vehicle a character is in is damaged, a COOL+1D10 roll against a Difficulty 15+ (or more, depending on the situation) is necessary to see if the character continues to fight. If failed, the character will try to seek cover, or even flee if the roll is fumbled. In cases where regimented teams are involved, the team leader's Leadership skill can be added to each member's roll if they are in contact or line of sight of him.

Seeking Cover: Unless a character has been properly trained to seek cover (or go prone if no cover is available) when a firefight starts, make a COOL + 1D10 roll at Difficulty 13+. If the character fails the roll, they look around to see what's happening instead, or shoot back, if so disposed. Suppressive Fire: Realistic referees should require COOL + Combat Sense + 1D10 rolls at Difficulty 15+ before allowing a character (NPC or PC) to put himself in danger by exposing himself to suppressive fire. Characters who can't be hurt by the suppressive fire are exempt.

Facing Vehicles: Make PCs and NPCs roll COOL + 1D10 against a Difficulty 15+ to stand and face an APC, IFV, MBT or other large vehicle.

RECOIL

A character compares his BOD stat to the BOD Minimum (calculated using the table below) of the weapon he is firing. If his BOD is equal to or higher than his weapon's BOD Min, he may fire without penalty; if the character's BOD is at least 2 points greater than a semi-auto weapon's BOD Min, he may fire it at a ROF of 2 rather than 1. However, if the firer's BOD is less than the BOD Min, penalties are based on the firer's BOD minus the weapon's BOD Min (referred to as Difference Factor or D-fac). If the firer's BOD is lower than his weapon's BOD Min, he may only fire at a ROF of 1/2, with WA reduced by -2 per 1 point of D-fac, and must make a (BOD+Strength Feat+1d10) roll vs the (BOD Min x2). If this roll is failed, the firer takes 1 point of damage per

point of D-fac to his firing arm; critical failure means the weapon is also dropped. Any weapon with a BOD Min of 9 or less is assumed to be fireable by anyone, but you have the option of using the BOD Minimum restrictions for all weapons.

Weapon Type Base BOD Min	
D6 weapons	(Max Damage/6)
D10 weapons	(Max Damage/5)
Shotguns	Max SHOT Damage x0.25
Grenade launchers	(Diameter in mm) x0.3
Modifiers Multiply all mods together	
1-handed (handgun)	x2.0
2-handed, no brace* (SMGs & shotguns)	x1.0
2-handed & brace* (rifles, MGs, other SMGs)	x0.5
High-pressure/high-velocity grenades	x1.5
EAP (railguns)	x1.8
ROF 1-3 (semiauto)	x1.0
ROF 3-16	x1.75
ROF 16-30	x2.0
ROF 31-60	x2.5
ROF 61-120	x3.0
ROF 121+	x3.5
*Brace=stock, arm brace, shoulder strap, harness, sling, mono/bi/tripod, gyro-mount, etc.	
In near future and beyond settings,	
A Cyberarm acts as BOD 12 for pistol recoil purposes.	
A Powered Exo-Mount has BOD 18 for recoil purposes.	

UNUSUAL RANGED WEAPONS

Normally available only in near future and beyond settings, these weapons are often used for crowd control, stealth missions and other situations where you want killing to be only one of the options, or want a limited number of targets eliminated quietly.

Airguns: These are advanced versions of the "paintball" guns of the 1990's. Airguns can be loaded with poison, marking paint, drugs or acid.

Paint: Bruise damage only. Head hits have a 5/10 chance of blinding the target for 3 rounds with paint in the eyes, and a 4/10 chance of permanently destroying the eye.

Poison & Drugs: To avoid the effects, the character must make a save roll. On a successful save, damage is reduced by half. See poison effects table:

Acid: Acid causes 1D6/2 in acid damage per pellet. Although armor will stop this, the acid will eat away at the armor, reducing its SP by 1D6/2 per round, for a total of 3 rounds.

Example: Jack hits armor SP 15 with two pellets. He roils 2D6 for a total of 7 points of damage. The first turn, the armor's SP is reduced to 8. The next turn, it's reduced to 1. The next turn, 6 points get through the armor and sear into the target's skin

DRUG & POISON EFFECTS		
Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea Drugs	Illness	-4 REF
Sleep Drugs	Sleep**	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve toxin/gas	Death	8D10
** Half effect it drowsiness, -2 to all stats.		

Dart and Needleguns: Dartguns can be loaded with poison or drugs. Each hit does 1D6/2, plus effect of the drug or poison used (see Airguns, above).

Power Squirtguns: Power squirtguns can be loaded with drugs or acids. Effects are as with Airguns (above), with each "squirt" equal to 2 pellets.

Tasers: Tasers require the victim to make a save against stun and typically do 1-2D6 stun damage (treated as Bludgeon for the purposes of healing and recovery). The save number is reduced by -2 for every successive shot in a three-turn time period. Tasers can be recharged from wall current, taking 1 hour to reach full charge.

Bows, Crossbows, Spears & Thrown Weapons: These weapons are either thrown using the character's Brawling/Melee or Martial Arts skill (+ Cast modifier) for shuriken, darts, knives and spears, or fired (using Archery Skill).

BEAM WEAPONS

Beam Weapons include lasers and microwave weapons.

Lasers: Lasers have a rechargeable powerpack holding a total of 10 six sided dice of damage. You can use as little as 1D6 or as much as 5D6 in a single shot, until you have used all 10 dice. Lasers recharge from wall current at a rate of 1D6 per hour.

Example: Jack has recently captured a laser from a guard. He has 10D6 to work with; he dials the power up to 5D6 and fires. At this rate, he'll only have one more shot before it's recharge time.

OPTIONAL RULE

To get a "Star Wars" Blaster type field, you may want to simply treat them like standard handguns in terms of damage, size, and pricing, and give them x3 shots, or you can use the following table and modify the die value up or down as the GM sees fit.

Microwavers: Microwavers are fired like any other ranged weapon, delivering 1D6 in bum damage. In addition, any target within 1 yard of the path of the beam must roll 1D6 on the microwaver side effects table to determine if there are electrical side effects on exposed electronics or cyberwear. Shielded cyberwear is not affected by electrical side effects.

Like lasers, microwavers recharge from a wall socket, taking one hour to reach a usable charge.

MICROWAVER SIDE EFFECTS ON CYBERNETICS

1. Cyberoptics short for 1D6 turns.
2. Neural pulse! if character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
3. Cyberaudio shorts for 1D6 turns.
4. Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present:
 - 1-2 Right Arm
 - 3 Left Leg
 - 4 Right Leg
 - 5-6 Left Arm
5. Total Neural breakdown! Character reduced to twitching, epileptic fit for 1 D6/3 turns.
6. No Effect.

BOWS & CROSSBOWS

The bow or crossbow is fired using the Archery Skill. Bows are a special category of ranged attack because they are BT-based ranged attacks. Compound bow BT is treated as half due to the pulley mechanism that distributes the draw resistance and maximizes release). Every 1 point of BT = 20 yards range.

BT is the measurement of the strength required to pull back the string of the bow or crossbow. It adds a damage bonus equal to the Strength Damage Bonus derived from a BOD of the same level. BT damage is a fixed number of the weapon, indicating the tension setting of the bow/crossbow, not the users Body.

ARROW & BOLT DAMAGE

Arrow/BOLT size		Damage	
Short Bow / Hand Crossbow		1d6 + BT damage	
Medium Crossbow		2D6 + BT damage	
Long Bow / Heavy Crossbow		3d6 + BT damage	
Different arrow heads may increase or decrease damage			
Examples include:			
Armor Piercing	½ damage	Broadhead	+ 1D6
Razor Tipped	+ 1D6	Blunt	Stun Only
Barbed Arrows do an additional d6 damage when removed unless a successful first aid check is made at a difficulty = to 5 + damage taken			
Arrows that miss have a 50% chance of breaking			

Shortbows have a maximum BT of 6

Longbows have a maximum BT of 10.

Compound Bows have a maximum BT of 16.

Crossbows can use the Archery skill as well, however hand crossbows can be fired with the Handgun Skill at ½ value, larger crossbows can be fired with the Rifle Skill at ½ value as well. Any Crossbow with a BT above 7 will usually have a stirrup of other mechanism to hold it in place so it can be drawn and cocked, in addition any crossbow with a BT above an 8 will often have a detachable winch to cock the weapon. The number of rounds it takes to reload a crossbow is 2 rounds and an additional round for every 2 BT over 5 (round up).

Hand Crossbows have a maximum BT of 5.

Compound Hand Crossbows have a maximum BT of 10.

Medium and Larger Crossbows have a maximum BT of 10.

Medium and Larger Compound Crossbows have a maximum BT of 20

AREA EFFECT WEAPONS

Area Effect weapons are fired just like any other type of ranged weapon. However, they are capable of covering more than one target at a time with a cloud of pellets, flame, explosive force or gas. Area effect weapons include shotguns, grenades & explosives, flamethrowers, missiles & rockets, mines, molotov cocktails and rocket powered grenades (RPGs).

Attacks are made as with other ranged weapons, with the center of the area effect falling on the designated target, and anything within the area of effect taking damage as well. If the target is missed, the true center of the attack must be determined. When calculating where a grenade or other. Area weapon has hit, roll 1D10 to determine the direction on the Grenade Table, then roll a second D10 to see how many yards away it hit.

Shotguns: Shotguns fire a cloud of small metal pellets called a "pattern". The width of the pattern is based on the distance between the attacker and the defender. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. Note: if something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire. Buckshot however, is extremely ineffective against armor, and treats it as having 50% more SP. For a standard 12 .ga :

Due to the spread of pellets from a standard shotgun round, shotguns get a +1 at Close range, +2 at medium range, +4 at long range, and +5 at extreme. This only counts towards standard shotgun rounds, Sabot, stun, slug, etc... rounds are treated as normal. Specialty rounds are subject to GM discretion. At medium range and extreme range, a shotgun hit will hit 2 main locations. At Close range it will hit 2 sublocations. Roll once for location, the apply equal damage to that location and one location adjacent

SHOTGUN TABLE	
Range	Damage
Close, PB	4D6
Medium	3D6
Long	2D6

Example: Jack opens up his shotgun on a boosters at medium range (pattern width=2m). He hits the 1st booster dead on, the booster is hit in his left arm and torso.

Shotguns are a very effective weapon in situations where aiming isn't critical. For instance, in 6ft hallways, there would be no way for a target to escape taking wounds no matter how much his reflexes were boosted. However, shotguns are also limited to relatively short ranges and don't do a lot of damage on the individual pellet level. A blunderbuss is an early version of the shotgun, however it's damage differs due to poor construction. At Close and Point Blank it does 5d6, medium 3d6, and at long 1d6.

The Armor-Piercing Effects of Shotgun Slugs

These projectiles have normal AP ability vs. all armors. Damage that penetrates Hard armor is not halved. Damage that penetrates Soft armor is halved as normal. This represents the concussive results of mass and impact by finned/saboted slugs. Slugs are considered to have x2 range and x2 cost, Saboted Round range is x5 and cost is x3

Shotgun Slug/Saboted Round Damage	
10ga. slugs	5D10AP
12ga. slugs	4D10AP
20ga. slugs	3D10AP

Grenades:

Grenades come in fragmentation, incendiary, stun, dazzle, sonic, concussion and gas varieties. Each type has its own area of effect, usually between 2 to 5 yards. Grenades and explosives can be detonated using timers, radio controls, tripwires or remote detonators. All grenade types are available in hand or rifle-propelled versions, and are described in the Area Effect Weapons & Grenade Table. Grenades may be thrown the same distance as a cast weapon (see table below) or launched to a range of 225 yards. For every 2 points of failure on the required Athletics Roll to throw the grenade (or other thrown explosive), it lands 1 yard off target. 2m can be added to distance per point of Strength Feat.

BODY TYPE	MAX DISTANCE
1-2	10 yards
3-4	20 yards
5-6	40 yards
7-8	60 yards
9-10	80 yards
11-12	100 yards
13-14	120 yards

Values shown above are for baseball-sized objects weighing no more than 1kg. For every *additional* kilogram, subtract 2 from the Body Type score used to calculate throwing distance. This chart is also used for grenades, which use the Athletics skill in place of Martial Arts or Brawl/Melee.

AREA EFFECT TABLE	
Type	Blast Radius
Grenades	1yard per Die of damage
Gas Grenade	3 yards
Molotovs	2 yards /liter
Flamethrower	2 yards
Cyberlimb flamethrower	1 yards
Mine	2 yards
Claymore	6 yard line from explosion
C-4	5 yards /kg
RPG	4 yards
Missile	6 yards
Shotgun (Close)	1 yards
Shotgun (Med)	2 yards
Shotgun (Lng/Ext)	3 yards
Micromissile	2 yards each

"Cooking Off" A Grenade: Most hand grenades have a 4-5 second fuse. With training you can "cook off" a grenade. In other words, you can hold on to the grenade long enough for the fuse to run down before throwing it, so that hopefully it will explode on impact or at other desired time or distance.

Every second a character cooks off a grenade adds a cumulative -3 to hit on the athletics roll required to hit your target.

If you don't cook the grenade not only is there a chance it could be picked up and thrown back at you before it detonates, but it will also bounce upon hitting the target and land 1d6/2 yards away from the target point. Consult Grenade Table to determine direction and distance:

GRENADA TABLE

	10	
7	8	9
5	TARGET	6
2	3	4
	1	

Roll 1D10 to determine Point Of Explosion.

EXPLOSIVE DAMAGE: To determine effects and damage for anyone caught in the Blast Radius of an Explosion, first determine the targets distance from the center of the blast. Next figure the Area Of Effect Range.

Targets that are hit directly by explosives, or are in point blank range of detonation, take maximum damage

For every yard away from the Point Of Explosion damage is reduced by 1 Die increment (shaped or directional charges are reduced by 2 Die increments).

Explosive damage is taken to 1 location for every 2 Die of damage (round up) the character(s) in the Blast Radius receives.

For Example: Jack throws a grenade at a group of enemy soldiers, trying to hit the center of the group. He rolls his athletics to hit and gets an 18, the grenade hits dead center but rolls 2 yards to the north before exploding because Jack gets nervous about holding onto live explosives. The grenade exploded right at one soldier's feet, doing 7D6 damage to 4 locations (both legs, his torso, and an arm). That soldier disappears in a fine red mist. One of the other soldiers is only a yard away, he takes 5D6 damage to 3 locations (head, right arm, torso), killing him as well. Another soldier was at the edge of the blast 5 yards away, he only takes 2d6 damage to 1 location, his left leg. He is alive, but in pain. The last soldier was clear of the Blast Radius and is coming after Jack hard.

For every point the shot misses by, it lands one yard away from the intended target. For each range increment greater than "Close", multiply the distance by 2.

So at close range, missing by 1 point means you land the explosive 1 yard away, while a miss of 10 points means the shot misses by 10 yards. At medium this becomes 2 yards/20 yards... At long it becomes 4 yards and 40 yards, at extreme it becomes 8/80...

Gas: Gas differs from other grenade effects in that it moves around. To use gas, first determine the Point of Explosion. All targets within 3 yards are immediately affected.

On the next turn, determine which way the wind is blowing by rolling again on the Area Effect Table. Place the new area of effect. Any target within the first and second areas of effect must save vs. the gas, as well as any targets in a straight line the width of the gas cloud between the two points. On the third turn, the gas dissipates.

Gas grenades have either fatal or incapacitating effects. To avoid the effects, the character must make a save; armor doesn't help (although filters or gas masks will). On a successful Save, he will take half effects (a -2 REF reduced to -1, 4D6 reduced to 2, etc.).

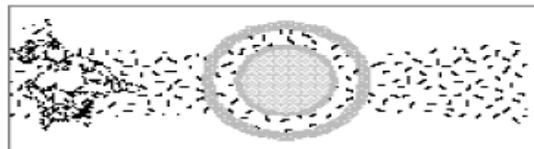
GAS EFFECTS		
Type	Effect	Damage
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep**	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve Gas	Death	8D10

****Half effect is drowsiness, -2 to all stats.**

Flamethrowers: Flamethrowers are much like other area effect weapons, with one difference; they can be "swept" between two points. When using flame throwing weapons, you may decide both a starting point and an ending point; then roll to Hit, determining if you're on target. Missed rolls refer to the Grenade scatter chart. Anything caught in the sweep between the two points is ignited. Using these weapons usually requires the Heavy Weapons Skill. Damage is 2D10 the 1st turn, 1D10 and 1D6 the following two turns. Hard armors protect normally. Soft armors must be >15SP to protect the target, and are damaged 2pts/hit.

Mines: Mines come in two types; standard land mines and "claymore" antipersonnel mines. A land mine is designed to stop vehicles or other heavy objects; it is easily detected with most magnetic sensors (7 in 10 chance). You step on it and it blows up. Simple. Damage is 4D10.

A claymore is designed to stop people, not vehicles. Claymores can be triggered by tripwires, time delays, or remote switches. Claymore mines have an hourglass shaped area of effect, rather than a circular one (see illustration). The dimensions of the "front" cone of destruction are 6 yards wide by 75 yards long; the dimensions of the "rear" cone of destruction are 6 yards wide by 6 yards long. At the juncture of the two cones is a 6 yard wide circle. Damage is 4D10.



Rocket Powered Grenades: Rocket Powered Grenades (RPGs) are a hybrid of grenade and rocket projectile, with far greater range and accuracy. They are also easier to acquire than missiles. With the exception of the disposable Armbrust RPG, most have the disadvantage of backblast, making them impossible to fire in a confined space. RPGs are fired as with other grenade launchers or shoulder arms, using the character's Heavy Weapons Skill. Damage is generally 6D10.

Missiles: Missiles and Rockets include radar and optically guided missiles, mini-rockets and shoulder rocket launchers. Using missiles requires use of the Heavy Weapons Skill. When firing missiles and rockets, treat them as rifle-fired grenades with longer ranges and larger areas of effect; otherwise, all damage goes to the target vehicle's SP/SDP.

Average Missiles, Rockets, And Torpedos		
Type	Blast Radius	Damage
Rocket	5 yards	13d6
Missile	4 yards	12d6
Torpedo	10 yards	13d6

*** underwater only**

Note: for Rockets and Missiles: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is not.

Missiles and Rockets move slow enough to be seen, thus they move slow enough to be reacted to. Versus vehicles, the attacker rolls directly against the defenders Pilot Skill. In the case of guided missiles, the missile itself rolls an opposed check vs. the targets pilot skill. Versus humans the target may roll his Dodge.

Explosives:

Explosives vary from grenades in that the more you use, the bigger the blast area, the bigger the bang. Explosive amounts are defined as units; one unit of TNT would equal one stick; one unit of Plastique would be an ounce, etc. For every unit of explosive used, add full damage value and 50% to the area of effect. So using 6 kg of Plastique would do 42D10 over a 24-yard area. (7y + 7x5y /2 [35y/2 =17]). Tying 5 sticks of TNT together would create a 20d10 explosion covering a 12 yard (4y + 4x4y/2 [16y/2 = 8]) area of effect. Explosive charges can be shaped, (demolitions roll 20) which minimizes the area of effect by 2/3rds, and doubles damage.

EXPLOSIVE RANGES			
Explosive	Unit	Area	Damage
Plastique	1kg	7y	7D10
C6	1kg	8y	8D10
TNT	1 stick	4y	4D10
Take the area covered by one unit of explosive and multiply this by the total number of units.			

Molotov Cocktails: Molotov cocktails are the favorite of would be terrorists and people with a lot of gasoline, rags and empty bottles around. A Molotov covers 2 yards for every liter of fuel used (a standard soft drink bottle would cover 2 yards). Damage (3D6 burn damage) is applied to the overall body, rather than to a location.

WORKING WITH EXPLOSIVES

An unskilled attempt that results in failure becomes a Fumble; a further roll of 8-10 means the explosive goes off "in your face" (a further Fumble roll of 8-10 means the same thing for a character with Demolitions). A roll of 1 means it goes off automatically.

EXPLOSIVES RULES	
Use grenade to damage structure	20
Use explosive as thrown bomb	15
Tamping an explosive (5 min+)	15
Minimize C-6+ shockwave (33%)	20
Enhance C-6+ shockwave (+100%)	20
Shaping charge (1/3 rd AOE,x2 damage)...	30
EVALUATE STRUCTURE FOR WEAKNESS	
x2 damage	20
x3 damage	30
x1	Failure
x1/3	Fumble
MAKING EXPLOSIVES	
Nitroglycerine (lab, 24eb/kg)	15
Guncotton (lab, 10eb/kg)	15
TNT (full lab, 20eb/kg)	20
Plastique (full-lab, 50eb/kg)	25
C6 (full-lab, 75eb/kg)	35
Chemical delay fuses (25eb-75eb)	20

INDIRECT FIRE

Indirect fire requires a spotter, who can see the target, and relay information back to the firer. If the firer can see the target, use the normal rules for direct fire. Unless the spotter has the firing weapon right next to him, he must know where he is, and must know where the target is. This requires a map and a Difficulty 15+ Wilderness Survival roll, or a satellite, or a computer Navigation/GPS system.

Mortars and launched grenades travel at 400y per turn, and artillery shells travel at 600y per turn. At those speeds, some distant indirect fire may take several turns to reach the target. At the end of the turn when the shells reach the target, after everybody has moved and taken their actions, roll for the artillery to hit. The difficulty is 25+, and the only modifiers to the D10 roll are:

INDIRECT FIRE MODIFIERS

Spotter's Heavy Weapons+INT)/2

Firer's Heavy Weapons/2

Visibility Modifiers that apply to the Spotter

+3 per turn (max 4 turns) of spotted fire at the same target area, not at the same target. This bonus can only be gained after the first shot(s) hit, since it simulates the spotter correcting the fire.

If the shot hits, roll on the Grenade Table to see just where it hits and work out damage as usual. Once a shot hits, the To-Hit# drops to 10 and the weapon(s) can continue to fire at that location for as long as desired without a need for a spotter to correct fire. If the shot misses, it does so by (range/100y) x the number of points missed by, in a direction determined by the Grenade Table. A spotter can only spot and correct for one target location at a time, but there is no limit to the amount of weapons one spotter can spot for, as long as they're shooting at the same target.

SHOOTING INTO A CROWD

When engaging an enemy in a crowd with ranged weapons, hitting innocent bystanders is almost a sure thing. For some characters this isn't a problem, but for others this can be a real downer. When fighting in a crowded situation, and a shot misses, roll under your LUCK and apply the following:

SIZE OF THE CROWD	
1-5 people	-1
6-10 people	-2
10 -15 people	-3
15-25 people	-4
25-50 people	-5
50-100 people	-6
100-200 people	-8

And remember, even when the players are not in a crowd, there is always the chance of a stray shot hitting someone.

RELOADS CARRIED

This is so overlooked in many games, but can become very necessary, particularly in combat or when supplies are limited.

A) Mark on your Character Sheet how many reloads are carried for each weapon. For situations where the characters are gearing up for a larger conflict than normal and are carrying extra ammo, make sure they write it down on a scrap piece of paper.

B) On a scrap piece of paper, keep track of every shot fired.



MELEE COMBAT

Melee attacks include clubs, knives, swords, axes, chainsaws, sledgehammers, martial arts weapons, hand-to-hand attacks, bites, and grapples.

Melee attacks differ from ranged attacks in that you are opposing a person, instead of a target. To make a melee attack, the formula

ATTACKER: REF+Skill+Bonuses/Penalties+1D10
VS.

DEFENDER: REF+Skill+Bonuses/Penalties+1D10

If there's a tie the defender wins.

A character may make as many Melee Attacks or Maneuvers = his number of Combat Actions per round. These Attacks and Maneuvers can be offensive, defensive, or a combination of both. In cases where a character is attempting to use more than one skill (such as if he is using more than one Martial Art) average the Martial Art that has the lowest skill level determines the number of Combat Actions. In addition, every character gets one free Dodge or Block per round.

STR DAMAGE MODIFIERS TABLE

BODY	Hand to Hand STR	Cast Weapon STR
1-2	-1	-1
3-4	0	0
5-6	+1	+1
7-8	+2	+1
9-10	+3	+1
11-12	+4	+2
13-14	+6	+3
15+	+8	+4
Key Attack	+1/2 MArt Skill Level	+1/2 MArt Skill Level

HAND TO HAND RANGES

RANGE	MODIFIER	KEY ATTACKS
CASTING	-0	Block, Dodge, Jump Kick
	Various	Cast, Ram
HITTING	+5	Polearm Strike
	+3	Normal Weapon Strike
	-0	Punch, Kick, Disarm, Ram, Sweep, Block, Dodge
	-3	Grapple
	-5	Cast
GRABBING	-0	Disarm, Grapple, Throw
		Hold, Choke, Escape
	-3	Punch, Kick, Sweep, Block
DODGE	-5	Normal Strike

REQUIREMENTS FOR RANGE CHANGE

Casting to Hitting:	If you have the greater Martial Art you may be able to enter Hitting range.
Hitting to Grabbing:	Make Grapple roll.
Grabbing to Hitting:	Make Parry or Dodge roll.
Hitting to Casting:	If you have the greater Martial Art you may be able to enter Casting range.

KEY ATTACKS

See the Martial Arts listing for a guide to the Key Attacks of each martial art. The bonuses each style provides are added to the To-Hit roll for that Maneuver or Attack. Some Maneuvers and Attacks inflict damage on the opponent, others are meant to hold or entangle, and others are used to prevent you from being hit yourself. If the Martial Art does not have a bonus to something, you may still attempt that maneuver, you just don't get any extra points to add to the To-Hit roll. However you can take multiple Martial Arts to give yourself as wide a range as possible. When taking multiple Martial Arts you take the highest value bonus from your various Martial Arts. So if you have a Martial Art with a punch of 4 and a block of 1, and you take another Martial Art with a punch of 2 and a block of 3, you keep the punch of 4 from the first martial art, and use the block of 3 from the second, so you keep the highest bonus given of any martial art you know. To determine what Martial Art to use, you use the one that provides the highest bonus for whatever maneuver you are attempting. You may choose to use a different martial art to hit, but regardless of which art you choose to hit with, you MUST use the skill level of the art with the highest bonus in that Attack or Maneuver to figure in the damage bonus provided by skill level. Also, if you choose not to use the art with the highest bonus for any given Maneuver or Attack, you do NOT gain IP to either.

Brawling/Melee is an untrained skill compared to martial arts, it allows a user to attempt all the same Attacks or Maneuvers as a Martial Art, but provides no bonuses to them or to damage. A bonus to damage is given to anyone using Brawl/Melee if they have the Rampage Special Ability (+1 per point of Rampage).

RUNDOWNS FOR EACH KEY MANEUVER:

STRIKE: Strike is any attack made with a Melee weapon, such as a sword, staff, axe, knife, sharpened stick, or big rock. Strike basic damage is that of the weapon + STR bonus + 1/2 the Applicable Martial Arts Skill Level. Defenders against a Strike may use their Martial Arts, or Brawling/Melee skill to Dodge the Strike, or they may use Martial Arts, Brawling/Melee (if they are holding a weapon) to try to block or parry it. To perform a Strike you use the following formula:

REF + Martial Arts or Melee + Key Strike +1D10

(When using two hands to attack with a weapon, Body Damage Modifier is doubled.)

CAST: Cast is any attack made with thrown or hurled objects, be they throwing knives or axes, shuriken, spears, darts, rocks, or baseballs. Cast basic damage is that of the weapon + Your STR bonus / 2 + 1/2 the Applicable Martial Arts Skill Level. Defenders against a Cast may use their Martial Arts, Brawling/Melee skill to Dodge the Cast weapon, or they may use Martial Arts, or Brawling/Melee (if they are holding a weapon) to try to Block or Parry it. To perform a Cast you use the following formula:

REF + Martial Arts, Brawl/Melee or Athletics + Key Strike + Range Penalty + 1D10

RANGE PENALTY FOR CASTING	
RANGE	PENALTY
Hitting	-5
Close	-0
Medium	-5
Long	-10
Extreme	-15

BODY TYPE	MAX DISTANCE
1-2	10y
3-4	20y
5-6	40y
7-8	60y
9-10	80y
11-12	100y
13-14	120m

PUNCH: Punch encompasses punching, knife hand strikes, pokes, chops, elbow attacks, bites and head butts. Punch basic damage is 1D6/2 + Your STR + ½ the Applicable Martial Arts Skill Level. Weapons which are worn, natural, or implanted on the hands, elbows, or forehead add their damage in place of the 1D6/2 provided by the bare hand. Defenders against a Punch may use their Martial Arts, or Brawling/Melee skill to Dodge the punch, or they may use Martial Arts, or Brawling/Melee to try to Block or Parry it. To perform a Punch you use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

KICK: Kick is any attack made using your legs, knees, or feet. Kick basic damage is 1D6 + Your STR + ½ the Applicable Martial Arts Skill Level. Weapons which are worn, natural, or implanted on the legs, knees, or feet add their damage in place of the 1D6 provided by the bare leg. Defenders against a Kick may use their Martial Arts, or Brawling/Melee skill to Dodge the punch, or they may use Martial Arts, or Brawling/Melee to try to Block or Parry it. To perform a Kick you use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

DISARM: Disarm is a maneuver designed to remove or break a weapon or item from your opponent's possession. Taking his gun, knocking his sword from his hand, or grabbing the rock from his palm, or snaking the cigarette hanging from his lips are all considered disarm Maneuvers. In a disarm, both attacker and defender get to add their Body Type Modifier in addition to whatever other bonuses they are using. The defender may even choose to roll a Strength Feat in order to keep hold of his weapon. Disarm does no damage, though you can sometimes use it with a Choke Attack. In addition, you must add in the size penalty of the defenders weapon, as smaller objects are harder to make someone let go of than larger objects. To break a weapon or item you must Roll the target number (provided on the Break Chance table) or under on a 1d10. To perform a Disarm you use the following formula:

REF + Martial Arts, or Brawling/Melee + Key Attack + BT Damage Mod + 1D10

DEFENDERS WEAPON SIZE PENALTY FOR DISARM

Very Heavy: Great Sword	
Heavy: Rifle, Long Sword	0
Medium: Pistol, SMG, Large Knife	-3
Light: Shuriken, Small Knife, Derringer	-6

SWEEP/TRIP: Sweep is a Maneuver to attempt to trip or other wise knock your opponent's feet from underneath him. Defenders against a Kick may use their Martial Arts, or Brawling/Melee skill to Dodge the Sweep, or they may use Martial Arts, or Brawling/Melee to try to Block it. To perform a Sweep/Trip you use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

BLOCK/PARRY: Block/Parry is any attempt to avoid being hit by your opponent or his weapon by intercepting it with your arms and legs or a weapon or shield of your own. It is possible to successfully block or parry a weapon with your arms and legs, however doing so is difficult, and unless you beat your attackers

roll by 5 points you will take damage from the weapon to whatever limb you were using to Block/Parry, if you beat the attackers roll by 5 points or more, you take no damage. You must declare which weapon or limb you are attempting to Block or Parry with before the die is rolled. To perform a Block/Parry use the following formula:

REF + Martial Arts, or Brawling/Melee + Key Defense + 1D10

PARRYING OR BLOCKING A WEAPON MAY ALSO CAUSE YOU TO BREAK YOUR OWN WEAPON

The Following Chart may also be used in purposeful attempts to break an opponent's weapon with a Strength Feat check, every 5 points above 15 results in a +1 to the Break Chance.

Attackers Weapon	Chance Defenders Weapon Breaks On A D10			
Very Heavy	Very Heavy 1	Heavy 1-2	Medium 1-3	Light 1-4
Heavy	Very Heavy 0	Heavy 1	Medium 1-2	Light -3
Medium	Very Heavy 0	Heavy 0	Medium 1	Light 1-2
Light	Very Heavy 0	Heavy 0	Medium 0	Light 1
Very Heavy Weapon	Maul, Great Axe, Great Sword, Sledgehammer, Polearm			
Heavy Weapon	Battle Axe, Longsword, Steel Staff, Rifle			
Medium	Shortword, Axe, Spear, Pistol, Machete, Large Knife, Nunchaku, Rapier			
Light	Small Knife, Dagger, Derringer, Foil, Blowgun			
Weapons made of wood are automatically treated as being no higher than Medium, this includes wooden shafts (Just the wooden part) on spears or polearms. Weapons made of Monocrystal or leather are automatically treated as being light. Anything more fragile (such as glass) will break on any parry attempt.				

Weapon quality can modify the category for the purpose of Break Chance.

MELEE WEAPON QUALITY	
0	Fragile, breaks on any fumble, 50% chance of breaking during use.
1	Cheap, breaks on a roll of 4 on a 1D10 after any fumble. Weapons of this quality are treated as being 2 categories lower on the Break Chart
2	Poor Quality-breaks on 2 or less on a 1d10 after a fumble. Weapons of this quality are treated as being 1 category lower on the Break Chart
3	Standard Quality, hard to damage, breaks only on a critical fumble
4	High Quality, long lasting, can take abuse, military quality tool, almost impossible to damage without specifically intending to. Weapons of this quality are treated as being 1 category higher on the Break Chart
5	Masterwork Quality, even trying, it is near impossible to damage. Only the finest weapons can achieve this. Weapons of this quality are treated as being 2 categories higher on the Break Chart

DODGE: Dodge is an attempt to avoid an attack completely by ducking, sidestepping, swaying, or jumping out of the way. To perform a dodge use the following formula:

REF + Martial Arts, or Brawling/Melee + Key Defense + 1D10

Characters get one free Dodge OR Block attempt per round of melee combat. This does not count towards their actions for the round.

ALL-OUT PARRY: When you declare this as your action, it takes up all of your actions for the round. To use this option you Roll your Parry once, with a +4 modifier (representing your dedication to the task). The final result is your Parry Roll against any attempt to attack you for the round, and will function for as many attacks as you have actions allotted by your skill, and provided your parrying weapon holds up to the abuse.

ALL-OUT DODGE: Like All-Out Parry when you declare this as your action, it takes up all of your actions for the round. To use this option you Roll your Dodge once, with a +4 modifier. The final result is your Dodge Roll against any attempt to attack you for the round, and will function for as many attacks as you have actions allotted by your skill.

GRAPPLE: Grapple is the Maneuver used to grab or entangle an opponent using either bare hands or a suitable weapon. You must make a successful grapple before you can attempt a Hold, Break, Throw, Choke or Crush. Defenders may use the Martial Art Maneuvers of Escape, Block, Dodge, or Grapple, or they may use Brawling/Melee skill to oppose the attempt. Once a grapple is successful you may attempt to Hold, Break, Throw, Choke or Crush. To perform a Grapple use the following Formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

THROW: A Throw can only be attempted if the opponent is successfully grappled. It covers throws, flips, bodyslams, Piledrivers, tosses, and takedowns. A defender can only use his Escape or Brawling to avoid being thrown. Basic Throw damage is 1D6+ STR + ½ the Applicable Martial Arts Skill Level. Like Falling, Armor does not protect against damage from a throw. To perform a Throw use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

HOLD/BREAK: A Hold or Break can only be attempted if the opponent is successfully grappled. A Hold is any Maneuver to immobilize your opponent, degree of success determines how much of your opponent you have immobilized. For every 2 points above your opponents defense roll, you may immobilize one of his limbs, once a limb is held it remains held until you either release him, or he escapes, and every round you have him held you may try and immobilize him further. For every round an opponent is held, he is at a -2 to oppose you. A defender against a hold may only use his Escape, Brawling/Melee or Strength Feat. Once Held, you may also choose to perform a Break, using your position of control to attempt to damage the limb you are holding. To oppose a Break, a defender may only use his Escape or Strength Feat. Break basic damage is 1d6 + STR + ½ the Applicable Martial Arts Skill Level. To perform a Hold or Break use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

CHOKE/CRUSH: A Choke or Crush can only be attempted if the opponent is successfully grappled. A Choke is a Maneuver to either control a persons head or use pressure on the neck to force them unconscious, and is treated like a Hold. A Crush is a bit more sinister, from the Choke it is intended to damage the neck, to the point of killing the opponent. Escape and Strength Feat are the only means of defending against these maneuvers. Basic damage for Crush is 1d6 + STR bonus. Remaining conscious during a Choke or Crush is determined by rolling an Endurance check, DC set by damage done, failure indicates unconsciousness. To perform a Choke or Crush use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

ESCAPE: Escape is a Martial Art maneuver to free yourself from grapples, holds, breaks, chokes, crushes, or throws. You must successively Escape a situation. If you are the target of a Break or Crush, you may Escape to a Hold or Choke. If you are the target of a Hold or throw, you may Escape to a Grapple, from which you can either choose to engage your opponent in a Grapple, or Escape again out of Grabbing range. To perform an Escape use the following formula:

**Break /Crush to Hold/Choke/ to Grapple to Grabbing range
REF + Martial Arts, Brawl/Melee + Key Defense + 1D10**

RAM: Ram is an attack where you use your entire mass to attack your opponent, Tackles, Bodychecks, Clotheslines, and things of that nature. These attacks can be incredibly damaging, though opportunities to implement them are somewhat rare. Basic ram damage is BOD Damage (see chart) + ½ the Applicable Martial Arts Skill Level. Defenders can use Dodge, or Brawling/Melee skill to move out of the way of a Ram. To perform a Ram use the following formula:

**REF + Martial Arts or Brawling/Melee + Key Attack + 1D10
- Dash penalty**

KNOCKDOWN SAVE: Defender's BODY + Strength Feat + 1D10 vs. Damage

RAM DAMAGE CHART	
BODY	DAMAGE
1-2	1D6-2
3-4	1D6
5-6	2D6
7-8	2D6+1
9-10	2D6+2
11-12	3D6+4
13-14	3D6+6
15-16	3D6+8
17-18	4D6+8
19-20	5D6+8

JUMP KICK: Like a normal kick, only you leap into the air to perform it, adding +5 to your basic 1D6 damage. To Perform a Jump Kick use the following formula:

REF + Martial Arts or Brawling/Melee + Key Attack + 1D10

MOVING ATTACK MANEUVERS

While Ram and Jump kick can be performed from a standing position, performing them while running increases the damage dramatically. When performing a running attack, it expends all other actions that round including your free Dodge/Block (you can make subsequent actions, but penalties apply). The further you run (up to your Max MA allowance) the more damage you do, but also the easier it is for your opponent to dodge the attack.

DASH MODIFIER TABLE

Dashing Distance	Damage	Penalty To Hit
None (up to 2y)	-0	-0
5y	+1/4 of MA	-2
10y	+1/3 of MA	-4
15y	+1/2 of MA	-6
20y	+ MA	-8
25y	+ 1 ¼ MA	-10
30y	+ 1 1/3 MA	-10

The penalty to hit stops at -10, anyone who can run faster than that is going to be too quick to react any more than that.

COUNTER ATTACK

Provided you have attacks still available in the round, you may attempt a counter attack (in place of your free dodge) anytime your opponent fails by more than 5 points or anytime he fumbles, representative of him leaving himself open. Counter Attack options are as follows:

COUNTER ATTACK TABLE

OPPONENTS ATTACK	DEFENDERS COUNTER
Strike	Strike, Sweep, Kick, Punch,
Punch	Punch, Kick, Sweep, Grapple
Kick	Kick, Sweep, Punch
Sweep	Kick, Punch
Grapple	Grapple, Punch, Kick
Ram	Sweep, Jump Kick*, Throw#
Jump Kick	Throw#, Sweep, Kick, Punch

*You may only attempt the Jump Kick from a standing position
#In situations where your opponent is already moving, it is possible to throw him without first making a grapple, as you use his own momentum against him.

If your counter attack succeeds, you have ended his attack options and begun your own. However if you leave yourself open positions could very well reverse again.

MELEE DAMAGE

When making melee attacks with a weapon, the total damage is the damage listed as part of the weapons description plus the bonus provided by half the characters Martial Art skill level (or equal to the Rampage special ability of the Savage Role if used in conjunction with Brawl/Melee).

When making a melee attack, you must also add a damage modifier based on your character's body type to any damage. This damage modifier is listed in the Damage Modifier Table below.

However, the type of Combat Action being performed also modifies damage. A melee attack, like a regular attack, can be either Quick, Normal, or Full Combat Action. Some melee attacks can be any of the attacks, some melee attacks may only allow for one or two types of Combat Actions. The amount of Damage done in a melee attack is directly related to both the weapon being used (including hands and feet) and the type of Combat Action being performed. If an attack is performed as a quick action, such as throwing a quick jab, or rapidly stabbing, then the weapon can do up to 1d6 damage, but never exceeding its Listed Die damage. Because of the rapid nature of the attack, a character attempting to attack in this way can also only add half his Strength Bonus. If the character attacks with a Normal Combat Action, he may do up to

2d6 in damage and adds his full applicable Strength Bonus and half of his Applicable Martial Art Level. He also gets to add +1 to his hit roll because he is taking more time to hit. If the character takes a Full Combat action to hit, he does the full Die damage listed for the weapon, adds his STR x 1.5 and gets a +2 to hit.

COMBAT ACTION	MAX DIE DAMAGE	BONUS DAMAGE	MODIFIER
QUICK	1D6-	½ Martial Art Level / STR Bonus	+0 to hit
NORMAL	2D6	Full Martial Art / STR Bonus	+1 to hit
FULL	3D6+	x2 STR Bonus	+2 to hit

Regardless of Combat Action used to perform the attack, a melee weapon (including Punches and Kicks) will never do more than its listed damage. IE an Extralight Dart will never do more than 1D6/2 in die damage, a Medium Sword will never do more than 3D6, even if a full action is taken to attack with them.

MELEE DAMAGE STR BONUS

1-2 (Very Weak)	-1
3-4 (Weak)	-0
5-6 (Average)	+1
7-8 (Strong)	+2
9-10 (Very Strong)	+3
11-12	+4
13-14	+6
15+	+8+

HAND-TO-HAND COMBAT MODIFIERS

Target dodging	-2
Blinded by light or dust	-3
Double-Jointed (grapple/escape/hold)	+1
Half body visible	-1
Head and shoulders only visible	-1
Head only visible	-2
Behind someone else	-2
Aimed strike at vitals	-3
Improvised weapon	-2

IMPROVISED WEAPONS

Too many times characters are oblivious to their surroundings, and neglect to look around for a weapon, preferring to resort to fighting with their fist when the bullets have run out. Unfortunately in many cases this is as much the GM's fault as it is the players. But I bet if you look around your room as you read this you can find at least ten items that can immediately be used as a melee weapon. When a character picks up any item to use as a melee weapon that was not designed to be a weapon, his melee drops to half.

SAMPLE IMPROVISED WEAPONS:

Soda or beer cans: 1D6/2 (can be effectively thrown) (Full only)

Rolled up towel- dry 1D6/3-2, wet 1D6/3+2

Pencil or pen - 1D6/3 (can be effectively thrown)

Chopsticks - same as a pencil, but can also be used as a grappling weapon (to lock wrists, etc...)

Pool cue- to hit someone 1D6, stabbing 1D6+2 (can be effectively thrown like a spear)

Billiard ball- 1D6 (can be effectively thrown)

Telephone- home phone blunt 1D6/2, (can also be used to Entangle) Pay phone can be used the same way, but generally only the receiver can be utilized, limiting range extremely due to the fact that its rather difficult to rip out a pay phone)

Bottle- unbroken blunt 1D6/2 (has a 60% chance of breaking, **Broken Bottle** -slashing 1D6 +2

Stepladder- bludgeon 1D6+3

Chair- bludgeon 2D6

Wire Hanger- 1pt, can also be used to entangle

Clothing or drapery- can be used to entangle

HAND-TO-HAND PENALTIES

Athletics and Dodge/Escape are poor skills to use in combat, and are considered a last-resort skill for avoiding being hit in melee combat. To reflect this, penalize the character using Athletics or Dodge/Escape instead of a normal combat skill by halving the effective Athletics or Dodge/Escape skill level.

FRIENDLY FIGHTING

When in a fistfight, often the goal is to incapacitate rather than to kill. Bar room brawls in some seedy dive can be considered a normal night for your solo or nomad. But how do you keep your character from inadvertently killing some poor schmuck just because he spilled beer on your shoes? And what do you do when you just want to knock someone out so you can extract them, or when your teammate has been shot full of drugs and is now on a rampage? If all your character has is brawl, this generally isn't a problem, as he isn't trained to do enough damage to kill someone. For a martial artist it can be a very real problem. To counter this, the character must state one of two intentions before they role the dice:

DRUNKEN GOOD FUN - The character divides all his damage by two, this allows for those drunken brawls and fights between characters over who gets to escort that sexy young corporate to her dinner party, and who gets to act as support on the cold rooftop. This option does not eliminate the possibility of killing your opponent, but it does make the chances drastically less significant. This also works well for quick showing off during an audition. This works in both hand to hand and melee situations.

KNOCKOUT - This attack requires concentration by the character, as he attempts put purposely knock his opponent unconscious with one blow. And works either empty handed or with a melee weapon. The character must first forfeit initiative (unless he is performing a surprise attack), and will spend the first part of the round concentrating. If he is struck during this round he loses his attack. If he hasn't been hit then he will strike at a -3 to his opponent. If the strike is successful he has willed himself to do just enough damage to knock his opponent out. No damage is rolled, and no damage is taken, the opponent is simply knocked unconscious for 1D10 x2 minutes. The opponent does get a chance to avoid being knocked out by rolling under his save at -5

INCAPACITATION AND NERVE CLUSTERS

Anyone with a brother or sister knows how Nerve clusters can be. Whether you were on the giving or receiving end, you are aware of the pain caused by a the nerves of the neck being pinched. There are a lot more of these cluster scattered all over the body, and if the attacker is knows them, he can cause either great pain, or even render the area useless for a period of time. (IE- a knife fist to the deltoid nerve cluster of the inner arm might render it useless for hours.) Master of this attack can affect entire body functions, and even your state of consciousness. Knowledge of these areas can be beneficial as well. Masseurs and masseuses, as well as acupuncturists are adept at manipulating the nerve clusters, some can even heal with their knowledge.

DEATH AND MAIMING

In most fights your character will get into as a professional, things won't be as friendly. That's when your goals become a bit more sinister. In some cases you will simply want to take the bastard out, in other cases you are going to want to make him regret he pissed you off for the rest of his life.

To perform the following attacks, the character must first roll above his EMP with the following calculations:

SAVE MODIFIERS TO PERFORM UNARMED KILL

If the character's general feelings towards people is that of a very negative nature, (IE- hates everybody, wipe em out and leave the place for the roaches, etc...) then the character get a -2 to his EMP.

If the opponent is a mortal enemy, has committed or plans to commit a heinous act, (IE- the opponent is going to blow up a school bus full of children, or has released a bio-toxin into the cities drinking water, or just murdered the characters lover) then the character gets a -2 to his EMP. (GM's this can be cumulative, depending on what he has done already, use extreme discretion though.)

If the character's general feelings are of a very positive nature, (IE- loves everybody, the world is full of shiny happy people, etc...) the character gets a +2 to his EMP.

If the opponent is known to be innocent, or is helpless (IE- unarmed and surrendering) then the character gets a +2 to his EMP.

(Note: this won't work in all situations, but it will provide a means to keep your players from abusing this rule. Extreme GM discretion is advised.)

If the character makes his roll successfully, he may then attempt to maim or kill his opponent with one blow. To do this he must first:

ATTEMPTING TO KILL IN ONE BLOW

A) Declare his intention, whether he is planning to maim or kill the opponent, before rolling the dice.

B) Must declare exactly what area of the body of his opponent he is trying to attack. (It must be feasible, if the character is face to face with the opponent he can't very well target the spine can he!)

C) The character must then make a called shot, with an additional -6 to the regular penalties.

D) If the character succeeds in making the called shot, his damage is doubled.

We are all aware that there are certain places you can hit a person that can kill or maim them very easily, such as an open palm to the nose, sending the opponents cartilage into their brain, or a punch to the throat, collapsing their windpipe. The following charts detail information on the weak spots of the human body and the amount of damage it takes to kill an opponent utilizing this area.

The following are for unarmed or blunt weapon combat only.

HEAD: It takes 8 points of damage to send the cartilage of the nose into the brain. (In real life it only takes something like ten pounds of pressure.)

THROAT: A blow to the throat that inflicts over 8 points of damage will collapse the windpipe. An attack inflicting 6 points of damage has a 50% chance of damaging the voice box.

SPINE: Any attack inflicting over 10 points directly to the spine will cause it to break, there is a 50/50 chance that this will either kill, or paralyze the opponent.

KNEECAP: If the opponent takes enough damage to successfully break the leg, and a called shot has been made to the kneecap. The opponent's knee has been broken, and even after medical attention he will be handicapped for the rest of his life, suffering a permanent -2 to his MA.

To instantly kill with a bladed weapon is far easier:

HEAD: This one is self-explanatory.

THROAT/ARTERY: If a major artery is cut, (called shot inflicting more than 5 points of damage) then the character will bleed to death in 1D6 minutes.

EYES: Any stabbing attack that does more than 5 points of damage directly to an eye will pass through the eye into the brain. If under five points the character is blind in the attacked eye.

SPINE: See above

MAJOR ARTERY: Wrist's, inner thigh's, the insides of the upper arm, and on men the penis, all contain major arteries. If these arteries are cut (same rules as that of the throat), the character will bleed to death in 1D6x3 minutes.

HEART AND LUNGS: If the heart is pierced (called stabbing shot inflicting more than 12 points of damage) then the character will die within 1D10 rounds. (If the weapon remains imbedded in the victim, there is a chance he will survive long enough to receive medical attention.) If the lungs are pierced, the character will die in 1D10x2 minutes.

KNEECAP: Same as above

ANKLE: If the Achilles tendon is severed (called shot inflicting 5 points of damage), then the character will suffer a permanent -2 to MA and must either wear a brace, or walk with a cane for the rest of his life.

And of course you can always sever a limb.

CALLED SHOTS

In hand to hand and melee, called shots are necessary, especially if you are a martial artist. It is assumed in melee combat that any attack is a called shot, otherwise what you are essentially doing is flailing your arms wildly like a spastic just hoping to hit something. As such, normal penalties for called shots are factored in to all attacks. By default, attacking the torso incurs no penalty, or the legs in case of sweep attacks. Other targets such as the head or arms, or more specific targets such as pressure points, eyes, etc... incur standard penalties.

SURPRISE MELEE ATTACKS

A successful surprise melee attack automatically does Maximum Damage. To make a surprise Melee attack, your target must be unaware of your presence or at the very least not see you as a threat. If he is aware of your presence, he is allowed a Human Perception roll versus your Perform, with modifiers based on attitude and circumstance. Success of a human perception means the character will be on guard, he won't know you intend to attack, but he won't ignore you either. Failure means he does not consider you a threat and your attack will come as a surprise. Regardless of him being aware of your presence or not, at the moment of attack he is allowed an Awareness/Notice roll to sense or detect the attack itself, versus your stealth.

Surprise Attack Modifiers	
Circumstance	Modifier to Human Perception
In the Heat of Battle	+5
Neutral Environment	+1
Peaceful Environment	-1
In Public or Crowded Place	-1
Isolated Location	+2
Enemy Territory	+3
Home or Safe Haven	-2
Attacker is an enemy	+5
Attacker is a Stranger or Neutral	+1
Attacker is a Friendly Acquaintance	0
Attacker is a Trusted Friend, lover, or Family Member	-5
Defender Perceives Attacker as Helpless or Incapacitated	-2
Other Situational Modifiers*	Varies*
Attacker is a Child or Elderly	-2

* Any situation which would change the defenders perception of the attacker, such as a heated argument, a friend acting strangely, or a friend being influenced by another, may result in a GM set modifier of a positive or negative value between -5 and +5.



OTHER COMBAT RULES

CHINK IN THE ARMOR

Everything has a weak spot, but the trick is determining it. When trying to determine an opponent's weak spot in combat, (IE- trying to figure out the best place to hit that APC that's coming at you, or trying to determine the location of the gas tank on that truck that just ran over your homie). You must roll a very difficult Awareness/Notice (28). Searching for the opponent's weak spot requires you to spend 3 rounds observing it, during which no actions can be taken. If the character has some knowledge of the offending target, he can apply half his skill to this roll. Success means he has found a location in the opponents armor where SP has half value (or possibly less, determined by the GM by situation.) Hitting this vulnerable location will always incur at least the standard -4 penalty for a called shot.

For example: if the character is being attacked by a Tank, and has Basic Tech, or Pilot Heavy Machinery as a skill, he can add half of that skill to his awareness notice roll. Success may determine he has spotted the tanks viewport, or perhaps a damaged tread.



SP AND ITS RELATION TO SDP:

The Definition of SP and SDP can get a little blurry sometimes. In most cases it works well, but in some it just needs to be a little more defined. SP is strictly a measure of how much damage an item can take before the bullet or projectile passes through it. SDP is strictly a measure of how much damage an item can take before it is considered inoperable. With me so far? Ok here is where it gets confusing. Take a computer; if you hide behind it, you are using it as protection. Someone shoots it so what do you do? Technically the computer is not armored, but it still provides an SP value. So what do you do now, and how do figure out where SDP starts and SP ends....

If the object is hollow, then it has (such as a pipe, or a box) 2 SP ratings. And if it is hollow and contains something (like the computer mentioned before, or a box of tools) then it gets a third SP rating. For a projectile to pass through it must defeat all the SP ratings. It is not however, always necessary for it to beat the SDP of an object. If the object is by itself, or contains a mechanical device, or electronics, then the object also gets an SDP rating.

If the device is one solid piece (like a log or a solid steel door) then it only gets one SP rating. If this device serves a function (like a support beam, or a brace) then it too will have an SDP.

SP is determined by the density and thickness of an object. A car engine is very dense, and very thick, giving it a high SP. An aluminum can is not very dense at all, and is extremely thin, therefore it has a very low SP.

SDP is determined by the intricacy and delicacy of the item. A computer is very fragile, and very intricate. If you damage even a small piece of it, chances are you are going to destroy it. While a car engine is much less fragile, and if you shoot it you most likely won't do it much damage. Even if you do, because it is less intricate, the engine has a good chance of remaining functional. The SPD of an object will vary with intricacy and durability. In the case of the SDP of a solid object, the object must take 4 times its SP in damage before it becomes inoperable.

TAKING IT LIKE A MAN

Whenever a character is hit, regardless of damage, he must roll under his COOL/WILL twice.

The first roll is to determine whether the character can continue to fight that round (if he fails he loses all actions that round, if the character has already taken his action for the round, he loses initiative the next round), any damage that gets through his Armor and BTM will incur a penalty of half value to the save.

The second roll determines whether or not the character drops his weapon. Any damage that gets through his Armor and BTM will incur a penalty of equal value to the save.

ALL OUT EVASION

A character may declare an All Out Evasion. This is a full round action during which the character runs full out while weaving and juking, and focuses entirely on making himself a hard to hit target. While taking an All Out Evasion, the character adds +1 for every point of Athletics skill he has to the Movement Allowance based hit penalty afforded him for being a moving target. During an All Out Evasion a character may not make an attack, nor make any action that requires him to move in a way that can be anticipated or hampers his speed (such as climbing a ladder, or running in a straight line) however he can make acrobatic moves, provided he succeeds in his Athletics check.

FALLING DAMAGE

Damage from a fall is determined at a rate of 1d10 per ten feet (ignore the first 10 feet, An Athletics roll is permissible, with the difficulty raising by 5 for every ten foot increment of fall. For every point over success, the character may ignore 5 feet of the fall. Soft armor is completely ineffective against falling damage, Hard armor is 1/2.

IMPACT DAMAGE

Impact Damage is determined at a rate of 1d10 per 10 MPH, if two objects collide head on, both objects take the combined damage determined by the speed of each object. If collision occurs from a forward angle, the damage is reduced by 25%, damage from the side is at half to both objects but only the impacting object determines damage, and damage from a rear angle or from behind is reduced by 75%, again only the impacting object determines damage.

Impact Damage is also modified by weight. For every 50% weight difference, modify damage up or down by 50%.

HUMAN SHIELDS

A human, such as a corpse or hostage, when used as a shield, will have an SP equal to their BOD for their torso, while their head and limbs will have an SP equal to their BTMx2.

HARD ROAD

These Traffic and Chase rules give detail to every possible aspect of overland travel, from random traffic generators to the reactions of other drivers, to common road hazards. Vehicles imply modern day transportation, but in pre-modern settings it also includes horses, carts, carriages, etc. With slight tweaking and common sense, certain parts of these rules may even be used to give additional flavor to pedestrian chases.

VEHICULAR MANEUVER DIFFICULTY TABLE	
Difficulty Level:	DC Modifier (base 10)
Driving at Speed Limit	0
Driving over speed limit/safe driving speed	+1 per 5mph
No traffic	-1
Light traffic (1-6 vehicles)	+1
Medium Traffic	+2
Heavy Traffic	+3
Extreme Traffic	+4
Attempting a turn traveling faster than vehicles top speed for degree of turn. Usually involves a "drift" or "power slide" maneuver	+1 per 2mph over turn top speed
Driving in reverse	+1 per 5mph
Driving under fire	+4
Driver distracted (talking on hand held phone, eating)	+2
Recovering from loss of control (ignore 1 10mph increment for every +1 of maneuverability, if the vehicle has negative maneuverability, add a 10mph increment for every -1)	+1 per 10mph
Vehicle traveling faster than 80% of listed top speed	+3
Vehicle traveling more than 80 mph regardless of top speed (Add or reduce 10mph to the 80 for every bonus or minus to maneuverability a vehicle possesses.)	+3 every 20mph over 80 (round up)
Making a full deceleration	+1
Slamming on the brakes	+3
Doing something crazy, like attempting a jump, driving under a truck, driving in oncoming traffic or other insane stunt. (May be modified by circumstance at GM discretion)	+6
Recovering from a sideswipe or a ram from behind (either as attacker or target)	+2
Recovering from impact from side or behind greater than 10 degrees (either as attacker or target) (receives additional +1 for every 10 degrees up to 90)	+3
Driving with flat tire (non steering tire) (vehicles with more than 2 non steering tires reduce this penalty by half)	+2 difficulty (per flat tire)
Driving with flat tire (steering)	+3
Treaded vehicle	-3
Driving blind	+10
Extra actions w/ cybercontrols (Near Future+ settings only)	-1/action
DRIVING OFF-ROAD	
Fairly flat field	+2
Partially wooded, rocky, and/or hilly terrain	+4
Densely wooded, very rocky, and/or steep hills	+6
Flat, hard packed desert	0
Loose sand	+3
High dunes, drifting sands	+6
Off-road capable vehicles treat off-road conditions as having a 2 point lower modifier	
Treaded vehicles treat off-road conditions as having a 4 point lower modifier	

RANDOM TRAFFIC GENERATOR

1d10	# OF VEHICLES
1	Road Clear
2-6	Light Traffic 1d6 Vehicles
7-9	Medium Traffic 2d6 Vehicles
10	Heavy Traffic 3d6 Vehicles
Default is for Daytime, (normal hours 5-7AM, 9AM-3PM, and 6PM to 9PM)	
Rush Hour (7AM-9AM and 4PM-6PM) doubles the number of vehicles rolled	
Night time (9PM-12PM) 1/2 of the vehicles rolled (round down)	
Late night/early morning (12pm-5am) 1/3 of vehicles rolled, (round down)	
High population Area = x2 Vehicles rolled	
Rural Area = 1/2 vehicles rolled (round down)	
Desolate area (interstates between cities, extreme back roads, etc...) = 1/4 vehicles rolled (round down)	
Dirt Roads raise difficulty modifier level by 1	
Road in severe disrepair raise difficulty modifier level by 2	
Light rain, snow, = -10% of vehicles on road (round down), treat speed limit as if -10mph posted, increases difficulty modifier level by 1	
Heavy Rain, Snow, Ice, fog, and Sandstorm = -50% of vehicles on road (round down), treat speed limit as if half posted, and Difficulty Modifier level raises by 2	
For every 2 vehicles over 5 per lane in an increment, treat posted speed limit as being 10% lower in that lane	
Roll on the table above once for traffic moving in your direction, and again for the traffic in the oncoming lanes.	
The default is for a 4-lane road (2 lanes moving your direction, 2 lanes oncoming). For every additional lane add 1d6 vehicles,	

Traffic Random Vehicle Generator:

1D10	VEHICLE
1-2	Motorcycle
2-3	Compact Car, Midsize, Car Sedan,
6	Luxury Vehicle, Sportscar
7-8	SUV, Pickup Truck, or Minivan
9	Large SUV, Van, or Light Truck
10	Semi Truck or Large RV

For the purposes of any situation where it would be required to represent the movement of vehicles in relation to stationary or slow moving objects/people the formula is simple. For every 1 mph an object, vehicle, or person is traveling, they move 1 yard. For instance, a vehicle moving at 20 mph can move 20 yards per 3 second turn.



TRAFFIC: Traffic is always assumed to be going the posted speed limit (or the speed limit as modified by road, traffic, and weather conditions). Individual traffic however, may deviate by 1d10 mph over or under the posted speed limit for an addition realistic touch).

For every 5mph difference over the posted speed limit, drop the re-roll time by 1 round (3.3 seconds), to a minimum of 1 round. Meaning if you are going the posted speed limit of 40mph, then you only re-roll the traffic generator every 10 rounds (equal to 30 seconds game time). However, if you are doing 70 in a 40mph zone, then you re-roll traffic every 3 rounds (12 seconds). If you are doing 95 or more in a 40mph zone, you re-roll every round (3.3 seconds), the same as if you are doing 125mph in a 70mph zone.

MPH over posted speed	re-roll times modified by speed	MPH over posted speed	re-roll times modified by speed
Posted speed	10 rounds (30 seconds)	+25 mph	5 rounds (15 seconds)
+5 mph	9 rounds (27 seconds)	+30 mph	4 rounds (12 seconds)
+10 mph	8 rounds (24 seconds)	+35 mph	3 rounds (9 seconds)
+15 mph	7 rounds (21 seconds)	+40 mph	2 rounds (6 seconds)
+ 20 mph	6 rounds (18 seconds)	+50 mph	1 rounds (3 seconds)

MPH to KM/H Simple Conversion
5 mph = ~10 km/h
10 mph = ~15 km/h
15 mph = ~25 km/h
20 mph = ~30 km/h
25 mph = ~40 km/h
30 mph = ~50 km/h
35 mph = ~55 km/h
40 mph = ~65 km/h
45 mph = ~70 km/h
50 mph = ~80 km/h
60 mph = ~100 km/h
70 mph = ~115 km/h
80 mph = ~130 km/h

OTHER TRAFFIC AND ROAD RULES:

Random side street availability, for every traffic re-roll increment :

(Roll for traffic at each street only if characters are turning or that street has right of way)

Roll 1d6	CITY	URBAN HIGHWAY	RURAL HIGHWAY	RURAL ROAD (50% CHANCE SIDE ROAD IS DIRT)
1	NO	NO	NO	NO
2	1	NO	NO	NO
3-4	2	1 EXIT RAMP	NO	1 ROAD
5	3	1 EXIT RAMP	NO	2 ROADS
6	4	2 EXIT RAMPS	1 EXIT RAMP	3 ROADS

CHASE POSITION: For every 10mph over the speed of traffic an individual vehicle is traveling, it may pull ahead at 1 car length per round. For vehicles involved in a chase or race, this rule only counts towards vehicles moving at the posted (modified) speed limit.

Vehicles involved in a chase move relative to traffic, individual speed, acceleration, and other modifiers determine their position relative to each other.

ROUND BY ROUND

ACCELERATION: Roll a drive check, on a successful roll, every point over the target difficulty allows you to accelerate 5mph. Failure of this roll indicates a character has become nervous or unsure, and decelerates by 5mph instead. Alternatively, at any time a character may opt to decelerate safely at up to half his listed deceleration.

Making a full deceleration requires a roll +1 difficulty higher than the standard for driving (with modifiers for speed, weather, road conditions and traffic included). Slamming on the brakes (x2 deceleration speed) incurs a +3 difficulty and also forces any vehicles behind you and within your threat range, to make an immediate maneuver roll with additional modifiers due to distance included.

THREAT RANGE: Threat range is the area behind a vehicle where any other vehicle following is forced to make a maneuver check in case the vehicle ahead of them decelerates suddenly.

THREAT RANGE
Every ten mph a vehicle is traveling increases the threat range by 1 vehicle length
Vehicles in a threat range have their difficulty modifier increased by +3 (for the purposes of avoiding collision in case car ahead slams on brakes or decelerates suddenly) for every vehicle length they are nearer to the vehicle in front of them.

TURNING: This is the speed your vehicle must reduce to in order to turn without penalty, for every point of maneuverability bonus/penalty; you may increase/decrease this speed by 5 mph (for the purposes of this, count all 0's as being -10mph consecutively). If top speed is zero, the vehicle effectively comes to a complete stop.

TOP TURNING SPEED			
Radius	Top Speed	Radius	Top Speed
15 degree	70 mph	105 degree	10 mph
30 degree	60 mph	120 degree	0
45 degree	50 mph	135 degree	0
60 degree	40 mph	150 degree	0
75 degree	30 mph	165 degree	0
90 degree	20 mph	180 degree	0

Roll 1d10 on the following chart whenever an involved vehicle makes any maneuver that would cause a non-involved vehicle to react.

1D10	REACTION RESULT
1	Driver panics, loses control of vehicle (roll on vehicle fumble table)
2	Driver not paying attention, cannot react or evade
3	Road Rage, driver purposely does whatever he can to hinder involved vehicle, 20% chance he will join chase
4	Driver Speeds up
5-6	Driver slows down
7	Driver moves out of way violently, if driver is in outside lane he will move onto shoulder or sidewalk, if he is in inside lane he will move into oncoming traffic, if multiple lane, he will move into adjoining lane regardless of traffic.
8	Driver slams on breaks
9-10	Driver moves out of way easily

INTERSECTIONS: At every city or rural side street encountered roll 1D10 (If you are currently on a main thoroughfare, re-roll a 3-5 once and keep result.)

RANDOM INTERSECTION TABLE	
1-2	Side streets have stop signs
3	You have stop sign
4-5	4-way stop sign
6-10	Stop light

For a stop light roll 1d6
1-3 green, 4 yellow, 5-6 red (if yellow it will change to red in 1d6/3 rounds (3-6 seconds))

For every 15 seconds it takes you to reach the intersection, there is a 25% chance a light will change color.



RANDOM ROAD OCCURRENCES (roll once every ten increments of random traffic, only during actual chases, or alternatively, a GM may simply use these instances as a guide for adding flavor a chase)	
1D100	RESULT
1-3	Driver ahead slams on brakes
4-10	Opening in traffic, Road clear ahead for 2 increments (comes in to play next increment)
11-20	Vehicles ahead of you are side by side and blocking you from passing
21-24	Opportunity for cinematic maneuver (ramp allowing for jump, vehicle with loose cargo, etc...) (comes into play next increment)
25-29	As you move to pass a vehicle it suddenly swerves into your lane (18 difficulty to avoid)
30-35	Traffic closes behind you, hindering pursuit for 2 increments
36-38	Animal, person runs out into road ahead of you (18 difficulty to avoid)
39-42	Vacant lot, open field on side of road
43-45	Something falls from a vehicle in front of you (20 difficulty to avoid)
46-50	Emergency vehicle, lights and siren on, pulls onto road ahead of you, moves 20mph faster than posted speed limit, stays on road for 2d10 rounds
51-55	Collision between one or more vehicles in front of you (23 to avoid)
56-60	Road ends in a T-Junction (if on rural road, road becomes dead end, if on interstate, ignore and re-roll)
61-65	Road Damage (large potholes, etc..)
65-72	Road changes size (even larger, odd smaller), Roll 1D6/2 to determine additional lane increase/decrease. Even numbers always result in the lanes distributed equally to both outbound and inbound lanes, if the roll is odd, the GM determines placement of the lane (if the road gets smaller and decreases to 1 lane, the road becomes 1-way).
73-78	Oil, Ice (15 difficulty to keep control, or glass, nails, debris, etc.. (10% chance of blowout)
79-84	Sharp Curve ahead, increases difficulty modifier by one level.
85-87	Driver from side street runs light or stop sign (24 difficulty to avoid)
88-93	Traffic Jam ahead, all traffic comes to a complete stop
94-96	Oncoming traffic suddenly swerves into your lane (difficulty 26 to avoid)
97-100	Vehicle broken down in middle of the road

For every increment of random traffic rolled, there is a 10 percent chance of police presence

The GM should assign all primary vehicles (Character Vehicles, involved NPC vehicles, etc.) a quality rating.

VEHICLE QUALITY RATING

Breakdown chance is rolled once per day vehicle is used. There is ALWAYS at least a 1% chance of vehicle breakdown.	
For every 20% of SDP damage taken a vehicle drops one category and must make an immediate breakdown chance roll.	
Quality Rating	Chance of breakdown per day
Last Legs	20%
Used and Abused	15%
Normal	10%
Maintained	5%
Showroom Quality	1%
Other quality rating modifiers	
New vehicle (1 year old or less)	- 10%
Used (2-10 years old)	+5%
Well Used (11-20 years old)	+10%
Classic (21-30 years old)	+15%
Antique (31+ years old)	+20%
Standard Maintenance	0
Well Maintained	-5%
Lovingly Maintained by Top Grade Professional mechanics	-10%
No Maintenance	+10%

In a crash, the vehicle skids its current speed in yards forward, hitting anything in the way (See impact rules). If the vehicle has not been trashed, the driver has to succeed at a Driving roll vs. Difficulty 20 to regain control in the following turn, -5 Difficulty per successive turn.

In a spin, an air vehicle plummets down 25m per turn. If this loss of altitude brings it to ground level, the vehicle is destroyed. As above, the pilot must succeed at a Piloting roll vs. Difficulty 20 to regain control.

Weapons fire is not possible while the vehicle remains out of control.

CONTROL LOSS / CRASH!

Total up the amount by which you missed the Driving/Piloting roll, and apply below:

1-5	Vehicle slews briefly out of control. Weapons fire at -5 this turn.
6-9	Vehicle slews out of control. All weapons fire at -10 this turn and next.
10+	Vehicle crashes. No weapons fire from this vehicle.

LOCATING VEHICLE DAMAGE

When you attack a vehicle, you will subtract the vehicles armor SP from the damage, then roll 1D10 to determine where the round went if it got through the armor:

VEHICLE DAMAGE

Vehicles have both SP values and Structural Damage Points (SDP). If armored, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP. When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable.

VEHICLE HIT LOCATION TABLE

D10 Civilian Ground Vehicle Location	
1	Tire track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4-6	Driver, crew, or passenger (unless otherwise noted glass is 4 SP / 2 SDP)
7-9	Vehicle body (Full SP/SDP)
10	Cargo
D10 Military Ground Vehicle Location	
1	Tire/GE skirt/track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4	Driver or crew (unless otherwise noted glass is 4 SP / 2 SDP)
5	Subsystem.
6-8	Vehicle body (full SP/SDP)
9-10	Turret (body if not present) (turret is full SP / 1/3 SDP)
D10 Aircraft Location	
1-2	Engine (full SP/ x3SDP)
3	Pilot or crew (unless otherwise noted glass is 5 SP / 3 SDP)
4-5	Wings/rotors/fans (unless otherwise noted ½ SP / full SDP)
6	Subsystem.
7-10	Vehicle body (full SP/SDP)

DAMAGE EFFECTS

Vehicle Body: When the vehicle has taken its total SDP in damage (from any combination of locations) the vehicle is rendered inoperable.

Motive Gear: 1/3 total SDP. When the motive systems (tires, treads, wings) have sustained 1/2 of their SDP, the vehicle's top speed is halved, and it suffers a -3 maneuverability modifier. When the motive systems have lost all their SDP, the vehicle is immobilized (aerial vehicles crash).

Engine: 1/3 total SDP. If it takes over 1/2 its SDP top speed is halved, and it suffers a -1 maneuverability modifier. When it has lost all its SDP it is immobilized (aircraft may try to glide). Once the engine has taken over 50% of its SDP in damage, there is a 1 in 10 chance of a fuel explosion - roll this each time the engine takes damage. If the fuel explodes, the vehicle is destroyed.

Pilot or crew: Roll randomly for the crewman hit. Apply the damage to the person, subtracting personal armor SP from the damage. An unconscious or dead crewmember can't operate the vehicle; most vehicles tend to crash when the driver is incapacitated.

Subsystem: Roll 1D10:

1 - 3 Weapon ammo: Unless otherwise noted, weapons have 10 SDP. When a weapon has taken damage to all its SDP, it is destroyed. When a weapon is destroyed, there's a 1 in 10 chance that it will explode, doing the full damage of one shot to the part of the vehicle to which it is attached. If it doesn't explode, the magazine for one random weapon is destroyed.

4 - 6 Cargo: Minor hit destroys 1 item, a Major or Catastrophic hit destroys all cargo.

7 Communications: Lose all radio or other onboard comm. systems.

8 ECM/HUD systems: lose all targeting and defensive jammers.

10 Passengers: (Defender rolls to see who gets it) If more than one, divide the damage between them as evenly as possible.

Turret: Have 1/3 the vehicle's total SDP. When the turret loses any SDP, there's a 2 in 10 chance that one of the weapons mounted there will be rendered useless. When the turret takes damage to all its SDP, it and all equipment in it are no longer functional.

**VEHICULAR COMBAT FACTORS & CALCULATION
(FOR USE AS AN ALTERNATIVE ONLY WHEN DEALING
WITH HEAVY WEAPONS VS. VEHICLES)**

Maximum Damage/20 for anti-armor explosives, projectiles, and artillery (projectile weapons above 30mm, Anti-Armor rockets, missiles, shaped charge explosives, Railguns, anti-vehicle mines, HEAT, etc...)
 Maximum Damage/40 for all anti-personnel weapons (projectile weapons 30mm or below, Anti-personnel rockets, thrown and launched grenades, unshaped explosives, anti-personnel mines, etc...)
 Multiply x1.5 for standard AP or API
 Multiply x2 HEAT, DU, HEDP, HESH, or APFSDS, APDS
 Multiply x4 for tandem heat
 divide by 2 for weapons doing damage in D6
 Divide by 2 for hollowpoint or flechette
 Divide by 4 for buckshot (including fragmentation weapons)
 Round up at the end for weapons measured in d10 increments
 Round down at the end for weapons measured in D6 increments

Armor Value: SP/20, round off.
 Body Value: SDP/20; round off.

COMBAT PROCEDURE

1. Roll normally for to-hit.
 2. Figure Penetration and Armor Modifiers
- | PENETRATION MODIFIERS | |
|--|------|
| Per 10 points above target number | +1/2 |
| Per additional round | +1/4 |
| Long Range | -1/4 |
| Extreme Range | -1/2 |
- | ARMOR MODIFIERS | |
|---------------------------------|-----|
| Hitting vehicle from side | 3/4 |
| Bottom, back, or top | 1/2 |
3. Subtract Armor Value from Penetration.
If the result is 0 or more, go to step 4. If not go to step 6.
 4. Roll 1D10 and add positive difference between Penetration and Armor Value.
 5. Subtract the target's Body Value, and refer to table below:

DAMAGE TABLE

Die Roll	Result
0 or less	Surface Damage (step 6)
1-5	Minor Damage
6-9	Major Damage
10+	Catastrophic Damage

6. Surface Damage: Roll 1D10. On a 7-10, one random unprotected/exposed piece of equipment has been damaged. If the weapon that damaged it has a base Penetration of 3+, the item is destroyed. If the weapon's Penetration is 2 or less, the item has a 50% chance of surviving in repairable condition.

7. Other Damage: Roll on Vehicle Hit Location Chart to see what was hit, then check below for effects of damage.

HULL/TURRET SUBTABLES

Roll 1D10 (+1 if shooting at front, -1 if back)

Roll Hull/Turret Location

0-2	Cargo or Ammo
3-4	Engine/Crew
5-7	Crew
8	Equipment
9	Weapon
10-11	Empty Space/Weapon

EFFECTS

Cargo: Minor hit destroys 1 item, a Major or Catastrophic hit destroys all cargo.

Ammo: If it doesn't explode, the magazine for one random weapon is destroyed.

Engine: A damaged or destroyed engine immobilizes the vehicle.

Empty Space: The shot passes through harmlessly.

MINOR DAMAGE

Equipment, system or weapon: 20% chance that it is destroyed. If not destroyed, it will not work until repaired.

Fuel: 25% chance of catching on fire (3d6 to each crewmember and 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce the chance of fire or explosion to 5%.

Crew: Each applicable crewmember sustains 4D6 damage to a random location. Body armor will reduce damage as normal.

MAJOR DAMAGE

Equipment, system or weapon: 90% chance that it is destroyed. If not destroyed, it will not work until repaired.

Engine/Explosive Ammo: 50% chance it will explode demolishing the target. Fire extinguishers and damage-control systems reduce the chance of explosion to 10%.

Fuel: 50% chance of catching on fire (3d6 to each crewmember and 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce the chance of fire or explosion to 10%.

Crew: Each applicable crewmember sustains 6D6 damage to a random location. Body armor will reduce damage as normal.

CATASTROPHIC DAMAGE

Equipment, system or weapon: Item destroyed, must be replaced.

Engine/Explosive Ammo: 90% chance it will explode demolishing the target. Fire extinguishers and damage-control systems reduce the chance of explosion to 30%.

Fuel: 50% chance of catching on fire (3d6 to each crewmember and 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce the chance of fire or explosion to 30%.

Crew: Each applicable crewmember sustains 10D6 damage to a random location. Body armor will reduce damage as normal.

TIRES, TREADS AND TURRETS

Exposed objects, such as turrets, on a vehicle can be targeted. Other items, including exposed crew and passengers, are too small to target with vehicle weapons; small arms may shoot at these targets normally.

Wheel: Small target. 1/3 vehicles SDP & SP.

Tracks: Normal target. 1/2 SDP & SP.

1/2 Space Turret: Small. Full SP, 1/4 SDP.

1-3 Space Turret: Normal. Full SP, 1/2 SDP.

4+ Space Turret: Large. Full SP, 3/4 SDP.

ANTI-VEHICLE WEAPONS VS PERSONNEL

1. Roll normally to hit.
2. Victim makes LUCK test 15+. This does not use up any LUCK points, unless the victim wants to add points to the roll. Success indicated that he takes 5D6 damage to a random location. Armor works at half SP.
3. If the LUCK test failed, divide average Armor SP by 20 to get the Armor Value. Subtract this from the weapon's Penetration. A result of 0 or less, the victim takes 2D6 impact damage and loses 10SP of armor for every point of Penetration stopped. Multiply results of 1+ by 10 to find the damage the victim receives, his armor is also destroyed.

SAMPLE VEHICLES

(Note: The following vehicles are merely examples for quick reference. Feel free to tailor them to suit your game needs. Converting real world vehicles to Interlock Unlimited is very easy, auto magazines and websites list the important stats, such as top speed, weight, etc...)

Motorcycle

Top Speed:	120 mph	Acc/Decc:	25/45
Crew:	1	Range:	375MI
Passengers:	2	Cargo:	0KG
Maneuver:	+3	SDP:	15
SP:	0	Type:	cycle
Mass:	65kg	Cost:	\$6,800

Compact Car

Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	335mi
Passengers:	3	Cargo:	400KG
Maneuver:	+2	SDP:	35
SP:	10	Type:	car
Mass:	1700kg	Cost:	\$11,000

Sedan

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	340mi
Passengers:	4	Cargo:	700KG
Maneuver:	+1	SDP:	45
SP:	20	Type:	car
Mass:	2000kg	Cost:	\$19,000

Sports Car

Top Speed:	140 mph	Acc/Decc:	28/45
Crew:	1	Range:	340mi
Passengers:	3	Cargo:	800KG
Maneuver:	+2	SDP:	45
SP:	10	Type:	car
Mass:	2300kg	Cost:	\$25,000

Limousine

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	340mi
Passengers:	4	Cargo:	800KG
Maneuver:	-2	SDP:	40
SP:	25	Type:	car
Mass:	2600kg	Cost:	\$99,000

Pickup Truck

Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	4	Cargo:	6600KG
Maneuver:	0	SDP:	45
SP:	5	Type:	car
Mass:	2800kg	Cost:	\$19,500

SUV

Top Speed:	100 mph	Acc/Decc:	10/40
Crew:	1	Range:	350mi
Passengers:	5	Cargo:	800KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	car
Mass:	2200kg	Cost:	\$29,000

Van

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	350mi
Passengers:	6	Cargo:	900KG
Maneuver:	-2	SDP:	60
SP:	10	Type:	car
Mass:	2900kg	Cost:	\$26,000

18-Wheeler

Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	1	Cargo:	40,000KG (TRAILER)
Maneuver:	-3	SDP:	200
SP:	20	Type:	truck
Mass:	8tons	Cost:	\$110,500

AIRCRAFT RULES

AERIAL VEHICLE TERRAIN		Diff
Open Sky		0
Hazardous (within 300m of ground)		+5
Very Hazardous (nape of Earth)		+10
AERIAL MANEUVERS		
Hard banks (up to 45°)		+3
46-90 degree banks		+5
Controlled skids (sideways drift)*		20
Emergency deceleration (x2 Dec rate)		+6
Bootlegger reverses (-1/2 speed)		+5
Rapid dives and climbs		+3
Loops (reverse direction) **		+2
Corkscrew**		20
*Can't be done by Fixed Wing Aircraft		
**Can't be done by non-fixed wing aircraft		
Jinking (reduce chance of being hit)	20	
Stress Take-off (under fire, danger)	10	
Stress Landing (under fire, danger)	15	
Rapid Direction Change	20-25	
Moving Pivot (hovers, AVs, helis)	15	
DOGFIGHTING		
Each contestant declares the maneuver they wish to make that turn and which particular target he's dogfighting. All contestants make appropriate skill tests. Count the difference between the skill roll and the difficulty and compare below, subtracting lower differences from higher:		
Difference	Result	
-10 or more	You can't get a shot	
-9 to -2	Only use turret weapons at -5	
-1 to +1	Shoot at normal WA	
+2 to +9	+3WA vs chosen target	
+10 or more	+5WA vs chosen target	

BOMBING

Deviate 10 yards on the Grenade Table per point the To-Hit roll is missed by, x height/100 yards.

Hitting with a bomb: Diff 25+. Fall at 175 yards/ turn. Guided bombs can correct their point of aim 100 yards/turn.

Dive-bombing: Diff 25+. Aircraft has to dive at the target for at least one turn; diving for more than one turn counts at aiming (+1 WA/turn, max +3). When a bomb is released it has the aircraft's speed, but will lose half its speed every turn after the first until it reaches 175yards/turn.

Helicopters advanced hovers, and Aerodynes must adhere to the same penalties applied to ground level traffic when in an urban metropolis environment and involved in a chase. While aircraft have the luxury of traveling above the rooftops in normal situations, when involved in a chase, to be effective they must follow the streets that the vehicles they are pursuing are on. This is really only important in a metropolis type setting, where skyscrapers and other tall buildings are prevalent. In a smaller town, or even in a heavily urbanized area where the buildings are rarely more than 4 stories tall, Aircraft are not constrained by these rules. Alternatively, even in an urban metropolis, the Aircraft may gain elevation to escape the close confines, but this will take him out of attack range of the ground, and it will add two levels of difficulty to all rolls attempting to spot and follow the ground vehicles due to distance and altitude. If the chase is between aircraft alone, then rules apply as normal. All air traffic is to be treated as if having rolled 1D6 less than the result on the random traffic generator.

A BRIEF WORD ON AERODYNES (Near future and beyond settings only)

All AV's are equipped with a GPS linked Collision Avoidance (CAV) system. This system is one of the most advanced navigation systems in the world and monitors the activities (altitude, speed, and direction) of all aerodynes, helicopters, dirigibles, and other aircraft within a 5 mile radius (the military version is good to ten miles). Police Aerodynes and some ground vehicles can scan for the system, and every landing pad in the city is set up to detect the CAV System as well. Driving an AV in an urban environment (defined by law as any population center with at least 5,000 citizens in a ten mile radius) without the CAV system is a felony punishable by up to 20 years in prison. Also, since all AV's are required to have the system installed during manufacture, it requires an illegal modification (High Difficulty) to remove it. Though scratch building an AV without it is possible. Due to power lines, bridges, overpasses, streetlights, walkways, and the like, it is extremely inadvisable for any aircraft to even attempt to operate lower than 50 feet from the ground in an urban environment. Doing so immediately raises the Difficulty Modifier level for the AV to Very Difficult, in addition to whatever modifiers it may be facing.

SAMPLE AIRCRAFT

Helicopter

Top Speed:	200mph	Acc/Decc:	30/30
Crew:	1	Range:	1500 mi
Passengers:	5	Cargo:	500 KG
Maneuver:	+1	SDP:	100
SP:	20	Type:	aircraft
Mass:	1 ton	Cost:	\$320,000

Lear Jet

Top Speed:	600mph	Acc/Decc:	35/35
Crew:	2	Range:	700 mi
Passengers:	12	Cargo:	1000 KG
Maneuver:	+2	SDP:	150
SP:	10	Type:	aircraft
Mass:	12 tons	Cost:	\$2,102,000

Small Prop Driven Plane

Top Speed:	400mph	Acc/Decc:	40/30
Crew:	1	Range:	800 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	+3	SDP:	60
SP:	10	Type:	aircraft
Mass:	.8 tons	Cost:	\$120,000

OTHER MEANS OF TRANSPORTATION

HUMAN POWERED TRANSPORTATION

Bicycles, roller skates, skateboards and other means of human powered conveyance follow simple rules.

SAMPLE OF HUMAN POWERED TRANSPORT

TYPE	Cruising	Sprinting
Bicycle	MA x2	MA x3
Skates	MA x1.5	MA x2
Skateboard	MA x1	MA x1.5
Cross-Country Skis	MA +1	MA +3

For human (or animal) powered travel uphill, speed is reduced by 1 point for every 20 degrees of incline.

When traveling downhill speed will increase (unaided) in MPH=BOD per round. Aided speed (such as by pedaling, or pushing) adds ½ MA per round until MAX Sprint sped has been reached, then travel will accelerate at normal unaided speed.

Every 5mph over sprint speed adds a cumulative -3 to all maneuver rolls.

Arm powered conveyance such as wheelchairs, rowboats, kayaks, and rafts are will substitute MA for BOD at half value.

MOUNTS AND ANIMAL DRIVEN CONVEYANCE

There are many types of Mounts, the most common is of course the horse, but donkeys, mules, elephants, and even buffalo are frequently used in areas the animals are indigenous.

An even wider variety of animals can be used to pull vehicles, tools, and farm implements, or simply used as cargo haulers. Included in this category are horse buggies, chariots, carriages, carts, coaches, dog sleds, plows, pack animals, etc...

The simplest formula is this, for every 10 percent over an animals Carry Rating (determined by BOD, the same way as that of a character) in weight the animal is expected to haul, pull, or push, its MA is reduced by a cumulative -1.

To offset this, you can always add extra animals, and drive a team, but the MAX speed will be determined by the average (round down) for all animals involved.

Example: If you have a dog sled with 4 dogs, and the dogs have MA stats of 4,7,9,and 10, the average would be an MA of 7.

WIND POWERED TRANSPORTATION

Vehicles driven by the wind, both on land and at sea are immensely varied to the point that attempting to create and fit all the rules necessary for construction and performance here would be extremely difficult and unnecessary. Things like size, weight, draft, displacement, sail size and number, crew, etc... would all have to be taken into consideration. And unless your game is going to be taking place primarily at sea, such exact mechanics are uncalled for. Instead here is a small assortment of sample vessels. Hopefully we will be able to tackle waterborne vessels in a follow up supplement. Alternatively, with a little research you should be able to derive any necessary stats from real life examples fairly easily.

For all wind propelled vehicles, at least one sail is required. Sails are generally considered immune to damage by gunfire, as the hole created is too small to have much effect. However slashing the sails, or setting them on fire are extremely effective, as will severing the rigging. SDP given for the following vehicles does not include the sail.

SAMPLE WIND DRIVEN CONVEYANCES

Sail Car

Top Speed:	Wind Speed -5mph	Acc/Decc:	Wind Speed / 2
Crew:	1	Range:	unlimited
Passengers:	0	Cargo:	0kg
Maneuver:	-1	SDP:	15
SP:	5	Type:	Sail car
Mass:	80kg	Cost:	\$600-8000

Windsurfer

Top Speed:	Wind Speed -10mph	Acc/Decc:	Wind Speed / 2
Crew:	1	Range:	Unlimited
Passengers:	0	Cargo:	0kg
Maneuver:	+2	SDP:	5
SP:	2	Type:	Surfboard
Mass:	35kg	Cost:	\$300-2000

Small Sailboat

Top Speed:	Wind Speed -15mph	Acc/Decc:	Wind Speed / 3
Crew:	1	Range:	Unlimited
Passengers:	2-5	Cargo:	50kg
Maneuver:	+1	SDP:	20
SP:	10	Type:	Sailboat
Mass:	35kg	Cost:	\$400-5000

Small Catamaran

Top Speed:	Wind Speed -15mph	Acc/Decc:	Wind Speed / 2
Crew:	1	Range:	Unlimited
Passengers:	1-3	Cargo:	50kg
Maneuver:	+1	SDP:	20
SP:	5	Type:	Sailboat
Mass:	35kg	Cost:	\$400-5000

Yacht

Top Speed:	Wind Speed -15mph	Acc/Decc:	Wind Speed / 3
Crew:	2-5	Range:	Unlimited
Passengers:	5-20	Cargo:	200kg
Maneuver:	0	SDP:	70
SP:	20	Type:	Sailboat
Mass:	800kg - 1 ton	Cost:	25,000-100,000

Large Sailing Ship

Top Speed:	Wind Speed -10mph	Acc/Decc:	Wind Speed / 4
Crew:	5-20	Range:	Unlimited
Passengers:	30-100	Cargo:	2-10 tons
Maneuver:	0	SDP:	150
SP:	30	Type:	Ship
Mass:	5-20 tons	Cost:	80,000-5million

PART 8: THE MED SIDE

Wounds, Stabilization, Healing, Recuperation, and Death

The Body Type Modifier

The next step after Armor is to apply your character's Body Type Modifier to the damage. This is a special bonus that reduces the effects of damage, reflecting the stamina and general toughness of the character. Each time your character takes damage; subtract your Body Type Modifier (BTM) from the total amount of damage before applying it to your character.

BODY TYPE MODIFIER TABLE

Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman	-5

For example, say you took ten points of damage. If you were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

Occasionally, you'll encounter a situation where the combination of Armor and BTM will seem to reduce the damage done to zero or less. A BTM may never reduce damage to less than one, in these cases, the character will automatically take 1 point of damage.

TAKING WOUNDS

Okay, so the Armor didn't stop all of the damage, and your BTM wasn't enough to shrug off the rest. It's time to take a Wound.



The Wound section of the Character Sheet is used to record damage. For each point of damage taken, check off one box, moving from left to right, top to bottom. The top line of this section (marked LIGHT, SERIOUS, CRITICAL, MORTAL, etc.) tells the overall state of the character's health.

WOUND EFFECT

At a **LIGHT** wound level, a character suffers no penalties to his activities. He just hurts a lot ("it's only a flesh wound.")

For every category after **LIGHT** the character takes a cumulative -2 to all actions and a -1 to all Stun Saves).

For every category after **CRITICAL** the character will also take an additional point of damage every minute until stabilized due to blood loss and/or other repercussions of the wound.

Once the character has reached the **MORTAL** category, he must now begin making Death Saves every minute until stabilized or dead. The category of Mortal determines the Death Save penalty (0-6).

Special Wound Cases

Limb Loss: If a character takes more than 10 points of damage to a limb area in any one attack, the area is broken. 12 points in any one attack severs or crushes or destroys the location in question. The character must make an immediate Death Save at Mortal 0. A head wound of this type will kill automatically. It is the for this reason, that regardless of damage rolled, 12 points is the maximum amount of damage (after armor and BTM) a human can receive from any individual attack. Every 4 points of damage in a limb results in a -2 penalty to any actions involving that limb, if a leg is hit, it also results in a 50% MA reduction.

Head Hits: A head hit always doubles damage any damage that gets through armor, after BTM. Except for bludgeoning damage, which is treated normally.

STUN/SHOCK SAVES

Every time a character takes damage, he must make a save against the effects of pain, shock, fear and blood loss. This is what you see in most Hollywood gunfights when the bad guy gets hit - staggering, falling back and so on, all caused by pain and shock.

The Stun Shock Save is a serious thing, because it can put an opponent out of the picture faster than the actual damage from the wound. Police officers have actually died from the shock of a minor bullet wound in the foot (but we won't do that to your character). Other people have taken as many as thirty or forty gunshots and managed to keep moving for up to ten minutes before their minds got the message their bodies were telling them ("Hey Bob, you're dead!"). Stun Saves are made anytime a character takes a wound that puts him past the **LIGHT** category.

The Stun Save is equal to your character's COOL Stat value, minus any penalty based on his current Wound State.

WOUND EFFECTS

Light (1)	0
Serious (5)	-2 to all Actions/-1 Stun Saves
Critical (9)	-4 to all Actions/-2 Stun Saves
Mortal (13)	-6 to all Actions/-3 Stun Saves/-0 Death Saves
Mortal 1 (17) ...	-8 to all Actions/-4 Stun Saves/-1 Death Saves
Mortal 2 (21) ...	-10 to all Actions/-5 Stun Saves/-2 Death Saves
Mortal 3 (25) ...	-12 to all Actions/-6 Stun Saves/-3 Death Saves
Mortal 4 (29) ...	-14 to all Actions/-7 Stun Saves/-4 Death Saves
Mortal 5 (33) ...	-16 to all Actions/-8 Stun Saves/-5 Death Saves
Mortal 6 (37) ...	-18 to all Actions/-9 Stun Saves/-6 Death Saves

A failed roll means the character is out of combat. You can add the special effects yourself:

HOLLYWOOD OVERACTING EFFECTS

- 1 Screams, windmills arms, falls
- 2 Crumples like a rag doll
- 3 Spins around in place, falls
- 4 Clutches wound, staggers and falls
- 5 ... Stares stupidly at wound, then falls
- 6 Slumps to ground, moaning

A Stun/Shock roll can be recovered from by rolling a successful check in a subsequent turn. If successful, the character does not have to make another save for 1d6 Rounds x his Cool. Once

medically treated, the character no longer has to make Stun saves unless he takes damage again.

Whenever a character's Wound State drops to MORTAL, he has a pretty good chance of dying. But when? Each time you are at a MORTAL wound state, you must make a Death Save to avoid dying. To make the Save, roll a 1D10 value lower than your character's Body Type, subtracting the level of Mortality from your base chance to save. Each turn, you must make another death save to see if the character makes it through another turn. On a successful roll, you make it; on a failed roll, you will die at the end of the turn in which the roll was made.

For example, Savage has a Body Type of 10 (Very Strong) and takes a Mortal 4 wound. He must roll lower than $(10-4)=6$ to stay alive. The first turn he rolls a 5. Whew. The next turn, he rolls a 7 and expires. Immediately, his mates start fighting over his boots.

Get the point? Sooner or later, you'll fail a roll and die. The only way out is stabilization.

Very Important: Death Saves

Unless you have taken a Mortal Wound, your character is in no danger of dying; he only needs to make his initial Stun save to remain conscious. But if the wound is a MORTAL one, he has a chance of dying. Determining whether he survives requires that a Death Save be made, with a new save required every turn that the character remains untreated.

Like a Stun Save, a Death Save requires that you roll a value on 1D10 equal to or lower than your character's Body Type score, subtracting the level of severity for the wound from your base chance to save. Mortal Wounds are rated from 0 to 8.

Example: Morgan is Very Strong and takes a Mortal 4 wound. He must roll lower than $(10-4)=6$ to stay alive

Each turn, you must make another Death Save to see if you survive to the next turn. On a successful roll, you make it; on a failed roll, you will die at the end of the turn in which the roll was made. Sooner or later, you'll fail a roll and die. The only way out is stabilization.

Stabilization

Stabilization means the patient is no longer losing blood and that his major damage has been contained through use of drugs, battlefield surgery, and/or wound dressing. A stabilized character will no longer be required to make Death saves each turn. Anyone (except the patient himself) can attempt to stabilize a mortally wounded character; it just works better if the physician has had some medical training, a lot better.

A successful stabilization is made by rolling:

TECH+First Aid Skill+1D10

Success requires a result equal to or higher than the total number of damage points the patient has taken.

For example: Jack has taken 20 points of damage, placing him in a Mortal I Wound State. To stabilize him will require a roll of 20 or greater. Once stabilized, the character is no longer in danger of dying unless another wound is taken.

The chances of a successful stabilization roll can be increased by the following modifiers, added to your die roll.

STANDARD STABILIZATION MODIFIERS	
Doctor or Healer's Bag.....	+2
Medieval Physician's Lab	+1
Witchdoctor or Shaman's kit	+1
MODERN+ STABILIZATION MODIFIERS	
Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Life Suspension Tank	+3
Clinic.....	+2
Veterinary clinic.....	+2
Portable Intern Unit	+1
Blood Substitute	+1
First Aid Kit.....	+1
Full Field Trauma Kit.....	+2

First Aid

First Aid involves cleaning and dressing the wounds, administering medication, setting broken limbs and putting on splints. When a character makes a successful First Aid skill check, the patient will recover at the rate of 0.5 points per day. Example: A Light wound would be healed in 8 days. A Critical wound would heal in 24 days, a Mortal 3 wound in 56 days. Only one check need be made. You may (within reason and at Referee's discretion), perform first aid on yourself. On an unsuccessful roll, the patient regains no points. New attempts may be made once per day until a successful roll is made.

Medical Tech

Medical Tech skills assume that the character has studied medicine in a professional setting. This gives him the ability to perform surgery, prescribe drugs, and know the proper treatment of injuries. He can replace damaged organs with donor material (Or in the case of near future and beyond settings, graft on new limbs, or install cyber-limbs). You can only perform Medical Tech skills on yourself with a -5 penalty and will be susceptible to all pain and damage induced Saves, which will probably knock you out and you will bleed out on the table..

A character with Medical Tech skills makes a check using the First Aid skill, however, with Medical Tech, the patient will recover at the rate of 1 point per day.

Example: a light wound would be healed in 4 days. A Mortal 3 wound would heal in 28 days.

Using Medical Tech skills adds to the use of First Aid skills; a patient on whom both have been successfully performed regains points at the rate of 1 per day, not 1.5! As with First Aid, the patient regains no points until a successful roll has been made. However, second attempts may be made once per day until a successful roll is made.

Surgery Codes

Each type of medical procedure has a Surgery Code. This code represents the minimum level of medical care required, the length of surgical time required, the cost of the surgery, the damage taken in surgery and the Difficulty of the installation procedure.

Negligible Required: Small clinic or other drop-in service
Surgical Time: 1 hr. Surgical Damage: 1 point
Surgical Costs: \$100 DIFF = Easy (10)

Minor Required: Medical center or surgical clinic.
Surgical Time: 2hrs. Surgical Damage: 1D6+1
Surgical Costs: \$500 DIFF = Simple (15).

Major Required: Full hospital with surgery center.
Surgical Time: 4 hrs. Surgical Damage: 2D6+1
Surgical Costs: 1,500eb DIFF = Trained (20)

Critical Required: Full hospital surgery center.
Surgical Time: 6 hrs. Surgical Damage: 3D6+1
Surgical Costs: \$2,500eb DIFF = Difficult (25)

Healing

In order to recover from damage, characters must make some type of medical skill check. Otherwise, the patient continues to take damage (from infection and system shock) at the rate of 2 points per day. If the patient is at a Mortal Wound State, he must make a daily Death Save as well as taking this damage. Without medical aid, you're going to run out of luck pretty soon. This is probably why humans invented medicine in the first place.

To make a successful medical skill check, you must roll a value (using TECH, your medical Skill and 1D10) greater than the total number of points of damage the patient has taken. Medical skill checks are made with two skills, First Aid or Medical Tech.

Recovery

The first thing to remember is that after a First Aid or Medical Tech roll is made, the patient still has to actually recover. Each Wound State imposes certain limits on the character:

Light Wound: The patient is fully ambulatory; he can go about his business with a minor amount of pain.

Serious Wound: The patient is ambulatory, but will need his dressings changed once a day, and will be at -2 REF for all actions.

Critical Wound: The patient must spend at least half of his day in bed in order to regain any lost points of damage. Other activities must be limited at simple tasks, at a -4 REF to all actions. Dressings must be changed twice a day, and nursing care of some sort must be available.

Mortal Wound: The patient is bedridden. At Mortal Wounds 3 and above, he is probably comatose (50%) most of the time, and wired into all kinds of machinery for life support. He requires constant care during the entire process, although he will not have to make Death Saves (he's been stabilized).

A Sample Medical History

Jack takes a gunshot wound (25 points total) to the gut, reducing him to Mortal 3. His partner has a high First Aid skill and makes a Stabilization roll to save him. So far, so good.

As soon as Jack is stabilized, his partner calls in the ambulance. Four minutes later, the EMS team arrives. The Ambulance Medic makes a Medical Tech check on Jack. The roll is successful. The EMS team takes Jack to Night City General Hospital and checks him into Emergency.

As a Mortal 3 patient, it will take Jack 13 days to recover enough to reach a Critical Wound state. During this time, he will be in a hospital bed, wired to life support, and out of it on drugs (when he reaches Mortal 2, the doctors can take him off the drugs and life support). At Critical, Jack is able to hobble around the ward for a couple hours at a stretch, while the nurses look after him. In 4 more days, he's able to leave the hospital as long as he gets his dressings changed once a day. In 4 more days, he's nearly up to full function. It's taken him 21 days to get back on the Street. Now he can start earning enough money to pay off his medical bills.

Speed Healing Drugs

In a Near Future and beyond or Fantasy settings, drugs can be used to speed the healing rate by 1 additional point per day. Expensive and often prescribed, these drugs have a neural side effect of reducing the patient's REF stat by 1D6/3 for a week after use. Speedheal costs \$1650 per treatment. In a setting that allows for Fantasy elements, magical potions might have similar effects.

DEATH STATE

But let's say your doctor had a Medical Tech Skill of 2...

They can do some pretty amazing things in Modern and beyond settings. They can grow skin, blood, organs, limbs and muscle tissue in collagen-saccharide tissue tanks. Other parts, like toes, fingers, eyes and internal organs can also be purchased from the local Body Bank and grafted on with advanced micro-surgery. In Fantasy allowed games, potions and spells, can accomplish the same things. What they can't do is re-grow souls. Once you're dead, you're dead.

Let's amend that: there are an established ten levels of death, each succeeding level a measure of how difficult it will be to revive the patient. This measuring system is called Death State. For every minute (six turns) that you are clinically dead, your death state increases by two levels. Example: I am killed at 9:00. Three minutes pass before the Trauma Team™ AV-4 arrives. I am now at Death State 6.

This is of critical importance to the dead character. When the Trauma Team, doctor, cleric, witchdoctor, or schmuck with a first aid kit arrives, a roll must be made to determine if the patient can be revived. This roll, on 1D10, must be higher than the current Death State number, or the patient is a candidate for the Body Bank. On a successful roll, the patient is stabilized at his last Wound State and the process of healing can begin.

Bodysculpting

Generally for Modern and beyond settings only. The art of bodysculpting includes skin tints, hair and eye color changes, breast enlargement and reduction, and general all-over bodywork. You can have bone and muscle removed to become shorter, or have grafts added to become taller. Excess fat can be suctioned away, and collagen implants can smooth wrinkles, add weight, and change contours. Bodysculpting is readily available in a number of body salons. Body sculpting includes appearance changes, appearance enhancement, and exotic fashion.

Change Appearance: The cost of an appearance change is based on how convincing that change is.

At \$1,200, you look sort of like you wanted to; a casual observer could spot the difference on an AVERAGE Notice check.

At \$2,400, you look very much like you wanted; it would take a DIFFICULT Notice check to spot the sculpt job.

With \$3,600, you would look exactly as you wanted to look; spotting the sculpt would take a VERY DIFFICULT Notice check.

At the top end (\$5,000), it would require a NEARLY IMPOSSIBLE check to spot the body-sculpt from your original face.

Increase Attractiveness: Style always goes to the extremes - you're either really ugly or very good-looking. One way to increase your Attractiveness is to have your body re-designed at the local 'sculpt clinic. The process is expensive, granted, but many people think having the right "look" for that year is worth a few thousand euro. Cost is \$600 per Attractiveness point gained. For example, to raise my appearance four points would cost \$2,400.

Want to decrease your Attractiveness? A straight razor costs fifty-nine cents.

INFECTION

Infection is a serious risk. If characters have been shot, and can't get to hospital immediately, or worse, if they have been wounded in a filthy place, like the sewer, they are at high risk for developing infection. In some cases infection can set in quick, and if unchecked an infection can become gangrene, resulting in amputation. Tetanus is another killer, particularly in pre-modern settings.

For every wound a character takes, or anytime the character with an open wound enters a potentially risky environment, consult the following table:

INFECTION CHANCE TABLE	
SITUATION	SAVE MODIFIER
Untreated wound in a filthy environment	-5
Untreated wound in a Normal Environment	-3
Untreated Wound in a clean environment	-2
Untreated wound in a Sterile Environment	-1
Treated Wound in a Filthy Environment	-3
Treated Wound in a Normal Environment	-2
Treated Wound in a clean environment	0
Treated Wound in a Sterile Environment	+2
Wounded by Filthy object	-2
Wound is a burn	-3
Wound is from Laser	+1
Wound is left untreated	0
Wound is cleaned and dressed regularly	+3
Light Wound	0
Serious Wound	-1
Critical Wound	-2
Mortal Wound	-3

Every day that a wound is left untreated, roll a BOD save including the above modifiers until the wound heals. Treated wounds only need to roll once a week.

IF the Wound gets infected, the following occurs (please note this is an extremely simplistic mechanic solely for game purpose, and is not intended to correctly mirror real life or the variety of infections and problems that can occur):

Day 1: Pus forms at wound site, wound is sore and irritated or itchy.

Day 2: Pus Increases, soreness spreads resulting in a -1 to MA (if in legs), a -1 to REF and Tech (if in Arms), a -1 to Cool (if in Torso), or a -1 to INT if in head.

Day 3: Pus takes on a slight foul odor, wound is very painful, penalties become -2

Day 4: Puss Odor becomes Strong, penalties become -3

Day 5: Puss odor overwhelming, infection spreads throughout limb, Penalties become -4 (if the character is not treated professionally now, any effective treatment will result in amputation of limb from wound site to nearest joint.

Day 6: Character undergoing massive fever and hallucinations. Penalty to limb becomes -5 and infection spreads to torso (if in torso already, spreads to organs) from this point the infection does 1D6 damage per day until the character is either treated professionally or he dies. If the character is not treated professionally now, any treatment he receives will also result in amputation of entire limb.

Day 7: Limb turns black, smells of gangrene. Infection has spread further. Regardless of where the original wound is located, he is at a cumulative -1 to REF, BOD, INT, MA, and COOL, per day until professionally treated.

If at any point the characters BOD or INT drop below 1, he dies.

Treatment for infection up to day 4 requires a successful first aid or Medtech roll to clean and sterilize the wound, clean dressing must be applied, and changed regularly. After day 4 the character will need much more serious medical attention. Alternatively, if absolutely no Medical professionals or treatment is available, at any point up to day 5, amputation of the limb will stop the spread of infection (though there is always the possibility of new infection spreading).

Treatment removes the penalties to stats at a standard ratio of 1 point each per day (adjustable with near future and beyond drugs or magic).

BURN DAMAGE

Burn and Electrical damage heals at 1/4th the rate of normal damage, and can be measured in terms of severity. BTM does not reduce burn or electrical damage.

Degree	Damage	Progressive Effects Per Location of Burn
1 st	Light	Redness and Pain
2 nd	Medium	Blistering
3 rd	Serious	Scarring (-1 ATTR) Epidermis burned away
4 th	Critical	Severe Scarring (-2 ATTR) Ligaments and Tendons burned, (-2 to all physical actions with limb)
5 th	Mortal 0	Hideous Scarring (-3 ATTR) Possible Limb Loss (Burned to Muscle Tissue)
6 th	Mortal 1	Limb Loss or Death (burned down to bone)

In addition, burns are twice as likely to become infected (save modifier doubles on infection chart).

ELECTRICAL DAMAGE

Electricity goes straight to your nervous system, as such armor has no effect (unless it is specifically shielded against electrical attacks). As such, all electrical damage is treated as an immediate stun attack (requiring the character to make a Stun Save + Resist Torture/Drugs Vrs. the Electrical Damage taken (Stun Save modified by damage). Electrically Shielded armor will negate up to 20 points of Electrical Damage. This shielding can be layered, but every layer after the first counts incurs a + encumbrance value.

Source	Damage
Average Taser	1D6
Powerful Taser	2D6
Car Battery	2D6
Electrical Outlet	3D6
Transformer	4D6
Lightning Strike	6D6

Special Note for Near Future or Beyond settings:

In a Cyberpunk or beyond type setting where full conversion cyborgs exist, they take damage from electricity the same way a human does, as such their Stun Save still applies, unless shielded. The encumbrance penalty for additional layers on a cyborg applies fully.

POISON AND DRUGS

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage from poison and drug effects occur each minute, not phase, while for illness damage occurs over days.

POISON/DRUG/DISEASE DAMAGES			
TYPE	MILD	STRONG	POWERFUL
Damage	1-4 D6	5-10 D6	11-20 D6
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague

Example: The Referee rates Militech's new poison agent as equivalent to Stonefish Venom. This means its damage will be in the 11-20 D6 range.

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" can be subtracted from different point pools depending on the type of effect.

Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out Megatechnix' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.

POISON AND DRUG "DAMAGE" EFFECTS TAKEN FROM	
EFFECT	TAKEN FROM
Sleep Inducing	STUN (SAVE)
Poisons	WOUNDS
Mind Effecting	RESISTANCE

Resistance is determined by:

Cool Will + Resist Torture Drugs+1d10 vs. Damage dealt by drugs

STARVATION/DEHYDRATION

While most people can go days without food, sometimes even weeks, going without water for more than a week will generally kill anyone. And just because you aren't dead yet, doesn't mean you won't suffer ill effects of malnourishment and dehydration.

For every 2 days spent without food or water consult the following table:

STARVATION/DEHYDRATION TABLE			
Days	Without Food	Without Water	Without Either
2	Discomfort	-1 Cool	-1 Cool -1 Bod
4	-1 Cool, -1 BOD	-2 Cool, -1 BOD -1 INT 1D6 Damage	-3 Cool, -2 BOD -1 INT 1D6 Damage
6	-2 Cool, -2 BOD -1 INT 1D6 Damage	-3 Cool, -2 BOD -2 INT, -1 MA 1D6 Damage	-4 Cool, -3 BOD -2 INT, -1 MA 1D6 Damage
8	-3 Cool, -3 BOD -2 INT, -1 MA 1D6 Damage	-4 Cool, -3 BOD -3 INT, -2 MA 1D6 Damage	-5 Cool, -4 BOD -4 INT, -3 MA 2D6 Damage
10	-4 Cool, -4 BOD -3 INT, -2 MA 1D6 Damage	-5 Cool, -4 BOD -3 INT, -2 MA 1D6 Damage	-6 Cool, -5 BOD -4 INT, -3 MA 2D6 Damage
12	-4 Cool, -4 BOD, -3 INT, -2 MA 1D6 Damage	-6 Cool, -5 BOD -3 INT, -2 MA 1D6 Damage	-7 Cool, -6 BOD -5 INT, -4 MA 2D6 Damage

PART 10: OTHER RULES

EVERYTHING ELSE YOU MIGHT NEED TO KNOW

NON-STANDARD CHARACTERS AND CREATURES

Size And Health Difference

Depending on the setting and genre of your game, it may occasionally be necessary to deal with Races and creatures that deviate from normal human size. Up until now, it has been assumed that all characters would be standard humans. However in a fantasy campaign with orcs, trolls, pixies, giants, dragons, halflings, dwarves, and the like, or even in a realistic setting where young children, or individuals suffering from dwarfism or extreme giantism may be present, it becomes necessary to reflect the basic differences brought on by size.

Instead of giving a large list of example races, what follows is a simple formula for determining that difference. The biggest difference in sizes is the number of boxes per wound class, human being the standard receive 4 boxes every wound category, but larger or smaller creatures will reflect differently. Maximum strength is also a factor. Size difference is given in both height and weight, to determine which category a race or creature might fall under use the one that most closely matches the next higher size category. Some creatures may deviate slightly from the formula.

Tiny* – (1 inch – 1foot or below 20lbs)
= 1 Wound Box / -5 BOD (5 Maximum)

Diminutive – (1-3 feet tall or between 20-50lbs)
= 2 Wound Boxes / -3 BOD (7 Maximum)

Small – (3-4 feet tall or between 50-100lbs)
= 4 Wound Boxes / -1 BOD (9 Maximum)

Standard – (4-7 feet tall or between 100-300lbs)
= 4 Wound Boxes

Large – (7-10 feet tall or between 300-500lbs)
= 5 Wound Boxes / +2 BOD (12 Maximum)

Huge – (10-15 feet tall or between 500-1000lbs)
= 6 Wound Boxes / +5 BOD (15 Maximum)

Giant – (15-25 feet tall or between 1000-2500lbs)
= 7 Wound Boxes / +10 BOD (20 Maximum)

Colossal – (25-50 feet tall or between 2500-5000lbs)
= 8 Wound Boxes / +15 BOD (25 Maximum)

Gargantuan – (50-100 feet tall or between 5000-10,000lbs)
= 9 Wound Boxes / +20 BOD (30 Maximum)

Titanic* – (100-200 feet tall or between 10,000-20,000lbs)
= 10 Wound Boxes / +30 BOD (40 Maximum)

* Anything smaller or larger continues via the same formula

Sample Animal Stats

The following is an extremely simplified list of example animals and their prime stats, for more information see the Interlock Unlimited Bestiary, and for fictional races and creatures see the Interlock Unlimited Race and Monster Compendiums.

SAMPLE ANIMALS							
Animal	INT	REF	COOL	MA	BOD	EMP	Instinct
Small Dog	1	7	5	6	1	12	15
Medium Dog	1	6	7	10	2-3	12	15
Large Dog	1	7	6	10	5-9	12	17
Wolf	1	7	8	11	9	10	20
Housecat	1	10	7	8	1	8	18
Large Cat	1	9	8	9	3-4	5	18
Leopard	1	10	9	10	8	5	20
Cheetah	1	8	8	30	7	5	20
Tiger/Lion	1	9	10	20	20	5	20
Bear	1	5	8	12	20	8	18
Large Bear	1	5	7	15	30	6	16
Chimp	3	7	5	6	12	10	14
Baboon	2	7	6	9	10	6	15
Orangutan	3	6	7	5	15	12	12
Gorilla	2	6	8	6	16	12	12
Monkey	2	7	5	9	5	10	16
Dolphin	3	8	8	10	10	12	18
Seal	1	6/8	5	2/7	4	10	16
Otter	2	7/9	3	4/8	3	10	16
Small Fish	1	9	1	8	1	1	10
Large Fish	1	7	3	6	5-10	1	10
Shark	1	6	3	10	9-15	1	16
Small Whale	2	6	8	10	15	12	16
Large Whale	2	4	10	8	25	10	12
Small Bird	1	9	3	6	1	10	20
Large Bird	2	8	5	8	2	8	18
Small Raptor	1	9	7	9	3	6	20
Med. Raptor	1	8	8	10	4	6	22
Large Raptor	1	7	9	12	5	6	23
Bat	1	5	4	6	1	7	16
Squirrel	1	8	3	7	1	8	20
Mouse	1	6	4	3	1	5	16
Rat	1	5	6	5	1	6	16
Rabbit	1	8	3	10	1	4	18
Ferret	1	5	5	5	1	8	15
Light Horse	1	6	5	25	15	10	12
Racing Horse	1	7	5	30	10	10	12
Heavy Horse	1	5	8	20	20	10	10
Mule/Donkey	1	5	7	5	15	8	8
Buffalo/Ox	1	5	8	15	20	7	12
Elephant	1	5	9	8	40	10	14
Small Snake	1	10	3	6	1	1	18
Med. Snake	1	9	4	5	2-3	1	19
Large Snake	1	6	5	4	6-10	1	17
Deer	1	10	4	10	6	6	20
Moose	1	5	9	7	12	8	12
Small Gator	1	7/8	6	5/8	3-6	1	15
Large Croc	1	5/6	10	4/10	12	1	15
Stats with 2 number signify performance on land/water							
Instinct replaces intelligence for any rolls to hunt, detect danger, track, find water, or any basic animal survival skills.							

ENVIRONMENTAL RULES

Extreme Cold Rules

Cold weather is dangerous, and requires heavy preparation. Extra clothes are the most obvious. And for excursions of more than a day in this weather, tents and sleeping bags are a must.

Sleeping in these temperatures is risky, but in some cases necessary. To safely do so, it is advised that you get into your sleeping bag in the nude, or at least in just your underwear, this helps to most evenly distribute your body heat. If it is extremely cold, sharing your sleeping bag to conserve body heat is recommended. Sleeping should be done in shifts, so that one character can monitor the others while they sleep to ensure they don't freeze to death as they sleep.

HYPOTHERMIA

The effects of frostbite can be severe. Initially frostbite feels like an intense burning, and a severe itching at the same time. The best way to treat frostbite is to run cold water over it, increasing the temperature gradually. In severe cases of frostbite, the affected limb must be amputated, so act quickly. Hypothermia is a straight killer. Its effects are categorized by involuntary shaking, the lips will turn blue, and the skin will become very pale. What is basically happening, is that the body has gone into shock. At the same time, the circulatory system is kicked into overdrive to bring the bodies temperature up.

Hypothermia Count Modifiers:

- Base chance of hypothermia is 10% for every 10 degrees below 50 Fahrenheit. For every hour spent in this environment, add 5%.
- Proper clothing will reduce chance by 10 percent in any situation.
- Direct skin contact with water or snow adds 20% for every limb thusly exposed, immersion in water doubles chances.
- Piercings add 10%, 25% is mounted in the skull.
- Wind chill adds 10 to 20%.
- Resting outside without proper protection, such as a survival dome, adds 10% to the count.
- Using snowmobiles, dog sleds, or other open vehicles increases the wind chill. Add 10% to any passengers, and 5% to the driver. Proper clothing has no effect, but if passengers are enclosed they are not affected.
- Soaked or wet clothing adds 15%.

Stage Symptom & Effects Check cumulative every 2 hours

- 1 Numbness of extremities REF -1
- 2 Stiffness or joints, limbs REF -1
- 3 Shivering BODY -1
- 4 Thought becomes disjointed INT test -1
- 5 Balance goes, walking REQ Difficult Athletics test
- 6 Person must sleep, Diff. Endurance test to stay awake
- 7 Person will die (test hourly) BOD test cumulative -1

SNOWBLINDNESS

In snow bound areas caution must be taken to avoid snow blindness. Snow blindness is caused by the glare of the sun off the snow (20 percent chance of getting snow-blind for every hour the character spends in bright sunlight and snow without eye protection). To prevent this, wear sunglasses or tinted ski goggles (anti-dazzle works also). Snow blindness lasts 1d6 days, and in some extreme cases is permanent (5% chance).

Extreme Heat Rules

HEATSTROKE

While not as dangerous as extreme cold, extreme heat is also a killer. In temperatures above 90 degrees Fahrenheit, heat stroke can occur. To combat this keep sodium tablets handy and drink lots of water. Do not substitute water for soda or alcoholic beverages.

Condition	% Chance per hour of Heatstroke Modifiers
90 degrees Fahrenheit	+5
95 degrees Fahrenheit	+10
100 degrees Fahrenheit	+15
105 degrees Fahrenheit	+20
110 degrees Fahrenheit	+30
115 degrees Fahrenheit	+40
Sodium Tablets	-5
Staying Hydrated	-10
Resting	+0
Light Activity	+5
Heavy Activity	+10
Shade	+0
Direct Sunlight	+10
Every year below 16 or above 40	+2%

SUNBURN

Sunburn is also a hazard and can be quite damaging. Extreme cases can result in third degree burns.

For every 2 hours spent outside (even when it's over cast you may develop sunburn), you will accrue 1 point of burn damage to all exposed areas. Like burn damage, BTM does not reduce damage from sunburn, however wearing sunscreen or clothing will prevent sunburn, and having dark skin or a tan will reduce your chances of getting burned due to increased melanin (1 point for every 4 hours for Hispanics, Polynesians, Native Americans and Indians, 1 point every 6 hours for Blacks). Albinos on the other hand, due to lack of melanin, will accrue 1 point an hour. Latitude and altitude may also play important factors, between the Tropic of Capricorn and the Tropic of Cancer, or at 600 feet above sea level damage from exposure happens twice as fast, in Arctic and Antarctic regions (past latitude 60 degrees on either hemisphere) damage from exposure occurs at half the rate.

Swimming And Underwater Rules

SPEED IN THE WATER

$$(BOD + \text{Swimming Skill})/4 = \text{Swim Speed}$$

SWIMMING DIFFICULTIES AND MODIFIERS	
Tread Water	10
Swim	15
Swim Against Current	+1 for every 5 miles per hour of current
Encumbrance	+1 for every 10 lbs a character is carrying

HOLDING YOUR BREATH

No Activity: BODY x 30 seconds

Normal Activity or Swimming: BODY x 20 seconds

Hyper Activity or Sprints: BODY x 10 seconds

After the player runs out of air, he must make a Save vs Stun every 10 seconds, or fall unconscious and drown. Every 30 seconds the player remains unconscious, he suffers 1 point of permanent Intelligence loss. Once 4 minutes have passed or when the player goes unconscious, he must make a Death Save every 30 seconds. Every time the player is required to make a Stun or Death Save roll, he does so at an increased difficulty of -1. The time underwater can be expended by 30 seconds if the character uses controlled hyperventilation.

WATER PRESSURE (33ft PER ATMOSPHERE)

A person/object can function easily underwater in an atmosphere value double their Body Type. A person can survive an atmosphere value up to x4 his BT before they begin to suffer 1 point of damage for every 5 atmosphere levels beyond their maximum.

SQUEEZE

Squeeze include ear squeeze (water pressure against the eardrum), tooth squeeze (air trapped in a filling), intestinal squeeze, and mask squeeze. Most of the time the squeeze will merely cause pain and require a slow ascent. Other times it can shatter the eardrum or cause damage to the tissue around the eyes. Any player trying to complete an action whilst suffering from severe squeeze suffers a +5 difficulty modifier.

Beyond three atmospheres equipment has a 5% cumulative chance of malfunctioning per atmosphere, unless it is wet proofed or otherwise modified.

OXYGEN POISONING

At 2 atmospheres (33 ft) pure oxygen becomes toxic. Normal air becomes toxic at 10 atmospheres (297 ft). Symptoms include nausea, twitches, fatigue, confusion, labored breathing, anxiety and loss of fine motor control. A 1d10 check vs. Cool is required to overcome these symptoms. A failure indicates that panic, fatigue or confusion are clouding the judgment of the diver while he heads deeper or ascends too quickly. To alleviate these symptoms, the diver needs only return up to the surface or reduce the oxygen mixture in his air supply.

THE BENDS / DECOMPRESSION SICKNESS

This occurs when a person goes from a high-pressure environment to a low or normal pressure environment too quickly. A sudden decrease in pressure causes nitrogen to expand, forming tiny bubbles in blood and tissue. Once a person is hit with the bends, it takes 1d10 hours for the symptoms to manifest. Once that occurs, the GM should roll 1d6 for location of excess nitrogen pockets.

THE BENDS / DECOMPRESSION SICKNESS	
Roll	Symptoms
1	Brain: Blindness, paralysis, dizziness, convulsions and unconsciousness.
2	Joints, Muscles or Bones: Pain, +10 difficulty.
3	Bloodstream: block circulation rendering certain areas useless.
4	Spine: paralysis and loss of sensation.
5	Lungs: choking and death by asphyxiation.
6	Skin: rash and itching (reroll a secondary symptom)

A person afflicted with the bends can recover if he is taken to a recompression chamber in time. However, for every hour that a person has decompression sickness, including the 1d10 hour grace period, he suffers a 5% cumulative chance of having permanent effects.

UNDERWATER ADJUSTMENT

Characters without extensive experience underwater suffer -3 on Initiative rolls and -1 on skill rolls while submerged. For PCs that operate EVPA suits, submarines, or scuba equipment, the Initiative penalty drops from -3 to -1, with no skill penalty.

To determine duration of underwater adjustment, roll 1D6, add or subtract appropriate modifiers, then compare result on chart below.

Adjustment Time

- 0 After a month, you still suffer -2 to Initiative.
- 1-2 1d6/2 weeks, -1 Initiative for another 1d6/3 weeks.
- 3-4 1d6/3 weeks, no further penalty afterwards.
- 5-6 1d6 days, -1 Initiative for another 1d6/3 days.
- 7+ 1d6/3 days, no further penalties.

Modifiers

- If you have Swimming skill +1
- If you have Swimming skill at +5 or more +2
- If you have no Swimming or Nuscuba skill -2
- Each defensive Martial Art of 5+ +1
- Great instructor (veteran diver or Navy SEAL) +1

MAXIMUM DIVE DEPTH (MDD)

All SCUBA and underwater equipment has a manufacturer's recommended Maximum Dive Depth (MDD) rating. For each ten yards past the MDD, there's a 10% cumulative chance of failure. [

Common Depths

- SCUBA down to 200m
- Hardshell down to 2000m
- Extra-Vehicular Powered Armor depths over 2000m

SCUBA DEPTH PROBLEMS

If a character surfaces or sinks suddenly (greater than 3m during a round) they should roll against their BOD. If they fail, there is a 1 in 10 chance they will have a terrible ringing or roaring in the ears (-3 Initiative and Awareness) if they are ascending, as well as pain in the teeth regardless of the direction. These effects last for 1D6 hours, although repeated incidents may lead to hearing loss. If a character rises or sinks more than 5 yards during a round and fails a roll against BOD, they suffer the effects above, plus tremendous pain in the chest. Unless they wait 1D6 phases to equalize, their lungs hemorrhage, causing 1D6 internal damage (-3 stun/shock roll). All effects are cumulative and incur a consecutive -1 to the BOD roll. So if you rise 5 yards per phase for three rounds, you must roll BOD-3 at the end of the third phase.

If using a SCUBA suit with a Nitrogen/Oxygen air mix at depths of greater than 30m, there is a high probability of nitrogen narcosis. This happens regardless of the character's BOD stat, although if a character has Resist Torture/Drugs, they may try a Very Difficult roll to avoid the narcosis. Symptoms include hyper excitability, impaired intelligence and perception, euphoria, and hallucinations. Helium/oxygen and helium/nitrogen/oxygen mixes do not run the risk of nitrogen narcosis, although all produce a slight euphoric feeling past 30 yards. Nitrogen binders can avoid some of these problems.

UNDERWATER COMBAT

If everyone is in SCUBA, hardshell, or EVPA suits, they're equally affected by the water, and have no additional Initiative Modifiers.

Personnel inside a pressurized static environment (platforms, subs, etc) or on the surface, gain +3 to Initiative and +2 to Hit any target less than a yard below the surface or outside the pressurized environment. Firing at characters submerged between 1 and 3 yards is a -3. Firing at characters submerged greater than 3 yards, uses the Scatter chart. Submerged characters firing out of the water suffer -2 to Hit at depths of 3m or less, and when firing from water deeper than 3m, use the Scatter chart.

Submerged characters also suffer a -3 cumulative to-Hit modifier when firing at two or more targets.

Optional Sight Based Modifiers

- If you have Swimming skill +1
- No Face Mask or Optical Mod -5 Awareness & WA
- Face Mask or Optical Mod +5 Awareness, -2 WA
- Below 60ft without a light -5 Awareness & WA
- A light source shines up to 40ft Depends on Turbidity
- Turbidity Varies

Cased Ammo Firearms

Can be exposed to SCUBA depths, but lose one category of Reliability for every hour they spend underwater, until UR is reached. To waterproof cased ammo fire arms requires a Diff 25 Streetwise check to find a capable gunsmith, and can cost from 65% to 200% of the weapon's original cost. When firing such a weapon underwater, roll against the Reliability table for each round; a jammed round requires twice the normal amount of time to remove underwater.

Caseless-Ammo Firearms

Most caseless weapons can be exposed to SCUBA depths (200y) without stress. If exposed to Hardshell depths the Reliability drops one category each time it is subjected to such pressure and there's a 25% chance of a misfire (1/2 weapons damage within a 1m radius). If weapon Reliability is reduced below UR, it is considered unusable, with a 95% chance of misfire.

If fired with a "wet" barrel, Reliability drops a category and range is reduced by 25%. A barrel "cap" (\$70) prevents water from entering down to 200y, and can be fired through. Caseless weapons can be reinforced to withstand depths of up to 2000y (-1 from WA, +1kg to weight, SP 15). If you plan to fire the weapon underwater, you need sealed ammunition (2x cost, P availability), or the bullet's propellant block will dissolve within ten minutes. A field kit, 1d10 minutes, and an Average (Diff 15) Weaponsmith roll will extract the round from the weapon. If the weapon is fired without being cleared of dissolved propellant (requires repair facilities and solvent to remove), there is a 60% chance for every round fired of igniting the residue and causing an explosion (weapon's full damage within 1y radius). If fired on full-auto, there's automatically an explosion.

Recoil

When firearms are used underwater, the shooter suffers a cumulative -1 penalty for each shot fired per turn, or a -1 per ten shots fired on full-auto.

Electrothermally-Enhanced Weapons

When fired discharge a plume of electrically-charged plasma into the water, causing a charged steam explosion 1m wide and 1-3m long. If touched by the cloud, make a BOD save or be stunned for 1d6x10 seconds.

Exotics

Microwavers can be used underwater is waterproofed and tuned (200% of weapon's cost, Diff 25 Streetwise check to find someone, or Diff 30 Weaponsmith to do it yourself).

Tasers will electrocute everyone,

Power Squirt, and paintball weapons are ineffective.

Needleguns, and flechette weapons need to be waterproofed (same cost and Diff as cased ammo weapons).

Bows and crossbows are reduced to 25% range.

Gyrojets and Rocket-Launching Weapons suffer no recoil or accuracy penalties, but must be waterproofed.

Flamethrowers work 50% of the time if loaded with phosphorous, or napalm gel (and can be ignited). Damage is halved and range is reduced to 5m.

Grenades, mines, and C-6 function as normal with a waterproof detonator.

RPGs, missile, and auto-grenade launchers have a 50% misfire chance per round.

Laser weapons must be waterproofed in a clean lab, and its optics must be optimized for use underwater.

MARTIAL ARTS UNDERWATER

Offensive martial arts (e.g. karate, kick boxing, etc) used at SCUBA depth levels face the following modifiers:

Strike -2, Kick -3, Block -1, Dodge 0, Throw - Impossible, Hold 0, Escape 0, Choke -1, Sweep - Impossible, Grapple -1.

Defensive martial arts (e.g. aikido, tai chi, judo) are more useful at SCUBA depths, and give the following modifiers:

Strike -2, Kick -2, Block +2, Dodge +1, Throw - Impossible, Hold +3, Escape +1, Choke +3.

Using any martial arts below SCUBA depths is not possible because of the bulky dive suits and water resistance.

HPNS

There is a 5% chance that characters can develop High Pressure Nervous Syndrome due to rapid pressurization. The eventual effects of this will be similar to psychosis, causing the affected character to overreact to any emotional situation.

EXPOSURE

Unprotected Diver

Below 60°F the player may properly operate in cold conditions for current °F temperature x 2 minutes before suffering from Hypothermia. After this time, the player has an extra three minutes of activity per point of Body, based on the Chills explanation of Unprotected Diver at Work. Beyond this point the player is required to make Saves vs Stun every 5 minutes or go unconscious.

Cold 88°F/31°C: -5 to INT & REF.

Shivering 86°F/30°C: -10 to INT & REF, -1 BOD.

Chills 78°F/25°C: 1-2 hours. -15 INT & REF, -2 BOD.

After 1 hour the player must make a Stun Save vs the cold every 15 minutes or lose all Body and fall asleep. Even if he makes the Stun Save he still loses a point of Body every 15 minutes. The number of times a person is allowed to make a Save vs Stun is equal to his Body Type (Very Weak 1 roll, Weak 2, Average 3, Strong 4, Very Strong 5).

Protected Diver

For every 5°F below suit's standard, the player uses the time limit chart for 'Unprotected Diver'.

Wet Suit: Affords protection from 70-60°F or 21-16°C with no penalties to actions.

Dry Suit: Affords protection from 60-45°F or 15-7°C with no penalties to actions.

Hot Water (Unisuit): Affords protection from 45°F or 7°C all the way down to the freezing point of either sea water or fresh water with no penalties to actions.

Space/Vacuum Rules

RUNNING OUT OF OXYGEN

One hours worth left: Air is hard to breathe. INT, REF, COOL are temporarily by -3.

Five minutes left: Every 3 minutes after this characters will lose 1 point of INT. All but 1D6/2 points (round down) of this lost INT is regained when the oxygen level is restored.

All oxygen gone: All characters automatically pass out, and lose 1D6 points of INT per turn in addition to whatever INT they may have previously lost. 1D10 minutes after INT reaches zero, characters are Dead.

VIOLATING PRESSURE & EVACUATION TIME

For every point of penetration damage a 2 cm diameter hole is opened. For every 2 cm hole, you will lose six cubic yards of air per turn. To work out how many cubic yards of air are in an enclosed environment use one of the formula below:

Cube: height x width x length = cubic yards
Cylinder: 3.14 x length x (radius²) = cubic yards

Half Volume: The air is becoming thin and hard to breathe. Characters must make a difficulty 15 BOD check, or pass out until pressure is restored.

Quarter Volume: Characters must make a difficulty 25 BODY check every turn to remain conscious. After three minutes, they lose 1 point of INT for every additional 3 minutes of 1/4 volume. When pressure is restored, all but 1D6/2 points (round down) will be restored with proper therapy. In addition, characters suffer 1D6/2 damage every turn from "the bends" as nitrogen boils out of the blood, unless character is in a helium/oxygen atmosphere. If pressure restored, character permanently loses 1D6/2 points of BOD.

Zero Volume: The compartment is airless, if the character is still conscious he has only 5D6 seconds of consciousness left. They suffer an additional 1D6 damage per turn, and lose an additional 1D6 points of INT per turn. After 1D10 turns at zero INT, the character has reached Death State 10 and is Dead.

Usually in space habitats when 1/4th of the total pressure has been lost, automatic sensors will seal off the area and sound an alarm. Goop balls, slap patches, and makeshift items can be used to seal a hole. One goop ball will cover a 5 cm hole, a slap patch will cover a 30 cm x 30 cm area.

SPACE ADAPTATION SYNDROME

Symptoms similar to flu. Within 3 hours of attaining zero-gee, roll 1D10.

1D10 Result

- 1-2** You don't suffer from it this flight. Immune if first flight.
- 3** Slightly queasy, get better in 1D10 hours.
- 4-9** Suffer full effects for 1D6/3+(half roll) days (3.3-6.5 days; keep fraction).
- 10** You will never fully recover until you are in a gravity environment again; a large centrifuge will suffice.

Roll Modifiers

Born in space	-4
Got it on your first flight	+1
Didn't get it on your first flight	-1

COMBAT IN ZERO-GEE

Any player firing a recoiling weapon must make roll a 1D10 + REFLEX + Zero-G Combat roll higher than 15 or be knocked off his feet. For every point the player failed by, he is pushed back 0.5y/sec in the direction opposite of that in which the weapon was fired. If a wall is hit, the character will take 1D6 bludgeon damage for every 2y/sec or fraction of recoil speed. The character is also thrown into an uncontrolled spin (recovery takes an Average Zero-Gee Maneuvering roll).

Weapon Difficulty Modifier

Small Caliber (.22, .32)	+2
Medium Caliber (9mm, .38)	+5
Heavy Caliber (.45, .44, .357)	+10
Any Rifle Caliber	+10
Any Automatic Burst	+10
Braced Stance	-4
Velcro Soled Shoes	-2
Body Type is Strong	-2
Body Type is Very Strong	-4
Magnetic Boots	-4

Miniatures And Movement

On a standard 1-inch square grid or hex battlemat, every square/hex represents 1 yard/meter for the purposes of determining movement rates. For vehicles or fast moving persons or objects movement is calculated at a rate of 1 yard/meter per round for every 1 mph in speed an object is moving.

Humanity Loss

Humanity is derived by multiplying the characters Emp x10. Loss to humanity does not effect the characters EMP. As humanity decreases, the character will find himself having a harder and harder time connecting, and being connected to, those around him. With Cybernetics this is even more pronounced as the neural connections that allow a character to control their cybernetic implants cause feedback and over stress the synaptic systems of the brain, the combination of these two things eventually leads to a condition known as Cybernetic Induced Disassociative Disorder, or the more popular term, Cyberpsychosis. This disorder acts similarly to an artificially induced rabies or steroid rage.

It is also possible to lose Humanity points due to critical fumbles while using Magic, Psionics or Super Powers, though this is a much slower process as it only effects the characters sense of connection, and not the neural connections. In settings where this is allowed, the term will be "Mage Madness", "Psipsychosis", or "Meta-Dementia", or simply "The Rage", but the effect is the same.

Regardless of how Humanity is lost, the effects remain the same. As the subject moves deeper into Cyberpsychosis, his chances of having a "Mental Break" increase, resulting in an episode. The lower the characters Humanity, the greater the chance he will have to make a save against a "Mental Break".

The chances of "Mental Break" are determined by the following:

Until the character's humanity drops below 50% he is only required to make a save when new cyber is installed. For every 10% below 50, the amount of stress the character is able to endure before making a save lessens by one category.

Under times of stress, the character must roll under his Cool or suffer a "Mental Break"

For every 10% below your original Humanity you lose, you suffer a -1 penalty to your cool for the purposes of the save.

Humanity Loss Stress Categories (situations that require character to make save)

50% - Critical Stress (No sleep for 48+ hours, Severely Wounded, Gravely Ill, Severe Migraine, Loved one Just killed, Substance Withdrawal, Loud Erratic Noise, severe argument)
60% - Serious Stress (No Sleep For 24+ Hours, Wounded, Ill, Headache, Loved one Just wounded, Loved one killed recently, Erratic Noise, Just Fired, argument)
70% - Medium Stress (Less than 5 hours sleep per 24 hours, Lightly wounded, Minor Illness, Loved one wounded recently, Loved one killed within year, Recently unemployed, minor argument)
80% - Light Stress (Brief Argument, Traffic jam, Loved one ill, Unemployed for more than 6 months)
90% - Minor Stress (Insulted, busy traffic, work stress, late for appointment)
100% - No Stress (at this point you are set off by the most minor annoyances, a mosquito bite, stubbed toe, microwave taking to long)

Characters should never have to make more than one save per day, unless the GM deems an extreme situation warrants it. However once the character is Reduced by 100% practically anything will set the character off.

The severity of a break is determined by the number of points the save is failed by.

Mental Break Episode Severity

1 - Character becomes withdrawn and quiet for 1d10 hours
2 - Character becomes easily annoyed, avoids others for 1d10 hours
3 - Character becomes agitated easily, snaps at others, moves into next lower stress category For 2d10 hours (further stress may invoke another save)
4 - Character becomes aggressive, loses temper easily, may resort to violence, moves 2 stress categories lower for next 24 hours (further stress may invoke another save)
5+ - Character has Psychotic break, flies into violent rage, unable to tell friend from foe, will immediately attack the source of the break and anything that further antagonized him/her. Rage will not stop until Character loses consciousness or is killed.

As with all Interlock Rules, Humanity Loss, in any setting, is entirely optional, and is included both to provide balance, and a role-playing tool.

SOCIAL RULES

INTERPERSONAL SKILL ROLLS

STABILITY

Stability=COOL x 2.5. Stability is the difficulty number that represents how difficult a person is to sway when using Persuasion, Interview, Leadership, Interrogation, and Intimidation. The target may roll an opposed check or Human Perception may be rolled instead.

STABILITY MODIFIERS (add to actor's skill roll)

Subject

- Humiliated if they give in -1
- Holds a "trump card" in the situation -2
- Has a melee weapon -2
- Has a ranged weapon -4
- On psychoactive drugs +/-STR

Actor

- On his home turf +1
- Bigger than subject +1
- Much bigger than subject +2
- Brandishing a melee weapon +2
- Brandishing a ranged weapon +4
- Has backup (1st goon) +2
- Additional goons (max +5) +1
- On psychoactive drug +/-STR
- Has a Reputation for X +1/2 Rep

NPC REACTIONS

Roll on the table below for reaction results upon the first encounter between any character and NPC.

1D100	RESULT
01-05	Blind Hatred: The NPC hates the character and will act in the worst possible way. No cooperation is possible. Will attack if possible.
06-15	Hatred: The NPC hates the character and may betray the character if possible. 80% chance of attacking if possible.
16-24	Strong Dislike: The NPC may act against the character if profitable, but otherwise will ignore the character. 30% chance of attack.
25-35	Dislike: The NPC is not impressed, but may help the character if profitable. However, if possible, he may betray the character.
36-65	Neutral: The NPC doesn't really care one way or the other. May or may not help.
66-80	Probably won't betray the character.
81-95	Strong Like: The NPC really likes the character and will try to help as much as possible within reason. He will be very loyal.
96-00	Love: The NPC will either fall in love with or strongly like the character. The NPC will do practically anything for the character.
Reaction Modifiers	
-20% In combat situation
+5%Character seems very powerful
-10%Character has bad REP
+5% Per 1 Character's ATT>8
-5% Per 1 Characters ATT<4
+10%Character has good REP

CONDUCTING INTERVIEWS

When trying to obtain information from an interviewee, the character chooses the skill to be used (Interview, Persuasion & Fast Talk, Intimidate, Interrogate, Oratory, Seduction), then makes a skill check. The amount of information divulged is determined by the results given below:

INTERVIEW

Roll	Interview Results
1	Automatic failure, no interview
2-9	Refuses to talk
10-14	Tight-lipped
15-19	Average interview
20-24	Good interview
25-29	Excellent interview
30+	Tells everything s/he knows

During an interview with a particular character, a news team may attempt any two of the above skills without penalty. If they attempt a third technique, a -5 penalty is applied to the result. Each subsequent attempt results in an additional, cumulative, -5 penalty.

CULTURAL SIMILARITY TABLE

Same (0)	Similar (10)	Different (15)	Alien (20)
American	Germanic	Russian	Highrider
English	French	Israeli	Zulu
Australian	Finnish	Jamaican	Aboriginal
Canadian	Swedish	Colombian	Japanese

Situations requiring a Culture roll: First encounters, Reputation style facedown, use of Authority, Charismatic Leadership, Credibility, Wardrobe/Style, Oratory, Streetwise, Interview, Leadership, Persuasion, Perform, Education, History (cultural perception), Seduction, Human Perception, Disguise, Teaching.

No interpersonal communications skill can be used at a level greater than the speakers skill in that language.

SOCIAL FUMBLE TABLE

1D10	RESULT
1-4	Minor error of etiquette. -7 to your skill rolls.
5-7	Obvious error. You come off as a simple minded foreigner. -7 to your skill rolls, and -1 to any culture rolls with the same party.
8-10	Major insult. You totally blew it. You are a barbarian who cannot be dealt with. Don't bother making the skill roll, and add -3 to any future Culture rolls.



SEDUCTION

Part of being human is the desire to form relationships of an intimate nature with others. Seduction isn't always about sex; often it is more about gaining the intimate trust of others, often for the purposes of gaining favors, goods, or information. Most often however, particularly when dealing with members of the opposite gender (or whichever gender the target is romantically attracted too), the implication of possible sex is the most effective means of seduction. Human Perception opposes attempts at Seduction, and the target of the attempt may choose to use either their Cool or INT in place of EMP when opposing the Seduction. Whenever a character attempts to seduce another person, consult the following chart: In place of Human Perception the target can instead use their Stability, which is their Cool x2.5.

SEDUCTION TABLE	
Situation	Modifier
Seducer Attractive	+2 per ATTR over 6
Seducer Unattractive	-1 per point under 5
Target Attractive	-2 per ATTR over 6
Target Unattractive	+2 per point under 5
Target Drinking /Using Drugs	+3
Target attracted to Seducer	+3
Target friendly to Seducer	+1
Target Stranger	-1
Target Distrustful of Seducer	-3
Target Hates Seducer	-5
Target Vulnerable (mourning, on rebound, etc...)	+2
Romantic Moment (pretty sunset, at party, etc...)	+1
Inappropriate Moment (being arrested, during sensitivity seminar, etc...)	-2
Seducer is famous, Powerful, or Wealthy (in relation to Target)	+3
Seducer is poor (in relation to target)	-3
Target morally/spiritually/intellectually opposed	-4
Target open and free thinking in regards to sex and relationships (swinger, promiscuous, etc...)	+3

PERSUASION

Persuasion will likely play a large part in any game, as it is the mechanic for convincing people to alter their view of a given situation to the characters own. Talking your way out of a speeding ticket, haggling down the price of an engine part, convincing the bouncer at the door you really are on the guest list, and negotiating for a bigger pay rate. These all fall under Persuasion/Fast Talk. The target can attempt to oppose with Human Perception. In place of Human Perception the target can instead use their Stability, which is their Cool x2.5.

PERSUASION MODIFIERS

Actor Knows Subject Intimately	+2
Actor Familiar With Subject	+1
Subjects Customs/Laws Totally Unknown To Actor	-2
Actors Rep Known (+1 per point)	
Subject Drunk	+1-+2
Subject Loves Actor	+3
Subject Likes Actor	+2
Subject Dislikes Actor	-2
Subject Hates Actor	-3
Actor Holds Authority	+1
Subject Holds Authority	-1
Story/Request Benefits Subject	+1
Story/Request is Unreasonable	-2
Story/Request is Extremely Unreasonable	-4

REPUTATION

Reputation is the measure of how famous or infamous a character is, and it is divided into 2 categories, Professional and Personal.

Professional reputation is how well you are known in your given field of expertise. Personal Reputation is how well you are known for areas outside your profession. For instance a high level Bodyguard might have a Professional reputation for his toughness, but might also have a Personal Reputation for his artistic ability or his humanitarian efforts, or even as an alcoholic or spousal abuser.

Both categories are measured with a score between -10 to +10. The extremes at both ends denote international renown.

REPUTATION TABLE	
+/- 10	Known Everywhere, even in remote 3rd world villages
+/- 8-9	Known Internationally
+/- 6-7	Known Nationwide, may have been heard of Internationally
+/- 5-6	Known State/Region wide, may be heard of in rest of the Country
+/- 3-4	Known City/County wide, may be heard of in rest of State/Region
+/- 1-2	Known in Neighborhood/Immediate Area, may be heard of in the rest of City/County
0	Unknown.

A negative reputation is earned when the character is known for incompetence, failure or something generally deemed as weak or bad. Examples include Joseph Hazelwood, who would have a -7 Professional Reputation as the Incompetent Captain of the Exxon Valdez but a +5 Personal Reputation, and Gary Glitter who would have a +6 Professional reputation for his Glam Rock days, but a Personal Reputation of -8 as a pedophile.

A positive reputation is earned when the character is known for his competence, success, or something generally deemed as beneficial or strong. Bono has a +10 Professional Reputation for his band U2, and a +8 personal reputation for his humanitarian work.

In some situation, a High Rep at either end of the spectrum can be added to Interpersonal Skill rolls, for example a character who is known citywide as being a tough martial artist (+3 Rep) can add his Rep to his Intimidate. However a character known for snitching (-3 rep) would take a -3 modifier to any Persuasion, Streetdeal, or Interview checks.

Reputation modifiers only come into play if the target (or immediate and present allies) has heard of the character. To determine if a target has heard of the character, roll under the Targets Intelligence, with a +modifier equal to half the Characters Reputation (ignoring +/-). Every category closer to the characters home base the target is, add a Recognition Modifier of +1.

Reputation is a fickle thing; it requires that people are talking about you. For any reputation above city level, media coverage is required. If the target holds similar professional or personal interests as what the character is known for (such as a street gang member of cop being aware of the Local Martial Arts legend), his reputation category is treated as two levels higher. But for every 3 months that pass without the character being mentioned in the media, or doing something else that gets him attention, his Reputation will drop by 1 category.



STREETWISE AND NETWORKING

INFORMATION GATHERING TIME TABLE	
Research Time Spent	Roll
1 hour	35+
1 day	30
1 week	25
1 month	20
6 months	15

Every 5 points roll exceeds the Diff. rating, reduce time category.

ACQUIRING MERCHANDISE DIFFICULTY	
Everyday item	10
Common	15
Not Very Common	20
Poor Availability	25
Exotic/Rare	30
Extremely Rare / Unique	35

FALSIFICATION AND FORGERY TABLE		
Streetwise Roll	Reliability	Diff to spot
30+	95%	30
28-29	90%	28
26-27	85%	26
25	75%	25
23-24	60%	20
21-22	40%	15
0-20	15%	10

DRUG PURITY CHECK

Purity Check: 1D10 lower than Pusher's Streetdeal

Optional: Pusher's Streetdeal+buyer's LUCK+1D10 vs.15

Failed Drug's Purity

- 1-2 A Bit Low; duration reduced by 1/3
- 3-4 Poor; duration is 1/2, STR -1
- 5-6 Bad; duration 1/3, STR -2, BOD 10+ or be sick
- 7-8 Real Bad; duration 1/3, STR -3, BOD 15+ or sick
- 9-10 The Worst; either does nothing or causes some kind of physical or mental damage.

Buying and Selling

An average Edgerunner spends his money on:

- 30-40% Food, crash space, clothing.
- 30% Work stuff.
- 20-30% Maintaining their Reputation.
- 10% Saved in gold, opals, stones, metals.

BLACK MARKET PRICE MODIFIERS

CONDITION/AVAILABILITY

COST

Used Item	Half Price
Legal Stuff Food, consumer goods	Half Price
Grey Market Legality,	-25%
Untraceable	+100%
Illegal Merchandise (controlled substances, contraband,)	+ 50%
Custom, Unique	+200%
Highly Illegal (military weapons, explosives)	+200%

FENCING

Base price 30%

Minimum price 10%

Maximum price 50%

Fenced items are usually sold at 50% of their normal value.

Contraband can sell for up to 10x legitimate market value.

Locally unavailable items are bought for a small percentage and sold for 1/2 price and up.

EQUIPMENT QUALITY		
Reliability	Cost	Malf.
UR	50%	30%
ST	100%	20%
VR	150%	10%
EX	300%	5%

APPRAISING

The base difficulty depends on the Fixer's area of expertise. Figuring out the exact price rather than a ballpark figure increases the difficulty by 5.

HAGGLING/NEGOTIATION

COOL+PERSUASION+1D10

Vs

COOL+PERSUASION+1D10

(Or Stability)

Each point of success results in a 2% change of price in favor of the winner. When a Fixer haggles with a non-fixer his advantage becomes 5%. Under normal circumstances, the price will never deviate by more than 50% either way.

MONEY & FACTORS

Money exchange: 3-10% processing fee for cash.

Money laundering: Up to 50% of the total.

RESOURCE REQUISITION

Whenever a character attempts to requisition resources outside of their area or outside of their normal operating parayards, roll 1D10 (Fixers and Corporates may add their special ability) on the table below.

RESULT	REQUISITION
1	Nothing, period.
2-4	Sure, but it'll take a day or two.
5-7	1D10 hours before it'll be ready.
8-9	No problem, but I'll need you to fill out these forms.
10.	Cleared, no questions asked.

GENERATING CONTACTS

Anyone whose primary Role is Fixer, Corporate, or Nomad, may generate a number of Contact Points equal to his Special Ability x2, multiplied by his Special Ability x2 multiplied times 10, as representative of their Streetwise or Networking ability. If those roles are secondary, Character Points are determined merely by their SA x SA x 10. If a character has a mix of the above roles, he may generate separate contacts for each role within that community, so a Fixer/Nomad would have a Streetdeal list for the street, as well as a Family list of contacts from the nomad community.

Anyone with Streetwise or Networking skills may generate their own list of contacts, the number of Contact Points they generate is their skill x2 x 10 (can be used separately on both skills).

Once the number of Contact Points is determined, you build your Contacts one at a time. (After Contact generation is complete, it is advisable to further flesh out each contact with skills, Lifepath, and personality traits.)

The Capability of each Contact is determined by the Contact Points (CP) you spend on them. For each contact roll 1D10, the result adds to the Capability Score, this is used to determine the number of points you may divide between the Contacts Primary Stat and applicable Skill for the contacts area of specialty.

CP COST	CONTACT CAPABILITY
5	Snitch (good for basic information/services, but has a 50% chance of lying or just being stupid) Capability 5+ 1D10
10	Incapable (lowest level dreg in whatever his field of specialty is) Capability 10+ 1D10
15	Capable (contact is competent and about his field of specialty) Capability 15+ 1D10
20	Very Capable (contact is a mover in his field of specialty) Capability 20+ 1D10
25	Super Capable (contact is an expert in his field) Capability 25+ 1D10

Contact Reliability

Sometimes contacts can help you, sometimes they can't. Maybe they don't like you; maybe they're even working for the other guy against you. Loyalty is as much a commodity as goods. Ensuring it and keeping it can be both time-consuming and expensive. For each contact consult the chart below.

CP COST	LOYALTY LEVEL
Unreliable Cost x.5	This guy has no loyalty, and will work for whoever pays him, if he can get away with it he will work for both sides in a struggle.
Reliable Cost x1	He is loyal, but not above deceiving you for more money, or even selling you faulty goods or information if he thinks he can get away with it.
Very Reliable Cost x1.5	He may not always get what you want, but he won't betray you or knowingly sell you damaged goods unless you wrong him.
Super Reliable Cost x2	Unless you betray him, he will NEVER make a move against you or give you up, and if he unknowingly sells you damaged good or info, he will do his best to make up for it, he not only considers you a contact, but a friend.

Contact Availability

Contacts have lives of their own, and may not place as much importance on being your go-to-guy as you do. They are going to have their own families, jobs, social engagements, and hobbies. Some of them might not even like you very much.

Availability/CP Cost Multiplier	% Chance of Answering
Rarely Available / x.5	25%
Sometimes Available / x1	50%
Usually Available / x1.5	75%
Always Available / x2	90%

Contact Access

Each of the Contacts will have their own amount of influence and access within their chosen field expertise. Some contacts, regardless of capability, only operate within a narrow field of influence while others may oversee entire operations and be privy to expanded areas of knowledge, resources, and influence.

Level/Cost	Access and Influence
Specialist Cost x.5	This Contact is involved in a very narrow field of expertise; outside his immediate specialty he is uninformed and powerless. For example a Corp contact would only be privy to the project he is working in, and wouldn't have access outside it.
Typical Cost x1	This Contact has a bit more access, but still only within his field of expertise, for instance a Cop might be Homicide detective with access across the whole department, but with little or no influence outside it, say in Vice or Special Victims
Mid-Level Cost x1.5	This Contact is in a managerial position, and as such is privy to all the departments under his command, for instance a corporate might be in charge of the entire R&D department, with access to all projects underneath him, as well as having some influence with other departments or possibly other corporations.
Upper Echelon Cost x2	Executive level, this contact is at the top levels of his profession, for example he might be a Mafia boss, privy to every nuance of his operations and has influence outside his own organization.

Contact Reimbursement

Contacts don't work for free, some require favors, some work on retainer, some want cash up front for any given service. To determine the monetary cost of your contacts, add up the total amount of Contact Points spent on each Contact. This will determine the monetary amount each Contact requires for their help. (GM's may feel free to determine other means of payment or arrangements, the following is merely a guideline). These prices can be modified, (never lower than the minimum) to account for additional circumstances, and negotiation is not to be discouraged.

For Information, the cost is a minimum of 20 dollars (or monetary standard), or the cost of their total Contact Point Value x 5, whichever is greater.

For Goods the cost is that of goods (negotiable of course) plus a kicker equal to 10% of the cost of the goods.

For services the cost is going to be a minimum of 50 dollars (or standard monetary units) or their total Contact Point Value x 10, whichever is greater. For services that are illegal or somewhat dangerous (like stealing a car, committing assault on someone, etc...) the cost is x20, highly illegal or dangerous services (murder, kidnapping, etc...) has a cost of x50.



TECHNOLOGY RULES

MECHANICAL DEVICES AND MAINTENANCE

NEW TECHNOLOGY

When creating new technology, or modifying old equipment, roll the appropriate Tech Skill

Creating New Tech	Difficulty	Lasts for
Improvement, Modifications	15+	Damaged
Innovation, Radical Improvement	25+	1 year
Invention, Truly Original Tech	20-30+	5 years

MODIFICATION

In the virtually ever-increasing realm of technology in the year 2020 anything can be made smaller or larger for a cost.

The cost for reducing the size and/or weight of a current (in relation to game setting) technological device is x3 the cost of the object per every 15% reduction. This cost is multiplied consecutively, and takes a tech skill of at least 8 or above to accomplish. And after the item has been reduced by 30% it loses 20 percent of its effectiveness for every additional 15% reduction. (For cybernetics and vehicles this rule is used to reduce the space an object takes up) On the other hand the bigger you make something the more objects you can cram into it. The cost remains the same but instead of losing, you gain 20% effectiveness for every 15% increase. As technology increases, it will miniaturize on its own on an industrial scale, and will not suffer the loss of effectiveness, and in fact will most likely gain in effectiveness as well as secondary functions (like a cell phone with camera, mp3 and video player, GPS system, etc...)

(Obviously this rule won't work for everything, like weapons or vehicles, GM's should use their discretion.)

GMs may fear this rule will unbalance their game but only the most wealthy and powerful people can afford these technological wonders. In fact the only people who will usually be able to afford these things would be the people hunting down the PCs.

Because of the smaller size of the miniaturized item many things can be disguised much more easily. A cellular communicator can be disguised as earrings, armor can be almost as light and flexible as silk, smart goggles can be made that look exactly like sunglasses, the potential is unlimited. Use your imagination, but always under the supervision and discretion of your GM.

CHANCE OF MALFUNCTION

Item Cost is the multiplier applied to the cost of the item. Malfunction is the annual chance that the item will malfunction; proper maintenance cuts this in half. It's also the chance that an item will malfunction if handled in such a way that it could be damaged.

Reliability	Item Cost	Malfunction
Unreliable(UR)	50%	30%
Standard (ST)	100%	20%
Very Reliable (VR)	150%	10%
Excellent (EX)	300%	5%

MALFUNCTIONS

If a piece of equipment is subject to unusual circumstances, (e.g. being dropped from a moving vehicle, in an explosion, or left out in the rain) the referee should call for a malfunction test. A well-maintained item only has half its given percentage chance of malfunction. For the purposes of malfunction, a simple item is one so interconnected that a malfunction either makes little difference, or degrades operation so much that it becomes useless (e.g. hand computers, simple tools, and firearms). Complex items are made up of sub-machine assemblies, where one sub-assembly might cease working but its loss would degrade performance, not stop it entirely (e.g. automobiles).

D10	Effects
1-4	Simple items cease function 30% of the time. Complex items have performance degraded by 30%.
5-8	Simple items cease function 60% of the time. Complex items have performance degraded by 60%.
9-10	Simple and complex items cease function.

REPAIR & MAINTENANCE COSTS

Routine Annual Maintenance (Parts)	1D10% Base
Parts Minor Malfunction (Simple)	1D6x5% Base
Minor Malfunction (Complex)	1D10x3% Base
Major Malfunction (Simple)	1D6x10% Base
Major Malfunction (Complex)	1D10x5% Base
Catastrophic (Simple)	3D6x10% Base
Catastrophic (Complex)	1D10x10% Base
Repair Labor	100-150% Parts



COMPUTERS

Computer Technology evolves at an exponential rate. In the 60's the most advanced computers in the world took up entire rooms, while in the 90's laptop computers outperformed them in every conceivable way. Because of the rapid acceleration of technology, there is simply no way to take into account each and every system available, and trying to guess at what the future holds in terms of computer tech is nearly impossible.

So instead of creating rules and stats for every five years of the modern age and beyond, here is a simple solution.

Determine the setting and era for the game you are playing in. The computers of the time will be rated in Cost, CPU, Memory Units, Speed, and Datawalls.

Cost: this is how much the computer costs. (The base price for a computer is determined in dollars (or the monetary Standard) by 5 year increments.

TIME PERIOD	BASE COST	Minimum SIZE	Max CPU	Max SPEED
1951-1955	250,000	Takes up an entire building	1	-10
1956-1960	100,000		1	-9
1961-1965	75,000	Takes up a large room	1	-7
1966-1970	50,000		1	-5
1971-1975	25,000	Takes up Half room	1	-4
1975-1980	10,000	Size of a large bookshelf	1	-2
1981-1985	5000	First Desktop Sized Computers	1	-1
1986-1990	2500		2	0
1991-1995	1000/5000	PC's get smaller/First Laptops	2	+1/0
1996-2000	500/2500	PC/Laptop	2	+2
2001-2005	250/1000	PC/Laptop	2	+3
2006-2010	200/500	PC/Laptop	3	+5
2011-2015	200/400/10,000	PC/Laptop/First Cybermodem	4	+7
2016-2020	200/400/5000	PC/Laptop/Cybermodem	4	+10
2021+	200/400/2000	PC/Laptop/Cybermodem	5	+15

CPU: This is the intelligence rating of the computer, every CPU the computer contains raises its intelligence by 3 points. Increasing the CPU of a computer costs x10 the computer cost cumulative per point, to a maximum of +50% the base max CPU.

Memory Units: This determines the amount of memory a computer has (programs cost memory units), and therefore how many programs your computer can run, each MU allows for 10 current programs. (Older programs take up 50% as much space for every 5 years, new programs take up twice the space for every 5 years). Increasing the MU of a computer is 25% of the computer price per MU.

Speed: This is the speed at which your computer processes information. It also determines initiative in computer combat and hacking. You may increase your computer speed at a cumulative cost of x2 the cost of the basic computer for every 1-point increase in speed to a maximum of x2 the base speed.

Datawalls: This is the amount of built in protection your computer has from hackers, viruses, and other threats. You may increase the number of Datawalls at a cumulative cost of x2 the cost of the basic computer to a maximum of 10 (any more than that and they basically prevent your computer from functioning as they see everything, including the computers data, as hostile). Every Datawall represents a +3 protection modifier, and takes up 5 program spaces. (All computers past 1960 have 1 built in Datawall that does not detract from spaces, nor can it be removed to make room for more programs)

Buying computers from a previous time period (or technological equivalent) reduces the price by 10% per 5-year increment, however computers are only capable of accepting programs and peripherals to a maximum of 10 years older and 10 years newer. This means that if you are in a game that takes place in 1993, and you buy a brand new computer, it will run new programs and add-ons for 5 years before it's tech is so obsolete newer items will no longer function on it. However it will also only be able to run programs that attach peripherals that are up to 10 years old.

Before 1980, hacking was virtually unheard of, computers were simply too slow, too stupid, and too rare, It wasn't until the 80's when home computers arrived on the scene that hacking really became possible. In Near Future and beyond games, hacking requires a Cybermodem, a dedicated mini-computer that allows for Direct Neural Interface into the net and computer systems via Virtual Reality.

PROGRAMS

There are programs for a wide variety of tasks and functions, everything from basic calculators to Graphic Animation design. Some programs are larger than others, depending on what they do. The size of programs will also vary a great deal by the level of technology. A minimum of research on computers of any given era should give you a basic idea of the types of programs available and what they are able to accomplish. At any rate, for the purposes of the game, the only programs that matter are those that may add something specific to the game. At GM discrimination, a program may allow a character a bonus to a skill when being used, for example an Artiste musician may use a computer to compose, arrange, and edit his music, or he may use it to add effects to his performance on stage, such as controlling lights and pyrotechnics, adding sound effects or custom distortion. In such a situation a GM might allow the program to give the character a +1 or +2 to his perform. Basic programs that provide a +1 to a skill will have a cost of \$200 (or monetary standard), better programs are probably available, at a rate of x5 the cost for every +1 it provides. Programs that do provide bonuses to skills also cost 2 program spaces for every +1 they provide.

COMPUTER VIRUS

Creating a computer virus is hard work. Viruses have functions, some eat data, some set up back doors for easy access, some transmit data, some monitor user activities and so on. To create a virus, you first have to determine its strength. The virus strength is determined by a Programming check, for every 5 points past 15, the virus will be immune to one level of Datawall protection. A second Programming roll will determine the speed at which the virus will destroy data.

DC	Virus Destroys
15	1 program per month
20	1 MU per month
25	1 MU per Week
30	1 MU per day
35	1 MU per hour

For any virus not meant to destroy the computer, and instead transmit data or set up a back door, the DC is a flat 25.

If someone notices the Data being corrupted fast enough, they may attempt to rid the computer of the virus manually. This requires the on-site programmer to make an opposed skill check to beat the DC of the Virus.

Shutting the computer off complete, and leaving it off will prevent the virus from working, the moment it is turned back on again the virus will resume its work. If the computer is hooked up to a larger network of computers sharing data, the virus will spread to the other computers at the same rate it eats MU.

HACKING & COMPUTER COMBAT

Since the dawn of the computer age (modern age) hacking has proven to be a growing and ever present threat. Some hackers treat it as a hobby, some have much more serious goals.

Hacking evolves at the same rate that computers themselves evolve. And in Near Future and beyond games, where Virtual Reality Interface exists, hacking can actually be quite dangerous.

Because all computer systems are set up differently in terms of protections, on-site monitoring, and anti-personnel programs, hacking requires the use of Library Search, System Knowledge and Programming. To Hack, a character must first roll his Library Search (Skill + INT+ D10) to find his target.

DC	Sample Target
15	Household name Corporation or Establishment Website
20	Low threat target (School or small business networks)
25	Personal computer IP's
30	Police, Govt. or Corporate networks
35+	Top Secret Corporate and Military servers and networks

Alternatively, if by some chance the Netrunner already knows Net location of his target, (such as a govt. official contacting him, or finding the IP of a personal computer of someone in a chatroom with the player, or if he is attempting to break into the targets hardline on-site) no Library Search roll is necessary.

Once the Hacker has found the target, he must try to Infiltrate it, this requires a programming role as he tries to guess passwords, go in through backdoors, and circumvent Datawalls. The process of

doing so is made via an opposed roll by the Hacker against the Target computer and its protections. The formula is as follows:

Hacker:

INT + Programming Skill + Interface + Comp. Speed + 1D10 Vrs.

Target Computer:

Comp. Speed + CPU + Protection (DWx3)

In near future and beyond settings, hacking into a computer requires the character to Interface Directly via Virtual Reality (as it is assumed that not only have protection programs escalated to a point that typing commands fast enough by hand is virtually impossible, but that the computers themselves process so fast that controlling them any way other than directly via neural interface is also impossible). This can be quite dangerous.

Up to the modern era, a failed roll means the Hacker is merely denied access, a failure of more than 5 points means his IP has been logged and he can no longer attempt to gain access, in addition, for every 3 points of failure, there is a 10% chance he was traced to his physical location, to which authorities will be arriving shortly. In Near Future and beyond settings, not only do those things occur, but when using a Direct Neural Interface when he fails he also takes 1d6 damage and for every 3 points of failure he sets off another Datawall in the target computer (if present) resulting in an additional 1d6 damage each. This damage is stun/electrical damage and represents electrical feedback. The damage will heal at the rate of 1 point per minute. Even though it is taken through direct neural interface at the base of the skull, it is dispersed through the body, therefore is not "doubled" as a headshot.

For example, little Timmy decided to try and hack into the local video store to erase his late fees. Little Timmy is just getting into the whole hacking scene and doesn't quite know what he is doing yet. The owner of the video store however is a little more computer literate, and has set up 2 Datawalls on his system. Timmy attempts to hack in but fails and sets off the computers self-defenses. Timmy takes 2d6 damage. Little Timmy gets lucky and only takes 4 points, teaching him a lesson about the dangers of Netrunning.

The amount of points he beats the target computer by determines the amount of time in rounds x2 he has to spend in the target computers system before it detects him as a threat again (requiring him to again oppose the computer).

For every round a Hacker remains undetected, he may attempt an Infiltration Action. Infiltration Actions inside a target computer consist of:

INFILTRATION ACTIONS	
Rounds Required	Sample Actions
1	Make a System Knowledge check, Delete a File, Copy a small file, take over an automated Process.
2	Copy or Edit a mid-sized file, plant a virus,
3	Edit a small Program, perform a Search
4	Copy or Edit a large file, Perform a Trace
5	Edit a medium program
6	Copy or Edit a Huge file
7	Edit a large program

Regardless of what he has hacked into the system for, be it steal files, take over an automated process, or plant a virus, he must first make a System Knowledge check to determine where in the target computer the data or system he is looking for is located.

DC	Sample Target File or System
10	Computer Program (start menu)
15	Common File/Trash (desktop access)
20	Remote System (security door locks, automated machinery)
25	Buried Data File or Folder, Secured Remote System
30	Hidden or Protected Data file or Folder,
35+	Top Secret Data, Bank Transaction System, heavily protected automated system

A Hacker may, at anytime, be noticed as an intruder by a human (or possibly AI) user on the Target System. Detecting a Hacker requires an opposed check by the User, against the Hacker. The formula is as follows

USER:

INT + Awareness/Notice + Interface + 1D10

Vrs.

Hacker:

INT + System Knowledge + Interface + 1D10

If the User notices the Hacker, he has some options. He may confront the Hacker directly, confront him covertly, or simply shut down the Hackers access, booting him from the system immediately. If he decided to trace, or confront the attacker, he provides the attacker with access to the system, and can no longer simply shut him out of the system (though he can rescind the access, which takes 2 rounds, allowing him once again to simply close his access node).

If the user decides to go after the Hacker covertly, the Hacker gets to make his own Awareness check as above (Hacker and User switch places for purposes of the check). If the hacker notices he has been spotted, he can either log out immediately, or enter into Computer Combat.

If he fails to notice, the User may attempt to either trace the Hacker:

User:

System Knowledge + Interface + Comp. Speed + 1D10

VRS.

Hackers original Infiltration check

Or enter into **Computer Combat**. If the User is unnoticed, he gets one free attack/action against the Hacker or the Hackers system.



COMPUTER COMBAT

Computer Combat is very dangerous for both parties. And consists of the parties actively attacking each other through their computers, trying either to force their opponent offline (takes one additional round, acts as “taking over an automated process”) or in Near Future and beyond games, cause them damage.

During Computer Combat, participants use their computers for both offense and defense simultaneously. They do this by turning their Datawalls into offensive, as well as defensive, hardware.

Initiative is rolled as normal (in this situation, and this situation only, a Netrunner may add his Interface to his Initiative roll just as a Solo would add his Combat Sense). When Initiative is determined, proceed as following:

The winner of Initiative can choose (before he rolls) to either attack, or infiltrate his opponents Cybermodem. The roll is the same either way

Attacker:

INT + Programming Skill + Interface + Comp. Speed + 1D10

However, if he decides to attack, he rolls against the Defender (tie goes to defender):

Defender:

INT + Programming Skill + Interface + Comp. Speed + 1D10

And if he decides to Infiltrate he rolls against the defenders Cybermodem as if it were a normal computer:

Comp. Speed + CPU + Protection (DWx5) +1d10

If he attacks, and the defender wins, nothing happens. If the defender loses, he takes 1d6 damage + another d6 for every 3 points of failure on his defense roll as he trips additional Datawalls, max damage in D6 increments set by number of Datawalls in target computer.

If the Attacker Infiltrates, he may attempt an infiltration action or a trace on his next round. This can be very dangerous since it prevents the attacker from making any further attacks until he either finishes or abandons his Infiltration. If the infiltration attempt fails, the Attacker takes 1d6 points of damage and an additional 1d6 points for every 3 points of failure on his defense roll as he trips additional Datawalls, max damage in D6 increments set by number of Datawalls in target computer.

At any point on their initiative turn, a Computer Combatant may choose simply to log off, ending the combat completely.

A WORD ON VIRTUAL REALITY

In Near Future and beyond games, the Net is vast and infinite. Technology has reached a point where we directly interface with our computers and machines. The Net has become its own world, ever expanding. Navigating through it requires a Library Search check, and functions much like any common search program you use for the web in the real world. There are sites to enter, chats, message boards, forums, databases, libraries, theaters, brothels, television channels, and all the things you can and can't imagine.

What the net looks like from the perspective of someone navigating the VR world is ultimately up to the GM, as every site,

business, forum, whatever, you visit will have it's own virtual representation. Some of these representations will be huge, complex, and feature incredibly lifelike graphics and sensory stimulation. An online casino for instance may be an exact duplicate of Caesar's Palace, or it could be a castle resting on clouds high above a representation of the world. A forum may be an immense dining hall, or may be a bunch of small cozy rooms set up like a private café or hotel lobby. The more money and talent they net address has to throw at it, the better it will be, sometimes real, sometimes, unimaginable. Alternatively, older locations, or locations that don't have the money to spend, may simply be basic 3-d wire-frames. Heck some places don't even bother to have full locations, instead having little 2-d kiosks or banners that float free form.

The net itself imposes no limits on you, your Icon can take on whatever form you desire, if you don't want to create your own (programming roll to determine the intricacy and complexity) you can always purchase one from one of the millions of Icon Vendors. You can surf freely over the vastness of the net flying effortlessly and weightlessly in any direction, moving at any speed, or instantly transport yourself to your destination. Some sites, especially game sites, will impose their own physical limits within the parayards of their Virtual World games. These games are truly amazing. They are worlds within universes within worlds. The only limit to space is the amount of money and time one is willing to devote.

And of course, there is always Spam, ever present advertising that by clicking on you are instantly whisked away to their site, and forced (by the agreement made when you clicked) to stay at least until you have heard the speech. There are filters you can buy to eliminate Spam from showing up on your interface, but some Spam always gets through.



Skills Introduced by Era/Setting

5301 BC- (Prehistoric/Savage)

SPECIAL ABILITIES

Adept (Techie)
Allure (Vamp)
Combat Sense (Solo)
Family (Nomad)
Mold (Educator)
Rampage (Savage)
Sneak (Shadow)
Track (Scout)
Wisdom (Magus)

ATTR

Wardrobe & Style
Personal Grooming

BODY

Endurance
Rowing
Strength Feat
Swimming

COOL

Intimidate
Leadership
Resist Torture/Drugs

EMP

Animal Handling
Human Perception
Parenting
Seduction
Sing
Social
Storytelling

INT

Awareness: Notice
Awareness: Tactical
Awareness Track
Expert: (Subject)
Gardening/Farming
Language: (Basic or Primitive)
Navigation
Survival: (Environment)
Teaching

REF

Athletics
Blind Fighting
Brawling/Melee
Dance
Initiative
Operate: Animal
Stealth/Evasion
Weapon: Archery

TECH

Cooking
Disguise
Jury Rig
Paint or Draw
Rope Use
Sculpt
Sewing
Tattooing (Hand-Pick)
Traps and snares

5,300 BC+ (Historical or Fantasy, Ancient Egypt and Asia, Dark Ages, Middle Ages)

SPECIAL ABILITIES

Animal Bond (Animal Empath)
Authority (Cop)
Chameleon (Infiltrator)
Charismatic Leadership (Instgator)
Conform (Mundie)
Credibility (Media)
Deduction (Investigator)
Grift (Grifter)
Masterpiece (Artiste)
Medical Tech (Medtech)
Prowess (Athlete)
Resources (Corporate)
Streetdeal (Fixer)
Vehicle Zen (Runner)

BODY

Fitness/Body Building

COOL

Interrogation
Oratory
Streetwise

EMP

Design
Hypnotism/Brainwashing
Interview
Lip Reading
Massage
Networking
Perform
Persuasion & Fast Talk

INT

Accounting
Appraise
Business Sense
Composition
Diagnose Illness
Education & General Knowledge
Gamble
Language: (Choose One)
Library Search

REF

Juggle
Martial Arts: (Style)
Operate: Sail Driven
Weapon: Heavy Weapons

TECH

Calligraphy
Demolitions
Forgery
Glass blowing
Jeweler
Origami
Med: First Aid
Med: Pharmaceuticals
Med: Surgery
Pick Lock
Pick Pocket/Sleight of hand
Play Instrument
Stage Magic
Tech: Basic
Tech: Carpentry
Tech: Chemistry
Tech: Metal Smith
Tech: Weaponsmith

1500+ (Renaissance, Elizabethan, Age of Pirates)

REF

Operate: Dirigible
Weapon: Handgun
Weapon: Rifle

1800+ (Victorian, Old West)

REF

Operate: Heavy Machinery

TECH

Photography & Film

1900+ (Pulp Era)

COOL

Skydiving

REF

Operate: Car/Truck
Operate: Fixed Wing
Operate: Glider
Operate: Motorcycle
Operate: Sub (Large/Small)

TECH

Tattooing (Electric)
Tech: Electronics
Tech: Marine/Underwater Equip
Tech: Pressure Suit
Tech: Submarine
Typing

1960+ (Modern Era)

SPECIAL ABILITIES

Interface (Netrunner)

INT

Programming
S.C.U.B.A.
System Knowledge

REF

Operate: EVA
Operate: Gyro
Operate: OTV
Operate: Remote
Operate: Space Plane/Shuttle
Operate: Vectored Thrust
Skate/Ski/Surf
Underwater Maneuver
Zero-G Maneuver

TECH

Electronic Security
Tech: Aero
Tech: AV
Tech: Cyber
Tech: Gyro
Tech: Spacecraft
Video Manipulation

Future+ (Tomorrow & Beyond)

REF

Operate: ACPA

TECH

Cryotank Operation
Tech: Cyberdeck Design
Tech: Powered Armor
Tech: Wetware

(Created and written by Deric Bernier and R.Talsorian Games (with permission) images from Deric Bernier and R.Talsorian Games.)

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