



# The Infamous Disorder Table for Cyberpunk 2020

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D6	D100	Disorder	Gains				
				50-56	afraid of insects	Zoology +2, First Aid +2	
1-2	01-15	Paranoia	Awareness +3, Dodge & Escape +2	57-61	afraid of snakes	Zoology +2, Toxin Binders	
	16-22	hatred of specific race	Oratory +1, Intimidate +1, Interrogation +1	62-67	afraid of darkness	Cybereye with IR, super bright flashlight	
	23-34	Suicidal Tendencies	Intimidate +3, Luck +2	68-73	afraid of monsters	Awareness / Notice +1, Hide / Evade +1	
	35-42	Megalomania	Oratory +2, Leadership +3	74-78	afraid of rodents	Zoology +2, vat grown Tiger-Cat ( REF: 9, MA: 10, BODY:5, BTM: -2 / Bite +4 => 1D6 )	
	43-47	simulate illness	Perform +3, Diagnose Illness +1	79-82	afraid of being alone	Cyberaudio: Wearman, Wide Band Scanner	
	48-53	Absent Mindedness	Library Search +2, Interview +1	83-85	afraid of death	Nylon Helmet, Skin Weave ( SP: 6 )	
	54-63	Narcissim	Personal Grooming +3, Wardrobe & Style +1	86-91	afraid of hidden cyberwear	Cybertech +4, Cybereye with thermograph	
	64-72	manic	REF +1	92-96	afraid of pain	Pain editor, 2D6 doses Endorphin ( just in case the damn thing doesn't work ...)	
	73-81	Pathological Liar	Persuasion & Fast Talk +3, Perform +1	97-00	afraid of strangers	Human Perception +1, Hide / Evade +1	
	82-89	Kleptomania	Pick Pocket +4	5-6	01-09	addicted to sex	Seduction +4, Mr Studd ( or Midnight Lady ) Sexual Implant
	90-96	Pyromania	Chemistry +2, Demolitions +2	10-18	addicted to gambling	Gamble +4, Expert: Casinos +4	
	97-98	Masochism	Resist Torture & Drugs +2, Endurance +1	19-28	addicted to speed	Driving or Motorcycle +2, one other REF-Skill +1	
	99-00	Fetishism	Choose on Expert Skill +5 and specific object	29-35	addicted to videogames	Expert: Video Games, SegAtari System	
3-4	01-05	afraid of disease	Biomonitor, Nasal Filters, Diagnose Illness +2	36-44	Endorphin addict	COOL +1, Resist Torture & Drugs +3, 2D6 doses	
	06-09	afraid of treachery	Human Perception +2, Lie detector	45-52	Snapcoke addict	6 Skill Points for EMP-Skills, 2D6 doses	
	10-15	afraid of heights	Two Cybereyes with teleoptics	53-55	Speedball addict	Military Cyberwear for 4000 eb, 1D6 doses	
	16-20	afraid of fire	MA +1, fire-proof longcoat ( SP: 8 )	56-69	Nicotine Stick addict	COOL +1, Awareness / Notice +1, 2D6 packs	
	21-25	afraid of crowds	Hide / Evade +2, small and cheap apartment	70-80	Coffeine Stick addict	Awareness / Notice +1, Skill Point for a REF-Skill, 2D6 packs	
	26-32	afraid of open places	Streetwise +2, small and cheap apartment	81-91	Uppers addict	2 Skill Points for REF-Skills, 2 D6 doses	
	33-38	afraid of small places	One Pilot Skill +2, Survival Kit with sleeping mat and so on ...	92-96	Downers addict	Dodge & Escape +1, Hide / Evade +3, 2D6 doses	
	39-44	afraid of aliens	Library Search +4, Expert: Alien Stories +6	97-00	IQ addict	4 Skill Points for INT-Skills, 1D6 doses	
	45-49	afraid of accidents	First Aid +3, First Aid Kit, 1D6/2 Doses Speedheal				

## Rules

 Bei der Charaktergenerierung unter CP2020 kann man als Spielleiter die Spieler einmal auf dieser Tabelle würfeln lassen. Jede Disorder bringt dem jeweiligen Charakter auch Vorteile (unter Gains beschrieben). Dies können Ausrüstungsteile oder Skillerrhöhungen sein. Falls dem jeweiligen Spieler seine Disorder nicht gefällt, kann er nochmal würfeln, muss die nächste Disorder aber auf jeden Fall nehmen.

 [Translation by Karsten:] During Charactergeneration as per CP2020 rules the GM lets the Player roll once on this table. Each disorder also has an advantage, to be found under the heading 'gains'. This can be a plus on skills or parts of equipment. If the player dislikes the disadvantage, (s)he may roll again, but then is stuck with the new disadvantage.