DATAFORTRESS 2.0.2.0

PRESENTS

Cyberpunk 2020

GAME MASTERS SCREEN ELITE EDITION

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

IP AWARD GUIDELINE

1 Used Skill often, but not effectively
2 Used Skills effectively
3 Frequent and effective use of skill
4 Did something out of the ordinary
5 Very clever/effective use of this skill
6 Extremely clever/effective use of skill
7 Skill critical to player in this session
8 Skill critical to all group this session
9 Performed incredible feat with skill

TASK DIFFICULTIES

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

HEALING RATES

Treatment-Pts./day
First Aid 0.5
Medical Tech 1
Speedheal .... +1
Enhanced .
Antibodies.......... +1
Nanosurgeons... x2
(First Aid not cumulative with Med Tech)

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 cyberdeck .... 1-3 days
Put on a disguise .... 3 min
Decryption 100hrs/skill

MOVEMENT

Run: MAx3 for a singleround, times 3 again for full ten second turn.

Multiply MA by 2 to determine MPH

Leap: Single round run divided by 4 for vertical distance in feet, ten second run divided by 4 for horizontal distance in feet

TERRAIN MODIFIERS
Easy (street, plains)
No reduction
Rough (woods, sand)
1/2 MA
Very Rough (mud, snow)
1/4 MA
WEATHER MODIFIERS
Light rain, flurries
No reduction
Heavy rain, snow
1/2 MA
Blizzard
1/4 MA

AWARENESS MODIFIERS

Taret firing .... +4
Target moving .... +5
Target in cover .... -10
Unit camouflaged .... -5
Militech "Ghostsuit" .... -4/-2, -1/10m
Gibson "Sneak Suit" .... -4, -1/10m
Militech "Mirage Gear"... -2/-1, -1/10m
Cam-O-Skin ....-1/20m
Target a normal sized Remote .... -5
Target a small sized Remote .... -10
Spotter in vehicle .... -5
Spotter in AFV (total -10) .... -5
Spotter doing something else ..... -10
Computer-assisted Optics .... +5
Cyberlinked into vehicle .... +2
Darkness .... -3
Using IR, to find IR-baffled target...-5
Image Enhancement/Intensifiers...+2
Kiroshi MonoVision .... +1
Revelation Cyberoptic .... +1
Echolocation (total darkness) .... -1
Nanooptical Upgrade(night vision)+2
Tactile Boost (touch) .... +2
Olfactory Boost (smell) .... +2
Amplified Hearing .... +1
Sound Editing(specific convers.) .. +2

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 tool, 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
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

STAT & SKILL MODIFIERS
ATTR
Bodycure (1d6 days) .... +2
Autotanner (1d6 days) .... +1
Royo Bodyfree Masks .... +1/+2
PERSONAL GROOMING
Nano-Groomers .... +2 to +4
WARDROBE AND STYLE
Romanova Cyberlegs .... +1
'Farinata' or 'Venedico' Tool Kit ... +1
'Francesca' Techscanner .... +1
Buchsterhude Tool Kit .... +1
Very Good Quality Clothes .... +1
Designer Quality Clothes .... +2
Superchic Quality Clothes .... +3
BODY
Pacesetter Heart .... +1
Pacesetter 2000 Heart .... +2
Adrenal/Endorphin Surge(3/24hr)...+1
ENDURANCE
EnduroDrink (2 hours) .... +1
Variable-Chambered Heart .... +1
"Freezeban" Bioconstruct .... +1
Hemological Replacement .... +1
RESIST DRUG/POISON
Hemological Replacement .... -1
T-Maxx Cyberliver (ingested) .... +4
Nasal Filters (inhaled) .... +4
Toxin Binders .... +2
BoozeMaster (alcohol) .... +1

Full-Spectrum Booster(+disease).. +4
Anti-Plague Nanotech (disease) ... +3
SWIMMING
Web Foot .... +3
Web Hand .... +2
COOL/WILL
Life Scan Body Monitor .... +1
Stress Chip (morale) .... +1
Facedown Chip(Facedown rolls).....+1
INTERROGATION
Voice Stress Analyser .... +2
Hand Held VSA .... +1
RESIST TORTURE/DRUGS
Biomonitor .... +2
EMPATHY
Stress Chip (human interaction)... +1
HUMAN PERCEPTION
Voice Stress Analyser .... +2
Hand Held Voice Stress Analyser...+1
PERFORM
AudioVox .... +2
Sound Optimization Sys .... +1
PERSUASION/ FAST TALK
Tailored Pheromone-Gullible .... +1
Nymph Perfume .... +2
Forked Tongue (Audio-Vox) .... +1
SEDUCTION
Nymph Perfume .... +2
Forked Tongue (Audio-Vox) .... +1
Mr.Studd/Midnight Lady .... +1
Maximum Lover Chip .... +2
Tailored Pheromore-Love .... +1
INT
Cyber-PCX (skills) .... +1
Cyber-"E-Book" (skills)................... +2
Tailored Pheromone-Confusion(1m)-1
PhotoMem RAM Chip(remember)....+2
INTERFACE
Trode Set .... -2
Terminal .... -5
Model 100 Plugs(+2 vs Black ICE)...-2
DIAGNOSE
Medscanner .... +2
CompuMod Medscanner.................. +1
Portable Intern Unit .... +2
Archaesthetic .... +1
MEDTECH
Archaesthetic .... +1
MedicGear Med Armor(on the spot)+2
SHADOW TRACK
Olfactory Boost (scent) .... +2
WILDERNESS SURVIVAL
NeoAppendix .... +2
"Freezeban" Bioconstruct .... +1
REF
Adrenal Booster (1d6+2 turns)....... +1
Boostmaster (need boosterware)...+1
SuperSized Arm (with that arm) .... -2
Enable Cyberlimb (with that limb).. -1
ATHLETICS
Gyro-Stabilizer .... +1
0-G MANEUVER
Gyro-Stabilizer .... +1
CLIMB
Grip Foot .... +2
STEALTH
Catspaw Stealth Foot .... +1
Total Body Plating .... -1

HIT NUMBERS

Point Blank	10
Close	15
Medium	20
Long	25
Extreme	30

ATTACK MODIFIERS

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing (-10m/kg>1)	10m x. BODY
Spears, etc	3m x BODY

RANGED COMBAT TO-HIT MODIFIERS

Extra actions	-3/extra action
Using off hand	-3
Using two weapons	-3 on both
Firing while running	-3
Firing a shoulder arm from hip	-2
Fast draw/Snapshot	-3
Ambush/Surprise attack	+5
Silencer/Suppressor	-1
Bipod (stationary & braced)	+1 to 2
Power Exo-Mount	-1
Turning to face target	-2
Ricochet or indirect fire	-5
Loser of Facedown	-3
Target immobile	+4
Moving target REF>10	-3
Moving target REF>12	-4
Moving target REF>14	-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
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

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 by light or dust	-3
Head only	-4
Behind someone else	-4

UNDERWATER MODIFIERS

Target <1m below surface	+2
Target 1-3m below surface	-3
Target >3m below surface	Scatter
Shooter <3m below surface	-2
Shooter >3m below surface	Scatter
Submerged & Firing at 2+ targets	-3
Recoil - Semi-Auto	/-1/shot
Recoil - Full-Auto	-1/10 shots

STUN/SHOCK SAVE MODIFIERS

Light (1)	0
Serious (5)	-1
Critical (9)	-2
Mortal (13)	-3
Mortal 1 (17)	-4
Mortal 2 (21)	-5
Mortal 3 (25)	-6
Mortal 4 (29)	-7
Mortal 5 (33)	-8
Mortal 6 (37)	-9

WOUND EFFECTS

LIGHT	0
SERIOUS	-2 REF
CRITICAL	1/2 REF, INT, COOL
MORTAL	1/3 REF, INT, COOL

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing (-10m/kg>1)	10m x BODY
Spears, etc	3m x BODY

DRUGS & POISON

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin 1	Death	4D6
Biototoxin II	Death	8D6
Nerve Gas	Death	8D10

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

MICROWAVE EFFECTS

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, rerolling if no limb 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 1D6/3 turns.
6	No Effect.

GRENADE TABLE

```
          +----+
          | 10 |
          +----+
     +----+----+----+
     | 7  | 8  | 9  |
     +----+----+----+
     | 5  |Target| 6 |
     +----+----+----+
     | 2  | 3  | 4  |
     +----+----+----+
          | 1  |
          +----+
```

ROLL 1D10 IF GRENADE THROW MISSES; ROLL
SECOND D10 FOR METERS FROM TARGET SPACE

COMMON COVER

	SP SDP
Office/Sheetrock Wall	5 15/m
Concrete Block Wall	10 30/m
Reinforced Wall	20 60/m
Brick Wall	25 75/m
Stone Wall	30 90/m
Reinforced Wall	40 120/m
External Wall	50 150/m
Floor / Ceiling	25 75/m
Heavily Reinforced Floor	100 300/m
Office/Wood Door	5 15
Heavy Wood Door	15 45
Concealed Security Door	15 45
Steel/Security Door	20 60
Reinforced Steel Door	50 150
Plexiglas Windows	12 15/m
Bulletproof Glass	15 45/m
External Windows	25 75/m
Car Body, Door	10 30
Data Term	25 75
Mailbox	25 75
Curb	25 75
Armored Fridge	30 90
Weapon Emplacement	30 90
Tree, Phone Pole	30 90
Concrete Utility Pole	35 105
Engine Block	35 105
Hydrant	35 105
Armored Car Body	40 120
AV-4 Body	40 120
Jersey Barrier	40 120

STRUCTURES

	SP SDP
Guard Tower	50 150
Militech Tower	50/25 150/floor
Arasaka Tower	40/20 120/floor
Corp Research Park	30/15 400-1500
Covert Research Base	100/15 400-1500
Covert Corp Bunker	75/30 750-2000
Corp Tower Bunker	75/30 200/floor
Corp Military Base	30-80/15 1000-4000
Underground Base	200 5000
Floating City	20+/10+ 500-2000
Undersea Dome	35/15 75/level
Old Undersea Dome	25/5 50/level
Undersea Mining Op	25/50 1000-6000
Sea Farm - Green	20/10 400
Sea Farm - Industrial	20/10 800
Sea Farm - Luxury	20/10 1000
Submarine Pen	35/15 2000/sub
Military Sub Pen	200/15 3000/sub

AREA EFFECT TABLE

Type	Area
Grenades	5m
Molotovs	2m /liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from center of explosion
C-6	5m /kg
RPG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

MULTIPLE ACTIONS

A) Divide your combat skill in HALF and round DOWN- (Handgun, Submachine gun, Rifle, Heavy Weapons, Martial Arts, Melee, Fencing, and Brawl). The number you come up with the number of actions you can make in one round with that skill. This rule does not apply to full auto or three round bursts. After your character has fired the maximum amount of times with that skill the normal penalties apply. (So if your character has a handgun skill of 6 he can fire his weapon 3 times in a round without penalty.)

B) The player must specify the number of shots to be fired before the first dice (after initiative) is rolled.

C) If attacking at over half your rate of fire, you cannot make a called shot, EXCEPT FOR THE FIRST ATTACK.

D) If attacking more than one target with the same weapon, there is a -3 penalty. This is cumulative if the character decides to attack more than one person.

E) After you have attacked at your maximum ROF all normal penalties apply. (Consult the rules in Friday Night Firefight)

F) If the weapons BOD minimum is higher than the characters BODY, normal penalties and rules apply.

G) For the purposes of this rule, all semi-auto handguns will have their base ROF reduced to one. For character's with a skill below 4 3-round burst weapons may only be fired once, and if the skill is higher than 4 the weapon may be fired twice. (The archery and heavy weapons skills do not normally apply as they are usually either single shot or fully automatic weapons.)

H) If the character has the martial art Gun-fu then the rules for the martial art are applied after the maximum amount of actions w/o penalty are made and then the normal rules follow after that. (For more about the rules associated with Gun-fu consult the book Listen Up You Primitive Screwheads or check out my addendum to my MARTIAL ARTS MASTER LIST.)

I) This rule also applies to martial arts and melee attacks but only within normal striking range.

(GM'S when applying this rule be sure to exercise discretion, common sense will tell you if what a character is attempting is feasible.)

CRITICAL WOUNDS

12 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 below......

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 D4.

10 points in the torso, (note: for decentralized heart this goes up to 12), 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, this immobilizes 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 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...). The limb must also be replaced by meat or cybernetics.

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.

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

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

NUMBER OF HITS=# POINTS > THAN TO HIT NUMBER

3 ROUND BURST= +3, CLOSE & MEDIUM ONLY

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.

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

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

INITIATIVE MODIFIERS

Kerenzikov Boosterware	+1 to +2
Speedware (for 5 turns)	+3
Ubermensch Speedware (for 5 turns)	+2
Fastdraw (-3 to hit)	+3
Speedholster (plus Fastdraw)	+1
Quickdraw holster (plus Fastdraw)	+2
Fire corridor (no +5 for Ambush)	+10
Underwater Combat	-0 to -3
Pressurized environment in water	+3
Tailored Phero-Confusion (1m range)	-1

BODY TYPE MODIFIER (BTM) TABLE

2 (Very Weak)	-0
3-4 (Weak)	-1
5-7 (Average)	-2
8-9 (Strong)	-3
10 (Very Strong)	-4
11+ (Superhuman)	-5

DAMAGE MODIFIERS TABLE

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

OPTIONAL HAND-TO-HAND MODIFIERS

Aimed strike at vitals	-3
Tiny target (bullseye, 1-3")	-3
Small target (1ft or smaller)	-2
Improvised weapon	-2

FRIDAY NIGHT FISTFIGHT 2

ATTACKER:

REF+Skill+Bonuses/Penalties+1D10

vs.

DEFENDER:

REF+Skill+Bonuses/Penalties+1D10

If there's a tie the defender wins.

RANGE PENALTY FOR CASTING

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

DASH MODIFIER TABLE

Dashing Distance	Damage Bonus	Penalty to Hit
None (In Hitting Range)	+0	-0
1/4 of Run	1/4 of MA	-2
1/3 of Run	1/3 of MA	-4
1/2 of Run	1/2 of MA	-6

STRIKE/CAST: Attack with a melee weapon

PUNCH: Attack with fists or elbows (Also headbutts)

KICK: Attack with feet or knees

DISARM: Remove opponents weapon

SWEEP: Trip or knock opponent to ground

BLOCK/PARRY: Use body or weapon to intercept opponents attack

DODGE: Evade opponents attack

GRAPPLE: Sieze opponent to initiate a hold, throw, or choke

THROW: Hurl or toss grappled opponent

HOLD/BREAK: Immobilize or do damage to grappled opponent

CHOKE/CRUSH: Damage or incapacitate grappled opponent

ESCAPE: Free yourself from a grapple, hold, or choke

RAM: Slamming or hurling oneself into opponent as an attack

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 MA 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 MA you may be able to enter Casting range.

RAM DAMAGE CHART

BODY	Damage
2	1D6-2
3-4	1D6-1
5	1D6
6-7	2D6
8-9	2D6+1
10	2D6+2
11-12	3D6+4
13-14	3D6+6
15	3D6+8
16-20	4D6+8
each +	each +1D6

FALLING

A character can safely negotiate REF/1.5 (round down) meters without taking damage. Falls cause 1D6-1 damage per 3m fallen, and is applied to the whole body, modified by BTM and armor. Soft armor (including skinweave and subdermalarmor) provides 1SP vs fall damage per 50SP, Hard armor provides 1SP vs fall damage per 25SP. [Chromebook 3, pg.24]

CLIMBING

Characters can climb a number of meters equal to their MA in one round. An Average Athletics check should be made for every turn spent climbing. Failure indicates a possible fall. An Average BOD/Strength Feat check should be made for the character to hang on; climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 meters. The Ref should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed. [Chromebook 3, pg.15]

Ammo Type	Dmg	Cost	Notes
5mm	1d6	5eb	Euro-conventional .22 LR munition
.25 ACP	1d6+1	7eb	
.22 Long Rifle	1d6	6eb	
6mm	1d6+1	8eb	
7mm	1d6+2	9eb	
.38	1d6+2	10eb	
9mm	2d6+1	12eb	
.41 CL	2d6+1	14eb	
10mm	2d6+3	16eb	
Militech 88 ISTS	3d6	20eb	8.8mm Necked-Down 10mm round
.338	3d6	17eb	
.357 Magnum	3d6+1	18eb	
.45ACP	2d6+2	18eb	
.400 Cor-Bon	3d6	22eb	Necked-Down .45ACP
.40S&W	2d6+3	18eb	
11mm	3d6	20eb	
CA 10.4mm	3d6+3	35eb	Necked-Down 11mm round
.408 Magnum	3d6+2	25eb	
.41 Magnum	3d6+2	24eb	
12mm	4d6+1	30eb	
.44 Magnum	4d6	35eb	
.454 Casull	4d6+3	40eb	
.50AE(12.7mm)	4d6+2	42eb	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	55eb	Necked-Down .50AE round
.525 Magnum Expresss	5d6	55eb	
.577 Boomer Magnum	5d6AP	60eb	
14mm Malorian	6d6	70eb	
4.5mm Liq. Prop	4d6	50eb	
5.5mm Chinese	4d6+2	40eb	
5.56mm NATO	5d6	35eb	
5.54mm PACT	5d6	40eb	
5.7mm Caseless	3d6	25eb	
6mm Caseless	5d6	40eb	
7mm Federated	5d6	30eb	
7mm Can Long	6d6-2	40eb	
7.62mm Sov Short	5d6+2	45eb	
7.62mm Sov Long	6d6	50eb	
7.62mm NATO Long	6d6+2	65eb	
6.5CL Hybrid	6d6-1	50eb	
9mm CL Long	2d6+4	20eb	
.300 Magnum Winchester	7d6+3	100eb	
12.7mm BMG .50 BMG	6d10	100eb	
20mm Reduced	4d10	75eb	
14.5mm	7d10	100eb	
15mm BMG	7d10	110eb	
15mm Kurz	4d10+3	150eb	KTW & Explosive Available in EHI
20mm	8d10	175eb	Available in EHI
30mm	10d10	200eb	

EXPLOSIVE MULTIPLIER TABLE

EXPLOSIVE UNITS	DAMAGE MULTIPLIER	RADIUS BANDS
1	x1	1
2	x1.5	1
3	x2	2
5	x2.5	2
8	x3	3
10	x3.5	3
12	x4	4
17	x4.5	4
21	x5	5
27	x5.5	5
33	x6	6
37	x6.5	6
41	x7	7

Damage Multiplier is the multiplier for the base damage done by one unit of explosive. So, for instance, 10 kg of C6 does 8D10 x 3.5 damage points.

Radius Bands is the number of times the explosive radius is multiplied. Each basic radius away from the explosion does half damage. The example 10 kg block of C6 would affect items up to 15 meters away from the explosion. Anything within 5m takes 4D10 x 3.5 damage points. Anything within 6-10 meters takes 2D10 x 3.5 damage points. Anything within 11-15 meters takes 1D10 x 3.5 damage points. Anything beyond that radius only takes shrapnel damage.

WOUND DAMAGE TABLE

1D10 ROLL

DICE VALUE	1	2-3	4-5	6-7	8-9	10-11	12-14	15+
(1D6/3)	0	0	1	1	1	2	3	4
(1D6/2)	1	1	1	2	2	3	4	5
(1D6)	1	1	2	3	4	5	6	7
(2D6)	2	3	4	5	6	7*	8*	9*
(3D6)	3	4*	5*	6*	7*	8**	9**	10**
(4D6)	4*	5*	6*	7*	8**	9**	NA	NA
(5D6)	5*	6*	7*	8**	9**	10**	NA	NA
(6D6)	6*	7**	8**	9**	10**	11**	NA	NA
(3D10)	4*	5**	6**	7**	8**	9**	NA	NA
(4D10)	6**	7**	8**	9**	10**	11**	NA	NA
(5D10)	7**	8**	9**	10**	11**	12**	NA	NA
(6D10)	8**	9**	10**	11**	12**	13**	NA	NA
(7D10)	9**	10**	11**	12**	13**	14**	NA	NA
(8D10)	11**	12**	14**	16**	18**	20**	NA	NA
(9D10)	14**	16**	18**	20**	24**	28**	NA	NA
(More)	16**	18**	20**	24**	28**	32**	NA	NA

(More) = More damage than 9D10.
*Causes 1 point of blunt trauma through soft armor even if failing to penetrate.
**Causes 1 pont of blunt trauma through hard armor even if failing to penetrate.

RECOIL FACTORS

BASE BOD MIN:
D6 weapons = (Max Damage/6).
D10 weapons = (Max Damage/5).

ROF 16-30 - x2.0
ROF 31-60 = x2.5
ROF 61-120 = x3.0
ROF 121+ = x3.5

MODIFIERS (MULTIPLY ALL MODS TOGETHER):
1-handed (Handgun) = x2.0
2-handed, no brace* (some SMGs & shotguns) = x1.0*
2-handed & brace* (Rifles, MGs, other SMGs/Shotguns) = x0.5*
Area Effect (Shotguns** & GLs**) = x1.5*
EAP(Railguns) = x1.8
ROF 1-3 (Semiauto) = x1.0.
ROF3-15 = x1.75

*Brace = Stock, Arm Brace, Shoulder Strap, Harness, Sling, Mono-/Bi-/Tripod, Gyro-Mount, etc.

*Shotguns use Shot damage; GLs use ((diameter in mm)/5) xD6 for max damage; High-pressure/high-velocity Grenades (for Auto-GLs) are x1.5

A Cyberarm acts as BOD 12 for pistol recoil purposes only.
A Powered Exo-Mount has BOD 18 for recoil purposes only.

SHOTGUN TABLE

Range	Size of Pattern	Damage
Close,PB	1 meters	4D6
Medium	2 meters	3D6
Long	3 meters	2D6

On a natural roll of 1, re-roll the dice, if you roll under your skill you have fumbled, refer to charts

FUMBLE TABLE

AREA	RESULT OF ROLL
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, you leave them 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.

HAND-TO-HAND FUMBLE TABLE

01-10	Character falls, DD6/2 turns to rise.
11-20	You're thrown off your stride. Lose next attack pulling yourself together.
21-30	All damage from attacks cut in half, rounding down, for D6/2 turns.
31-40	-4 from next defense roll.
41-50	Lose balance. Character must make an Difficult Reflexes roll in order to avoid falling. If character falls, must make an Average Reflexes roll to stand up next turn. If he doesn't fall, his D10 roll during his next attack is cut in half, rounding down.
51-65	Character falls. Must make Average Reflexes roll to stand up on subsequent turns.
66-75	Vision obscured. All die rolls cut in half, rounding down, for D6 turns.
76-80	Stumble and twist ankle. All die rolls cut in half for next turn, and character moves at half MA for 2D10 turns.
81-86	Weapon, if present, dropped. Must make Average Reflexes roll to pick it up on subsequent turns. If no weapon, roll again.
87-93	Weapon, if present, breaks. If no weapon, roll again.
94-95	Opponent automatically adds +5 to next attack.
96	Opponent automatically scores Critical Success on next attack.
97-98	Hit nearest friend. Hit self if no friend near.
99	Hit self.
100	Hit self for double damage.

FIREARM FUMBLE CHART

1-5	Misfire. Roll again, 99-100 hangfire.* (If beam weapon, technical malfunction)
6-10	Firing pin breaks. Gun may be used in future as club. (If beam or gauss weapon, technical malfunction: result same)
11-50	Misfeed.** Bullet goes off but feed mechanism jams. Average Reflexes roll to clear weapon next round. Caseless ammo weapons will only suffer this on D100 roll of 1-20, but will be impossible to repair in action. Beam weapons unaffected.
51-60	Vision obscured. All die rolls cut in half, rolling down, for next D6 turns.
61-75	Lose balance. Character must make an Difficult Reflexes roll in order to avoid falling. If character falls, must make an Average Reflexes roll to stand up on subsequent turns. If he doesn't fall, his D10 roll during his next attack is cut in half, rounding down.
76-85	Drop weapon. Average Reflexes roll on subsequent turns to pick it up.
86-90	Weapon dropped and goes off. Roll D100: 1-15 shoot self; 16-20 shoot friend; 21-25 shoot enemy; 26-100 scare the hell out of everybody.
91-94	Shoot friend. If no friend present, shoot self.
95	Shoot friend for automatic critical success.
96-98	Shoot self.
99	Shoot self for automatic critical success.
100	Weapon blows up.*** D6 points of damage to D6 parts of the body.

* Hangfire: Firearms only. The bullet will discharge randomly in the next D100 seconds. If weapon is pointed away from everyone for the appropriate length of time, no problem. If the gun is handled casually, roll D100: 1-10 shoot self; 11-15 shoot friend (self if no friend near); 16-20 shoot enemy; 21-100 miss. If the bullet is ejected and is rolling around loose when it goes off, roll D100: 1-5 shoot self, 6-7 shoot friend, or self if no friend present, 8 shoot enemy, 9-100 miss.

** Only automatics can jam. Revolvers and single-shot weapons treat as a simple miss. There is also a "saving roll" on D100 for automatics, depending on reliability: 1-60 Very Reliable weapons treat as a simple miss, 1-30 Standard weapons treat as a simple miss, 1-10, Unreliable weapons miss.

*** There is a saving roll for this disaster on D100: 1-80, Very Reliable weapons won't blow up; 1-40, Standard weapons won't blow up.

HEAD		TORSO		R. ARM		L. ARM		R. LEG		L. LEG	
1-3	Skull	1-4	Chest	1	Shoulder	1	Shoulder	1-5	Thigh	1-5	Thigh
4-5	Eyes	5-7	Stomach	2-4	Upper Arm	2-4	Upper Arm	6	Knee	6	Knee
6-8	Face	8	Left Hip	5	Elbow	5	Elbow	7-8	Shin	7-8	Shin
9	Throat	9	Groin	6-8	Forearm	6-8	Forearm	9	Foot	9	Foot
0	Mouth	0	Right Hip	9-0	Hand	9-0	Hand	0	Hip	0	Hip

RELIABILITY TABLE

Weapon	Jams on
Very Reliable	3 or lower
Standard	5 or lower
Unreliable	8 or lower

VEHICLE FAILURE TABLE

1-4 Vehicle slews briefly out of control. Weapons fire at -5 this turn. May crash if within 2m of an obstacle or vehicle; Diff 15+ skill roll or sustain a sideswipe.

5-6 Lose control. Weapons fire at -10 this turn & next. Diff 20+ roll to regain control next turn, failure forces another 1D6 roll on the Failure Table. Ground vehicles skid 1D10x3m sideways in direction of travel. Air vehicles stall out, losing 1D10x15m altitude. If vehicle intercepts an obstacle within this distance it crashes.

7+ Ground vehicles roll 1D10x3m in direction of travel and take 1D6 Penetration to their thinnest armor each turn for [meters per turn in speed/20] turns. Roll 1D10 to determine which side is up (1-2 Top, 3-4 Left, 5-6 Right, 7-10 Bottom). Air vehicles go into a tail spin, losing 1D10x30m per turn until control is regained (Diff 25+) or aircraft crashes. No weapons fire.

On a natural roll of 10, re-roll and add the number to your to-hit total, then re-roll the die one more time, if you roll a 9 or 10 you have critically succeeded, refer to chart:

CRITICAL SUCESS TABLE

1. Weapon does Double Damage
2. Weapon does maximum damage as if from a point blank shot
3. You may choose hit location instead of rolling (head, arm, etc.), in case of a called shot, you may choose a specific location (arm, finger, groin, etc...)
4. The weapon hits a weak spot in opponents armor (eye slits, joints, between seams) which is really only useful when fighting vehicles or powered armor or somesuch, armor is treated as being at 1/4th
5. Weapon hits two targets via ricochet or over penetration, second target takes half damage
6. Weapon hits something explosive (grenade, c-4, gas tank, ammo, whatever) or similar (gas container, acid vial, liquid drug stash, etc...) on opponent or target, only applies if there is something of this nature to actually hit
7. Impact from your weapon automatically results in opponent being disarmed
8. Blood, shrapnel, or other substance released from your weapons damage flies into targets eyes, blinding him (kinda iffy about this one, since logically it could only apply if the hit was to the front of the character)
9. Weapon shocks the enemy more than normal, stun and death saves at -2
10. Weapon knocks target off his feet.

SPS OF COMMON VEHICLE WALLS

Bell F-52 Airogyro	40 SP
Bell Boeing Osprey (military)	20 SP
Cessna Swingswing	5 SP
Helicopter (armored)	50 SP
Helicopter (unarmored)	15 SP
Douglass AV-4 Tactical Aero	40 SP
Lear-Douglass AV-6 Aerodyne	60 SP
Douglass AV-7 Aerodyne	10 SP
Unarmored automobile	10 SP
Armored automobile	40 SP
Speedboat	10 SP

SDPS OF COMMON VEHICLES

Bell F-52 Airogyro	40 SDP
Bell Boeing Osprey (military)	200 SDP
Cessna Swingswing	60 SDP
Helicopter	90 SDP
Douglass AV-4 Tactical Aero	100 SDP
Lear-Douglass AV-6 Aerodyne	85 SDP
Douglass AV-7 Aerodyne	50 SDP
Unarmored automobile	50 SDP
Bike	30 SDP
Speedboat	60 SDP
Truck/Van	80 SDP

MANUVER MOD TABLE
+Add to Difficulty Roll

Road Hazards	MOD
Wet road	+3
Gravel, dirt	+2
Ice	+5
Downhill grade	+1

Conditions	MOD
Heavy fog, rain	+3
Insufficient light	+3
Driver wounded	+2 to +6

SPEED TABLE

10mph	15m	70mph	105m
20mph	30m	80mph	120m
30mph	45m	90mph	135m
40mph	60m	100mph	150m
50mph	75m	200mph	300m
60mph	90m	300mph	450m

VEHICLE ACC./DEC.

VEHICLE	ACCELERATION	DECELERATION
CYCLE:	ACC 18 MPH	DEC 30 MPH
CAR:	ACC 15 MPH	DEC 40 MPH
PICKUP:	ACC 15 MPH	DEC 40 MPH
TRUCK:	ACC 10 MPH	DEC 30 MPH
APC*:	ACC 10 MPH	DEC 50 MPH
IFV*:	ACC 13 MPH	DEC 50 MPH
MBT:	ACC 10 MPH	DEC 50 MPH
HOVER:	ACC 15 MPH	DEC 10 MPH
AV:	ACC 50 MPH	DEC 50 MPH
OSPREY:	ACC 10 MPH	DEC 20 MPH
LIGHT AIRPLANE:	ACC 15 MPH	DEC 20 MPH
JET:	ACC 20 MPH	DEC 25 MPH
MED/HVY AIRPLANES:	ACC 10 MPH	DEC 25 MPH
AIRSHIP:	ACC 5 MPH	DEC 30 MPH
LHT/MED HELICOPTERS:	ACC 15 MPH	DEC 15 MPH

MANUEVERS

VEHICLE	Tight Turn	Swerve	Hard Brake	Reverse	Takeoff /Land	Vertical Climb/Dive	Hover	Rotate/ Bootleg	Pullaway
AV-4 (Transport)	15	10	10	20	15	10	15	20	25
AV-6 (Assault)	12	10	10	18	15	10	15	18	20
AV-7 (Private)	12	10	10	19	15	10	15	19	22
Osprey II	15	10	10	20	15	10	15	20	25
Airogyro	12	10	10	18	15	10	15	18	20
Helicopter	123	10	10	19	15	10	15	19	24
Bike	15	10	15	NA	NA	NA	NA	20	NA
Sports car	10	10	10	10	NA	NA	NA	20	NA
Compact	12	12	12	10	NA	NA	NA	25	NA
Sedan	15	15	15	12	NA	NA	NA	29	NA
Van/Truck	20	20	20	15	NA	NA	NA	30	NA
Speedboat	15	10	15	20	NA	NA	NA	20	20

NOTE: You may only make ONE manuver per phase.
AV's, Ospreys & Rotorcraft: Add +2 to difficulty for every 50mph over manuver spd.
Groundvehicles, boats: Add +2 to difficulty for every 10mph over manuver spd.

Hit Location Table

ROLL	AV-4	AV-6	AV-7	Bike	Ground Vehicle	Osprey	Helicopter	Airogyro	Boat
1	L.Fan*	L.Fan*	L.Fan*	F.Tire	LF.Tire	L.Engine	Engine	Engine	Engine
2	R.Fan*	R.Fan*	L.Fan*	F.Tire	RF.Tire	R.Engine	Engine	Engine	Pilot
3	Pilot	Pilot	R.Fan*	R.Tire	LR.Tire	L.Engine	Pilot	Engine	Body
4	Body	Body	R.Fan*	R.Tire	RR.Tire	R.Engine	Rotor	Pilot	Body
5	Body	Pilot	Engine	Engine	Engine	Pilot	Rotor	Pilot	Body
6	Body	Body	Pilot	Engine	Driver	L.Wing	Body	Pilot	Body
7	Body	Body	Body	Driver	Body	R.Wing	Body	Rotor	Body
8	Body	Body	Body	Driver	Body	Body	Body	Rotor	Body
9	Body	Weapon	Body	Driver	Body	Body	Body	Body	Body
10	Weapon	Weapon	Body	Body	Body	Body	Body	Body	Body

* Attacker chooses location

REVISED CONTROL MODIFIERS

VEHICLE	MOD.
STANDARD CAR	-0
AV	-0
LIMOUSINE, PICKUP	-3
OSPREY	-0
CYCLE	+1
LIGHT PLANE	-0
TRUCK	-4
MED/HVY PLANE	-3
APC/IFV/MBT*	+2
SMALL JET	+1
HOVER	-2
LARGE JET	-4
LT. HELI	-0
AIRSHIP	+5
MED/HVY HELI	-2

CONTROL ROLL RESULTS

ROLL	GROUND	AIRCRAFT
1-3	Minor Skid	Slew, aircraft lurches
4-6	Major Skid	Stall, go into spin, lose 500 ft. alt. per turn.
7+	Roll vehicle, crash.	Stall, go into tumble, lose 1,000 ft. alt. per turn.
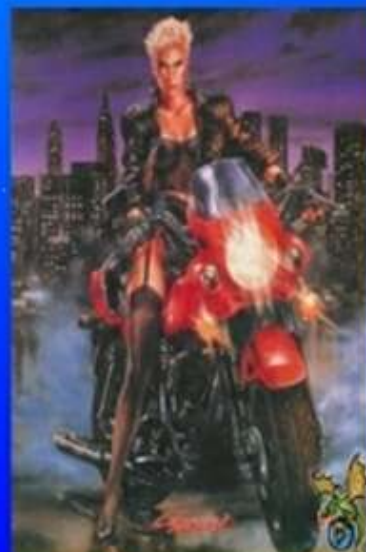
MANUVER DIFFICULTY MODIFIERS:

MOD.	CONDITION
+1	EVERY 10% OF A VEHICLE'S SPEED OVER 50% OF TOP SPEED
+10	DRIVER/PILOT CAN'T SEE AND HAS NO SENSING INSTRUMENTS
+5	DRIVER/PILOT TRYING TO DO SOMETHING ELSE BESIDES DRIVING (UNLESS CYBERLINKED TO VEHICLE)
+3	SLIPPERY ROAD (GROUND VEHICLES ONLY, NOT HOVERCRAFT)
+5	ICY ROAD (GROUND VEHICLES ONLY, NOT HOVERCRAFT)

VEHICLE WEIGHT MODIFIER TABLE

MULTIPLIER	SIZE
X 1/2	VERY LIGHT (LESS THAN 25 KG, CARDBOARD, GLASS)
X 1	LIGHT (MAN, 25-100 KG, PLYWOOD)
X 2	MEDIUM (MOTORCYCLE, 101-500 KG, PLASTER/PLASTIC)
X 3	HEAVY (CAR, 501-5000 KG, CONCRETE)
X 4	VERY HEAVY (TRUCK, 5000+ KG, REINFORCED CONCRETE, TANK, ARMORED WALLS/VAULT DOORS)

Table 1
Symptoms & Effects of Hypothermia

Stage	Symptom	Check
1	Numbness of extremities (fingers toes).	REF −1
2	Stiffness of joints, limbs.	REF −1
3	Shivering stops.	BODY −1
4	Thoughts become disjointed, Navigation impossible.	INT test
5	Balance goes, walking becomes difficult.	REF test
6	Character must sleep.	MA test
7	Character will die.	BODY test −5 each hour to avoid death

SIMPLE ELECTRONICS:
Fashionware, Implants, Cyberweapons, Video Board, VideoCam, Cellular Phone, Commos, Binoglasses, Security Locks, Electronic Instruments.

COMPLEX ELECTRONICS:
Cyberaudio, Cyberlimbs, Linear Frames, Techscanner Pocket Computer, Laptop Computer, Smartgoggles, Decryptors, Security Scanner, Movement Sensor MedScanner.

VERY COMPLEX ELECTRONICS:
Neuralware, Cyberoptics, Cyber-modem.

CYBERWARE VS COLD WEATHER

Cybernetic parts may be affected by the cold, especially if no precautions are taken to protect the exposed equipment. For example, cyberoptics can be protected by goggles that keep their ambient temperature above zero.

An exposed limb suffers failure as the hydraulic fluid begins to freeze, reducing the Strength and Reflex for an affected limb by 1 per hour exposed, and adds 10% to the owner's chance of developing hypothermia (see Northwest Passage, page 57). Covering or heating the limb restores the complete function of the limb. Vigorously exercising the cybernetics allows normal movement for at least five minutes. Thermal scanners (IR, thermograph) are less effective due to intense cold. They will need to be recalibrated using Cybertech.

Any chromed, metallic, or noncoated replacements adhere to any warm exposed skin. If ripped apart, an amount of skin equal to the contact area is removed. Although this hurts, damage is only temporary, lasting until first aid is applied. In combat allow 1d6 extra damage only if exposed skin is struck. [Northwest Passage, pg.59]

QUALITY	DESCRIPTION	COST MODIFIER	BASE MR
Very Poor	Second-Hand	−50%	3
Poor	Cheap Imitation	−25%	2
Standard	Store-Bought	Normal	1
Good	High Quality	+100%	1/3*
Excellent	Customized	+200%	1/1*

RESTRAINT CHECK MODIFIERS

Circumstance	Modifier
Character is in a group of 26 or more people	−4
Character is in a group of 6-25 people	−2
Character has violent personality (Solo, Booster, Nomad, etc.)	−2
Per 2 days of heat above 30C, below 40C endured*	−1
Per day of heat above 40C endured	−1
Per prior successful Restraint check	−1
Per Stress Level the character is at (starting after normal)	−1
Per night of sleep missed	−1
Per prior failed Restraint check	+1
Offending person obviously powerful or elite	+1 to +3
Offending person is an authority figure (Cop, Corp, etc.)	+2
Pacifist personality (MedTech, Corporate, etc.)	+2
*Round down	

MALFUNCTION TABLES

SIMPLE ELECTRONICS

TOTAL RESULT

1-5 GLITCH:
The device malfunctions for 1d6 Turns. The malfunction is at the GM's discretion, but should be minor, merely disrupting the function of the device. No repairs are required at this time.

6-8 MINOR MALFUNCTION:
The device malfunctions when used 50% of the time. The malfunctions renders the device very difficult to use, but is at the GM's discretion. After repairs are made, the device functions normally until a malfunction results again. Repairable: 1 hour; DL 15.

9 MAJOR MALFUNCTION:
The device will not operate 80% of the time. After repairs are made, the device functions normally until a malfunction results again. Repairable: 2 hours; DL 20.

10+ DEAD:
The device will not operate. No repairs can be made, it must be replaced.

COMPLEX ELECTRONICS

TOTAL RESULT

1-4 GLITCH:
The device malfunctions for 1d6 Turns. The malfunction is at the GM's discretion, but should be minor, merely disrupting the function of the device. After repairs are made, the device functions normally until a malfunction results again. Repairable: 1 hour; DL 15.

5-7 MINOR MALFUNCTION:
The device malfunctions when used 50% of the time. The malfunctions renders the device very difficult to use, but is at the GM's discretion. After repairs are made, the device functions normally until a malfunction results again. Repairable: 2 hours; DL 20.

8-9 MAJOR MALFUNCTION:
The device will not operate 80% of the time. After repairs are made, the device functions normally until a malfunction results again. Repairable: 4 hours; DL 25.

MR MODIFIERS

Circumstance	Modifier
Per hour of basic maintenance (up to a max of base MR)	+1
Per Malfunction since last maintenance	−1
Per 4 points of damage to device	−1
Per week without basic maintenance	−1
Wet Conditions (Exposed to water, swimming/downpour)	−2
Extreme cold (−10° and below)	−2
Near high-voltage power source/Lightning	−2
Major Jostling (Parachuting, falling more than 2m)	−2
Hot & Humid conditions (40°+)	−3

10+ DEAD:
The device will not operate. No repairs can be made, it must be replaced.

VERY COMPLEX ELECTRONICS

TOTAL RESULT

1-3 GLITCH:
The device malfunctions for 1d6 Turns. The malfunction is at the GM's discretion, but should be minor, merely disrupting the function of the device. After repairs are made, the device functions normally until a malfunction results again. Repairable: 2 hours; DL 20.

4-6 MINOR MALFUNCTION:
The device malfunctions when used 50% of the time. The malfunctions renders the device very difficult to use, but is at the GM's discretion. After repairs are made, the device functions normally until a malfunction results again. Repairable: 4 hours; DL 25.

7-8 MAJOR MALFUNCTION:
The device will not operate 80% of the time. After repairs are made, the device functions normally until a malfunction results again. Repairable: 8 hours; DL 30.

9+ DEAD:
The device will not operate. No repairs can be made, it must be replaced.

Heat Stroke Modifiers

CIRCUMSTANCE	MODIFIER
Wearing coolant suit	+6
Drinking double normal requirement	+4
Wearing light clothing	0
Per 4 hours exposed to temp. 30-35C	−1
Head exposed (i.e.: no hat)	−1
Wearing heavy clothing	−2
Per 4 hours exposed to temp. 36-40C	−2
Per 4 hours exposed to temp. 41-45C	−3

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 players use controlled hyperventilation. [Sub Attica, pg.80]**

SLEEP CHECK MODIFIERS

Character is Fatigued	−1	Character's life in jeopardy	+4
Character is active	+1	Character has	
Character is Exhausted	−2	been resting 1hr+	−2
Character engaged in strenuous activity	+3	Soporific drugs taken	−STR
		Character's Deprivation Level	−LVL
Character is Debilitated	−4	Stimulants taken	+STR
Character is Collapsed	−8		

DATAFORTRESS
2.0.2.0