Modern Punk 2005

Roles:

Star

Famous Personalities that use their influence and fame to make it big.

STAR

Charismatic Influence: Allows the Star to get in anywhere he/she wants by using their fame to intimidate or influence. Also applies to bargaining or socializing when their fame would be known. This roll uses either Social or Fast talk depending on the truth of the Star's words and the Empathy stat.

Awareness/Notice
Perform
Wardrobe & Style
Play Instrument
Personal Grooming
Persuasion & Fast Talk
Seduction
Social
Intimidate

Soldier

Highly trained trooper that's quick and alert from combat drills.

SOLDIER
Combat Sense: Adds to initiative and awareness notice against ambushes. Its kind of a combat sixth sense.
Awareness/Notice
Handgun
Brawling or Martial Arts
Melee
Weapons Tech
Rifle
Athletics
Submachine gun
Stealth

HACKER
Quick net-jockeys who know all the ins and outs.

Hack: Adds to tech as a roll for breaking into systems and decrypting data.
Awareness/Notice
Basic Tech

Education
Computer Use
Electronic Security
Programming
Composition
Electronics
Hide/Evade

Engineer
Brilliant design students and crazy inventors.

Jury Rig: Allows modification of machines to work in a particular fashion. Or repair of a broken device for a number of rounds equal to 1d6 per level of skill.
Awareness/Notice
Basic Tech
Computer Use
Teaching
Education
Electronics
Any three other Tech skills (Aero, Robotics, Weapons, Genetics, Elect. Security, etc.)

Paramedic
Medical technicians and doctors, ready to save lives.

Medical Tech: Skill used to heal injuries and treat wounds, as well as revive the recently dead.
Awareness/Notice
Basic Tech

Diagnose
Education
First Aid
Library Search
Pharmaceuticals
Zoology
Human Perception

Reporter
Hard hitting reporters, trying to get to the truth.

Credibility: Ability to sell your story, to publish the dirt, to get the truth out. Or to get someone to believe a total lie. Uses the intelligence stat.
Awareness/Notice
Composition
Education
Persuasion & Fast Talk
Human Perception
Social
Streetwise
Photo & Film
Interview

Law enforcer
Police and Law enforcement agents and protectors of the public.
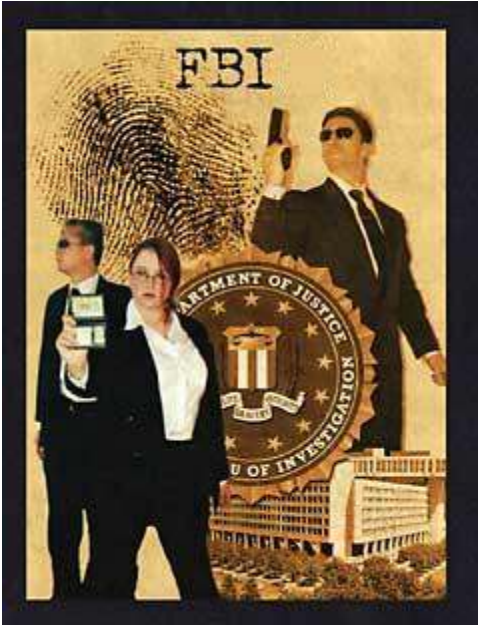
Authority: Ability to push your weight around with your badge. Get criminals to do what you want.
Awareness/Notice
Handgun
Education
Interrogation
Human Perception
Athletics
Brawling
Melee
Streetwise

Business tycoon
Corporate raiders and slick share holders.

Resources: Ability to requisition funds for various projects and manage the corporate ladder.
Awareness/Notice
Stock Market
Education
Library Search
Human Perception
Social

Persuasion & Fast Talk
Wardrobe & Style
Personal Grooming

Gangster
Organized crime members and hitmen.

Streetdeal: Ability to acquire illegal goods through the black market.
Awareness/Notice
Forgery
Handgun
Brawling
Melee
Pick Lock
Pick Pocket
Intimidate
Persuasion & Fast Talk

Thug
Common criminals with the street smarts to survive.

Blood: Ability to call in favors and help from fellow gangers and thugs. A thug can call in a number of fellow gangers equal to 2 times his level in the skill.
Awareness/Notice
Endurance
Melee
Handgun
Drive
Basic Tech
Persuasion & Fast Talk
Brawling
Athletics

Vagrant

Scavenge: Ability to find food, shelter, beg for money and similar in any city or town you go to. Also the ability to scrounge poor condition but working items for virtually no cost. Ability adds to Intelligence and is treated like a Street deal check when attempting to acquire goods, weapons, and similar. For begging for money, it requires a whole day to get the Vagrant's Scavenge skill check result x 2 in dollars. In a pinch a Vagrant can try to bum a few bucks equal to their Scavenge skill rank at a Difficulty 15 roll. (Only once per day without GM's discretion). Items and weapons acquired by the Vagrant are usually treated as reliability unreliable or worse.
Awareness/Notice
Streetwise
Pick Pocket
Pick Lock
Basic Tech
Hide/Evade
Stealth
Brawl

Melee

SNEAK
Stealthy criminals, thieves, and espionage agents.

Chameleon: Ability that adds to Hide/Evade and Disguise skill checks when trying to blend in and not be noticed. Also applies to Stealth when sneaking past people
Awareness/Notice
Hide/Evade
Stealth
Handgun
Shadow/Track
Electronic Security
Disguise
Pick Pockets
Pick Lock

OUTDOORSMAN

Know The Land: Ability that adds to Navigation, Endurance, Survival, Hide, and Track skill checks for each chosen terrain (1 terrain per 2 ranks).
Terrain List: Woods, Swamp, Plains, Mountains, Desert, Jungle, Savannah, Badlands
Awareness/Notice
Hide/Evade
Booby Trap
Rifle
Shadow/Track

Wilderness Survival
Endurance
Swimming
Zoology

Politician

Charismatic Leadership: Ability to lead, allows massive control of a crowd, swaying them to your command. Allows the Politician to sway crowds equal to his level of ability squared times 200. This ability (added to Cool) allows the Politician to control, sway, and charm large numbers of people.
Awareness/Notice
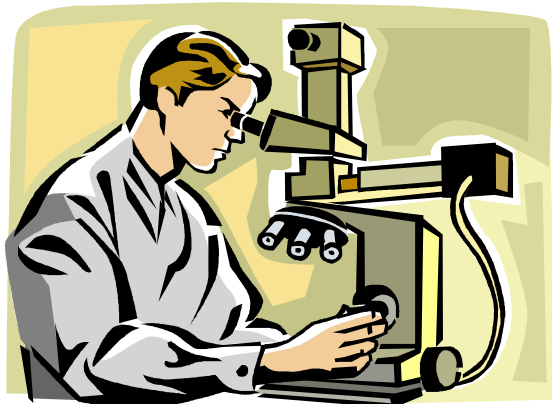Leadership
Oratory
Social
Wardrobe & Style
Personal Grooming
Composition
Persuasion & Fast Talk
Education

Scientist

Analyze: Adds bonus to diagnose, chemistry, biology or similar science skill roll (This applies to 1 INT or TECH science skill per 2 ranks in this ability), when attempting to discern information from a sample. Also allows the Scientist to make a hypothesis about some unknown event, animal, sample, or similar; by giving him info through a Analyze + INT + 1d10. The difficulty is based on the amount of information gleaned.
Awareness/Notice
Education
Computer Use
Mathematics
Teaching
Library Search or Research
+3 Other INT or TECH Science Skills (Physics, Biology, Chemistry, Zoology, Botany, Genetics, Anthropology, Paleontology, etc.)

WHEELMAN

Wheelman: Adds bonus to all maneuvers attempted in vehicles using the following skills: Drive, Motorcycle, Boating. The Wheelman's ability is also treated as a Solo's combat sense for initiative when inside a favored vehicle during a combat situation.
Awareness/Notice
Automotive Tech
Basic Tech
Boating
Drive
Motorcycle
Persuasion & Fast Talk
Brawling
Paint or Draw

Pilot

Ace: Adds bonus to all maneuvers attempted in piloting aerial vehicles (applies to one type of Aerial vehicle per 2 ranks in Ace special ability). The Pilot's ability is also treated as a Solo's combat sense for initiative when inside a favored vehicle during a combat situation.

Awareness/Notice
Aero Tech
Electronics
Sky Diving
Brawling
Social
Pilot (Any three types)

Character Points: Either roll 1d10 for each stat or use a standard character Statistic pool. Standard character point number is 75.

Statistics: Intelligence, Reflexes, Cool, Technical Ability, Luck, Attractiveness, Movement Allowance: RUN: MA * 3 (meters). LEAP: RUN/4 (meters), Empathy: HUMANITY: Empathy x10, Body Type: BODY TYPES & POINTS, 2 pts – Very Weak, 3-4 pts – Weak, 5-7 pts – Average, 8-9 pts – Strong, 10 pts – Very Strong; CARRY: Body * 10 (kg), LIFT: Body * 40 (kg), BODY TYPE MODIFIER: Very Weak – 0, Weak – (-1), Average – (-2), Strong – (-3), Very Strong – (-4), Superhuman* - (-5) *Not normally available.

Character Creation and Background
Ethnic Origins
1. Anglo-American
2. African
3. Japanese/Korean
4. Central European/Soviet
5. Pacific Islander
6. Chinese/Southeast Asian
7. Black American
8. Hispanic American
9. Central/South American
10. European

Family Background

Family ranking
1. Inherited Wealthy
2. Business Wealthy
3. Management Wealthy
4. Lower Management Wealthy
5. Middle Class
6. Lower Middle Class
7. Lower Class
8. Welfare Family
9. Squalid 3rd World Poor
10. Homeless
Go to PARENTS

Parents
1-7 Both parents are living. Go to FAMILY STATUS.
8-10 Something has happened to one or both parents. Go to SOMETHING HAPPENED
TO YOUR PARENTS.

Family Status
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
ENVRIONMENT.

Something Happened to Your Parents
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 Your never knew your parents.
6 Your parent(s) are in hiding to protect you.
7 You were left with relatives for safe keeping.
8 Your parent(s) gave you up for adoption.
9 Your parent(s) killed themselves.
10 You grew up on the streets and never had parents.
Go to FAMILY STATUS

Childhood Environment
1. Spent on the Street, with no adult supervision.
2. Spent in a safe Suburbia
3. Moved from town to town (never really had a home)
4. in a decaying, once upscale neighborhood.
5. in the downtown central area of a large city.
6. in the heart of the slums.
7. in a small village or rural community.
8. in an expanding small town.
9. in another country.
10. In an upper class gated community.
Go to SIBLINGS

Family Tragedy
1. Family lost everything through betrayal.
2. Family lost everything through bad management.
3. Family exiled or otherwise driven from their original home/nation/corporation
4. Family is imprisoned and you alone escaped.
5. Family vanished. You are the only remaining member.
6. Family was murdered/killed and you were the only survivor.
7. Family is involved in a 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 generations.
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
Roll 1d10. 1-7 is equal to the number of siblings you have. On 8-10 you are an only child.
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
3) For each sibling, chose 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 hate you
Go to MOTIVATIONS

Motivations
Personality Traits (Choose or Roll)
1. Shy and Secretive
2. Friendly and outgoing
3. Arrogant, proud, and aloof.
4. Picky, fussy, and nervous
5. Stable and Serious.
6. Silly and fluff headed.
7. Sneaky and deceptive
8. Intellectual and detached.
9. Moody, rash and headstrong
10. Rebellious, antisocial, and violent

Person you Value Most (Choose or Roll)
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)
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)
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. People are wonderful.
10. Wipe em' all out and give the place to the cockroaches.

Your Most Valued Possession (Choose or Roll)
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

Roll 3d6 + 16 to determine your character's age. (Or choose). Then roll 1d10 for every year, starting at 18.

LIFE EVENTS - TABLE 1A

(Roll 1D20)

```
  1 - 3  : You Get Lucky (Table 2A)
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 4 - 6  : Disaster Strikes! (Table 3A)
 7 - 9  : Make A Friend (Table 4A)
10 - 12 : Make An Enemy (Table 5A)
13 - 16 : Romantic Involvement (Table 6A)
17 - 20 : Nothing Happens That Year
```

YOU GET LUCKY! - TABLE 2A

(Roll 1D100)

```
01 - 05 : Financial Gain (1D4 x 1000 Dollars)
06 - 10 : Big Score! (1d10 x 1000 Dollars)
11 - 15 : Gain 1D10 x 100 Dollars Towards Equipment
16 - 20 : Find Sensei (+2/+1 to Martial Art or Brawl)
21 - 25 : Find Instructor (+2/+1 to REF Skill)
26 - 30 : Find Teacher (+2/+1 to INT Skill)
31 - 35 : Find Coach (+2/+1 to BOD Skill, Athletics)
36 - 40 : Find Technical Teacher (+2/+1 to TECH Skill)
41 - 45 : Charm School (+2/+1 to EMP Skill)
46 - 50 : Discover Fashion Sense (+2/+1 to ATT Skill)
51 - 55 : Learn A New Language (+2/+1 to Language)
56 - 60 : Learn Hacking Basics (+2/+1 to Hack)
61 - 65 : Life On The Street (+2/+1 to COOL Skill)
66 - 70 : Befriend Gang ("Blood" at +1)
71 - 75 : Befriend Mob or Organized Crime("Blood" at +1)
76 - 80 : Gain +2 Contact (Generate on FE&C Table)
81 - 85 : Someone Owes You A Favor (Generate on FE&C Table)
86 - 90 : Make A New Friend (Generate on FE&C Table)
91 - 95 : Enemy Disappears/Dies (Choose One)
96 - 00 : Pulled Off Something Impressive (+1 Pos. REP)
```

DISASTER STRIKES! - TABLE 3A

(Roll 1D100 and Pray)

```
01 - 05 : Financial Loss (1d4 x 1000 Dollars)
06 - 10 : In Debt (1d10 x 1000 Dollars -- Pay Now, or Pay Later!)
11 - 15 : Contract disease; Random Attribute Reduced by 1
16 - 20 : Addiction; INT, REF, BODY, or EMP Reduced by 1
21 - 25 : Injury (Make One Roll on Table 3B)
26 - 30 : Friend/Lover Dies/Dissapears (Choose One Randomly)
31 - 35 : Contact Dies/Dissapears (Choose One Randomly)
36 - 40 : Make An Enemy (Generate on FE&C Table)
41 - 45 : Someone Wants You Dead (GM Generates Secret Enemy)
46 - 50 : Betrayed By Friend (Friend Becomes Enemy)
51 - 55 : Arrested and Not Convicted (1D6 Weeks in Jail)
56 - 60 : Arrested and Fined for Minor Crime (1D10 x 100 Dollars)
61 - 65 : Arrested and Convicted of Crime (1D12 Months in Prison)
66 - 70 : There Is A Warrant Out For Your Arrest Somewhere (Choose)
71 - 75 : Crashed car or other vehicle (yours or not), 1/4 Cost of car.
76 - 80 : Anger Gang, Mob, Organized Crime, etc. (GM's Choice)
81 - 85 : Hunted By A Corporation (Roll or Choose One)
86 - 90 : You Owe Someone A Favor (Generate on FE&C Table)
91 - 95 : Blamed For Something You Did Or Didn't Do (+1 Neg. REP)
96 - 00 : Unplanned Pregnancy!  Deal With It.
```

DISASTER STRIKES TABLE 3B - RANDOM INJURY CHART (OR "YOU GOT MAIMED!")

(Roll 1D100)

```
01 - 05 : Minor Burns *3*
06 - 10 : Serious Burns *1* *3*
11 - 15 : Stab Wound(s) *3*
16 - 20 : Bullet Wound : Went Clean Through *3*
21 - 25 : Bullet Wound : Lodged Projectile, Removed *3*
26 - 30 : Bullet Wound : Lodged Projectile, Never Removed *2* *3*
31 - 35 : Bullet Wound : Fragmented, Large Exit Wound *1* *3*
36 - 40 : Poorly Healed Fracture *1* *2*
41 - 45 : Damaged Internal Organ(s) *1* *2*
46 - 50 : Skull Fracture : Minor Brain Damage
51 - 55 : Skull Fracture : Major Brain Damage
56 - 60 : Unremoved Shrapnel *2*
61 - 65 : Missing Teeth *3*
66 - 70 : Missing Fingers/Toes *1*
71 - 75 : Missing Eye *1*
76 - 80 : Missing Ear *2* *3*
81 - 85 : Missing Nose *3*
86 - 90 : Severed Limb/Hand/Foot *1*
91 - 95 : Back Injury *2*
96 - 00 : Impressive Scar *3*
```

NOTES :

1 - Injury can be cured with cyberware or vat-grown replacement parts.

2 - Surgery can cure the affliction by cutting something out, or fixing the injury outright.

3 - Facial reconstuction and/or cosmetic surgery may fix aspects of this injury. Use CP2020's guidelines for improving ATT.

Injuries rolled that replicate certain disadvantages do not have to be "bought off " with IP in order to be cured. However, the injury can be "treated" during character creation, before play begins, but this may cost the character a quantity of money that the GM must determine based on the extent of the damage being repaired.

DETAILED INJURY LIST -

Minor Burns -

The character has received minor burns on one random body location. The burns healed properly and scarring is minimal. If hit location roll results in head/facial burns, reduce the character's ATT by -2.

Serious Burns -

The character has been burned over a large part of his body. Roll 3 random locations. These areas are heavily scarred. If hit location roll results in head/facial burns, reduce the character's ATT by -2. If a particular location is rolled more than once, use the following guidelines : If the location is a limb, most of the muscle and sinew has been burned away. This leaves the limb useless. Any good medical professional would recommend

amputation. If the location is the torso or abdominal areas, scarring is severe. Reduce BODY and REF by -2 each. If the location is the head/face, reduce ATT by -5 (to a minimum of 1). Character cannot grow hair.

Stab Wound(s) -

The character has been stabbed or cut by an edged weapon. Other than leaving an impressive, albeit cosmetic, scar, the wound has no effect on game play. Refer to the "Impressive Scar" roll.

Bullet Wound : Went Clean Through -

The character took a slug in a random body location, but it went right through him with very little tissue trauma. Character is scarred as per the "Impressive Scar" roll.

Bullet Wound : Lodged Projectile, Removed -

The character was shot and the bullet lodged itself inside his body. Surgeons were later able to remove the projectile. The character possesses scars from the wound and the subsequent surgery on a random body location.

Bullet Wound : Lodged Projectile, Never Removed -

The character was shot and the bullet lodged itself inside a random body location. However, due to one reason or another (the dangerous location of the wound, lousy medical care, etc.), the projectile was never removed. The bullet will show up on X-Rays, and may set off metal detectors.

Bullet Wound : Fragmented, Large Exit Wound -

The character was shot in a random location yet again. This time, however, the round created a very large exit wound when it came tumbling out the other side. Either that, or the ammunition shot into the character was of some special nature (explosive, hollow point, glaser, etc.) which contributed to a large section of missing flesh. Whatever the cause, the character has a nasty scar. If the location rolled is a limb, it is useless. If the torso or abdomen are rolled, reduce the character's BODY by -1.

Poorly Healed Fracture -

The character broke a bone in an arm or leg, and it healed poorly. All skill rolls made while using said limb are at -2. If the limb is a leg, reduce MA by -2 as well.

Damaged Internal Organs -

Through one of the character's misdeeds he has damaged and/or lost an internal organ, or part of one. In the case of missing or partially missing organs, the character could have had a kidney or lung removed, as well as sections of severely damaged intestine, liver, stomach, whatever. The exact detrimental effects are up to player and GM, though losing points off the BODY attribute are a good place to start. For Example, someone with a reduced bladder may have to urinate frequently, or in worse cases, wear a catheter

constantly, while people with one lung or kidney may function as normal, though missing a lung might reduce MA or BODY by a significant amount. Damaged organs, on the other hand, represent defective organs which may (or may not) last the character long, and will have to be replaced if they continue to degenerate.

Skull Fracture : Minor Brain Damage -

The character bumped his head into something harder than his skull, resulting in minor brain damage (-1 INT).

Skull Fracture : Major Brain Damage -

The character got whacked on the head really hard, resulting in major brain damage (-2 INT) and occasional blinding headaches (5% chance per day, non-cumulative).

Unremoved Shrapnel

The character, for whatever reason, is carrying around fragments of stuff in his body. This can include anything from small metal bomb casings, to buckshot, to pieces of shattered glass shards. Though not serious (yet), such things may pose problems later in life, as well as possibly setting off metal detectors.

Missing Teeth -

The character is gotten some teeth knocked out. Roll 1d10 and consult the following chart to see how many are lost : 1-3 : One Tooth, 4-5 : Two Teeth, 6-7 : Three Teeth, 8 : Four Teeth, 9 : Five Teeth, 10 : Six Teeth. The character may have trouble chewing solid foods.

Missing Fingers/Toes -

The character, through mishap or design, is missing 1d6 random fingers or toes on a hand or foot. Missing fingers can reduce REF when hand-eye coordination is needed, while missing over half the toes on one foot can reduce MA by -1.

Missing Eye -

The character has lost vision in one of his eyes. This damage can be "bought off" with replacement of the eye through organic or cybernetic parts). Having only one eye incurs a penalty of -3 to any action involving depth perception.

Missing Ear -

The character has lost an ear, or damaged his internal ear seriously enough to cause permanent damage. The character experiences total deafness in that ear (-5 to Awareness checks with that ear). This can be rectified with cybernetic or organic replacements.

Missing Nose -

The character has either physically lost his nose (got it shot off, whatever), or severely damaged his sense of smell. In either case, he loses his sense of smell. In the case of actual physical nose loss, his ATT is modified by -2 as well.

Severed Limb/Hand/Foot -

Through misfortune, disease, or injury, the character has lost a hand, foot, arm, or leg. Normal cybernetic and vat-grown tissues can be grafted onto the character, or non-cybernetic prosthetics can be used.

Back Injury -

For one reason or another the character has acquired a serious back injury. He cannot lift heavy loads easily, and new injuries may aggravate the old one. For game purposes, the character is limited to using only half his BODY attribute when determining how much weight he can carry.

Impressive Scar -

The character has recieved an impressive scar somewhere on his body. Although the injury causing the scar had little or no permanent effect, it gives him a feature which makes him easily identifiable.

MAKE A FRIEND - TABLE 4A

(Consult Friend, Enemy, & Contact Chart, v 1.0 to see WHO your friend is, then use the following chart.)

HOW DID YOU MEET THEM?

Roll 1D100 -

```
01 - 04 : A Partner
05 - 08 : A Co-Worker
09 - 12 : A Contact
13 - 16 : An Old Lover
17 - 20 : An Old Enemy
21 - 24 : An Old Childhood Friend
25 - 28 : A Relative
29 - 32 : Met Through Common Interest
33 - 36 : You Saved His Life
37 - 40 : He Saved Your Life
41 - 44 : At A Party
45 - 48 : An Old Employer
49 - 52 : An Old Employee
53 - 56 : Met Through A Common Friend
57 - 60 : Met Through A Blind Date
61 - 64 : Went To School Together
65 - 68 : Met Through A Common Enemy
69 - 72 : Met At A Concert
73 - 76 : Met At A Bar
77 - 80 : Met At A Mall
81 - 84 : Met Through A Common Lover
85 - 88 : He Sold You Something
```

89 - 92 : You Sold Him Something
93 - 96 : He Did You A Favor
97 - 00 : You Did Him A Favor

MAKE AN ENEMY - TABLE 5A

(Consult Friend, Enemy, & Contact Chart, v 1.0 to see WHO your enemy is, then use the following charts.)

DID YOU KNOW THEM?

(Roll 1D100)

01 - 10 : Ex-Friend
11 - 20 : Ex-Lover
21 - 30 : Relative
31 - 40 : Employer
41 - 50 : Employee
51 - 60 : Partner/Co-Worker
61 - 00 : Total Stranger

WHO'S THE OFFENDING PARTY?

(Roll 1D100)

01 - 50 : You did it.
51 - 00 : They did it.

WHAT'D YOU/THEY DO?

(Roll 1D100)

01 - 04 : Attempted Murder
05 - 08 : Attempted Blackmail
09 - 12 : Exposed a Secret
13 - 16 : Framed Other
17 - 20 : Betrayed/Backstabbed
21 - 24 : Threatened Injury
25 - 28 : Threatened Death
29 - 32 : Caused Property Damage
33 - 36 : Caused Direct/Indirect Personal Injury
37 - 40 : Caused Injury of Relative/Friend/Lover
41 - 44 : Caused Death of Relative/Friend/Lover
45 - 48 : Caused Loss of Face/Status
49 - 52 : Caused Loss of Friends
53 - 56 : Caused Loss of Job/Contract
57 - 60 : Refused Romantic Advances
61 - 64 : Stole Property (1D10 x 10 Euro Value)
65 - 68 : Stole Money (1D10 x 10 Euro Value)
69 - 72 : Clashing Personalities
73 - 76 : Minor Disagreement (Something Stupid)
77 - 80 : Major Disagreement
81 - 84 : Insulted Relative/Friend/Lover
85 - 88 : Personal Insult or Accusation
89 - 92 : Made Pass At Lover
93 - 96 : Seduced Lover

```
97 - 00 : Foiled Plan
```

WHO'S PISSED OFF?

(Roll 1D100)

```
01 - 25 : You're Angry
26 - 50 : They're Angry
51 - 00 : Mutual Hate
```

ROMANTIC INVOLVMENT - TABLE 6A

(Consult Friend, Enemy, & Contact Chart 1.0to see WHO your lover is, then use the following chart.)

HOW DID YOU MEET THEM?

(Roll 1D100)

```
01 - 05 : A Partner
06 - 10 : A Co-Worker
10 - 15 : A Contact
16 - 20 : An Old Lover
20 - 25 : An Old Enemy
26 - 30 : An Old Childhood Friend
30 - 35 : Met Through Common Interest
36 - 40 : You Saved His Life
40 - 45 : He Saved Your Life
46 - 50 : At A Party
50 - 55 : An Old Employer
56 - 60 : An Old Employee
60 - 65 : Met Through A Common Friend
66 - 70 : Met Through A Blind Date
70 - 75 : Went To School Together
76 - 80 : Met Through A Common Enemy
81 - 85 : Met At A Concert
86 - 90 : Met At A Bar
90 - 95 : Met At A Mall
96 - 00 : Met Through A Common Lover
```

HOW DID IT WORK OUT?

(Roll 1D10)

```
1 - 4  : Happy Love Affair
    5  : Tragic Love Affair (Goto 6B)
6 - 7  : Love Affair With Problems (Goto 6C)
8 - 0  : Fast Affairs and Hot Dates
```

TRAGIC LOVE AFFAIR - TABLE 6B

(Roll 1D100)

```
01 - 16 : It Just Didn't Work Out
17 - 22 : Lover Left You A "Dear John" Note And Skipped
```

```
23 - 28 : Lover Died of an Incurable Disease
29 - 34 : Lover Died in Accident
35 - 40 : Lover Vanished/Was Kidnapped
41 - 46 : A Personal Goal Came Between You
47 - 52 : Lover Went Insane
53 - 58 : Lover Committed Suicide
59 - 64 : Lover Killed In A Fight
65 - 70 : Lover Imprisoned (1D10 Years)
71 - 76 : Lover Murdered By An Enemy (Choose One)
77 - 82 : Lover Left You For A Friend (Choose One)
83 - 88 : Lover Left You For An Enemy (Choose One)
89 - 94 : Lover Was Just Leading You On
95 - 00 : Lover Stole 1D10 x 1000 dollars From You And Split
```

LOVE AFFAIR WITH PROBLEMS - TABLE 6C

(Roll 1D100)

```
01 - 07 : Your Lover's Family Hates You
08 - 14 : Your Lover's Friends Hate You
15 - 21 : Your Family Hates Your Lover
22 - 28 : Your Friends Hate Your Lover
29 - 35 : Lover Wants To See Other People
36 - 42 : You Want To See Other People
43 - 49 : You Are Separated
50 - 56 : You Fight Constantly
57 - 62 : One Of You Is Insanely Jealous
63 - 68 : Your Lover Is "Messing Around"
69 - 74 : You Are "Messing Around"
75 - 80 : Lover's Ex-Lover Wants You Dead
81 - 87 : Lover Has A Chemical Dependancy
88 - 93 : Lover Is In A Coma
94 - 00 : Lover Is Married
```

MUTUAL FEELINGS - TABLE 6D

(Roll 1D10 if Applicable)

```
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 Feelings Either Way
9    : You Like Them, They Hate You
10   : They Like You, You Hate Them
```

FRIEND, ENEMY, AND CONTACT OCCUPATIONS (FE&C Chart)

What follows is a chart that a Game Master can use to generate random occupations for non-player characters, and to flesh out friends, enemies, and contacts. Follow die-rolling

instructions, or pick an entry, and proceed to sub-charts as indicated. Determine the NPC's gender by rolling 1D10. On an odd roll, it's a male. On an even roll, it's a female.

Roll 1D100 -

```
01 - 20 : Legally Employed (Roll 1D100) :

        01 - 06 : Accountant          07 - 13 : Clerk (Retail or
Otherwise)
        14 - 19 : Construction Worker 20 - 25 : Courier
        26 - 31 : Doctor/Nurse        32 - 37 : Engineer/Technician
        38 - 44 : Janitor             45 - 50 : Pilot
        51 - 56 : Secretary           57 - 61 : Scientist
        62 - 68 : Social Worker       69 - 75 : Student, College
        76 - 80 : Student, K-12       81 - 87 : Teacher, College
        88 - 93 : Teacher, K-12       94 - 00 : Truck/Bus Driver

21 - 35 : Street Trash (Roll 1D100) :

        01 - 02 : Assassin            03 - 07 : Bartender
        08 - 11 : Bodyguard           12 - 15 : Bouncer
        16 - 20 : Cab Driver          21 - 23 : Con Man
        24 - 26 : Convict             27 - 28 : Counterfeiter
        29 - 30 : Drug Cooker         31 - 36 : Drug Dealer
        37 - 40 : Ex-Convict          41 - 44 : Fixer/Fence
        45 - 49 : Gang Member         50 - 53 : Hooker (Non-Licensed)
        54 - 58 : Junkie              59 - 62 : Mercenary
        63 - 65 : Hacker              66 - 69 : Nomad
        70 - 72 : Prostitute (Licensed) 73 - 74 : Rogue Scientist
        75 - 78 : Terrorist           79 - 82 : Smuggler
        83 - 88 : Street Vendor       89 - 90 : Engineer
        91 - 94 : Thief/Burglar       95 - 00 : Vagrant

36 - 50 : Legal/Emergency (Roll 1D100) :

        01 - 05 : Bounty Hunter        06 - 20 : Cop (Go To 1.1)
        21 - 36 : Fireman              37 - 40 : Lawyer
        41 - 55 : Paramedic            56 - 61 : Prison Guard
        62 - 75 : Private Investigator 76 - 90 : Rent-A-Cop
        91 - 95 : Retired Cop (Go To 1.1) 96 - 00 : Vigilante

51 - 65 : Organized Crime (Roll 1D10) :

        1    : Assassin             2 - 3 : Bodyguard
        4    : Bookie               5    : Counterfeiter
      6 - 8  : Enforcer             9    : Minor Boss
       10    : Hacker
       (Go To Chart 1.2)

66 - 79 : Corporate (Roll 1D10) :

        1    : Assassin/Ninja        2    : Corp Cop/Security
        3    : Doctor/Paramedic      4 - 5 : Employee (Clerk,
Secretary, etc)
        6    : Junior Executive      7    : Senior Executive
        8    : Hacker                9    : Mercenary
       10    : Technician
       (Go To Chart 1.3)

80 - 89 : Entertainers (Roll 1D10) :
```

```
          1    : Actor                  2 - 3  : Artist
          4    : Athlete                  5    : Disk Jockey
          6    : Media (Go To 1.4)      7 - 8  : Rocker
          9    : Dancer                   0    : Writer

90 - 00 : Government (Roll 1D10) :

          1    : Gov. Agent (Go To 1.5)    2    : Assassin
        3 - 6 : Military (Go To 1.6)       7    : Hacker
          8    : Official/Politician    9 - 0   : Engineer
```

1.1 - Types of Police

(Used only if "Cop" or "Retired Cop" was rolled on 1.0 to determine which division the
NPC is/was with.)

Roll 1D100 -

```
01 - 03 : Internal Affairs Division (IAD)
04 - 08 : Administration
09 - 13 : Net Security Section (NetSec)
14 - 18 : Homicide
19 - 23 : Vice
24 - 28 : Robbery
29 - 33 : Special Investigation (SIn)
34 - 37 : Special Weapons And Tactics (SWAT)
38 - 41 : Special Strike Team Unit (DEA)
42 - 46 : Riot Section
47 - 50 : Coastguard Patrol
51 - 67 : Cruiser Patrol
68 - 82 : Traffic Patrol
83 - 98 : Beat Patrol
99 - 00 : Highway Patrol
```

1.2 - Organized Crime

(Specifically West Coast Organizations. Used to find out what group an NPC is affiliated
with.)

Roll 1D10 -

```
1 - 4  : The Yakuza (Japanese)
5 - 7  : The Mafia (primarily Italian)
8 - 9  : The Triads (Chinese)
  10   : The Columbians (and other South Americans)
```

1.3 - Corporations

(Used to see which corporation the NPC is affiliated with.)

Roll 1D100 -

```
01 - 03  : Kyowa Hakko Kogyo Co. Ltd.
04 - 05  : International Paper
```

```
06 - 08   : Rockwell International Corporation
09 - 10   : Chevron
11 - 13   : AOL-Timewarner
14 - 16   : BASF Aktiengesellschaft
17 - 19   : Airbus
20 - 21   : Fuji Film
22 - 23   : Daiwa Bank Ltd.
24 - 25   : Hitachi
26 - 28   : IBM
29 - 31   : General Electric
32 - 33   : Bell
34 - 35   : Halliburton
36 - 37   : Sony
38 - 40   : World Bank
41 - 43   : Microsoft
44 - 46   : Blackwater USA
47 - 49   : Mitsubishi
50 - 52   : Fox Media
53 - 54   : Daimler Chrysler
55 - 56   : Ford Motor
57 - 59   : Walmart
60 - 61   : Nippon
62 - 64   : AT&T
65 - 67   : Royal Dutch /Shell
68 - 69   : Damon Clinical Laboratories, Inc.
70 - 71   : Genentech Inc.
72 - 73   : Sega
74 - 75   : Exxon Corporation
76 - 77   : Sears
78 - 79   : Royal Caribbean Cruises Ltd.
80 - 81   : Mitsui
82 - 83   : Northrop
84 - 85   : Toyota Motor
86 - 88   : Daewoo International Corporation
89 - 90   : Hyundai Motor Company
91 - 92   : Marathon Oil
93 - 95   : Unocal Corporation
96 - 98   : Verizon
99 - 00   : Triple Co.
```

1.4 - Types of Medias

Roll 1D10 -

```
  1      : TV News Reporter
2 - 3    : Journalist
4 - 5    : PhotoJournalist
  6      : Anchor Person
  7      : Cameraman/-woman
  8      : Sound Techician
  9      : Sports Caster
  0      : Combat Correspondent
```

1.5 - Types of Government Agents

Roll 1D10 -

```
1        : Administration (Any)
2        : Corporate Investigation (FBI)
3        : Criminal Investigation (FBI)
4        : Drug Enforcement (DEA)
5        : Intelligence (CIA)
6        : Organized Crime (FBI)
7        : Records (IRS)
8        : Science/Tech (DARPA)
9        : Secret Service
0        : Special Operations (NSA)
```

1.6 - Government Jobs

Used to find affiliations of Military NPC's.

Roll 1D100 -

```
01 - 17 : Air Force, Enlisted
18 - 20 : Air Force, Officer
21 - 37 : Army, Enlisted
38 - 40 : Army, Officer
41 - 57 : Marines, Enlisted
58 - 60 : Marines, Officer
61 - 77 : Navy, Enlisted
78 - 80 : Navy, Officer
81 - 97 : State Forces, Enlisted
98 - 00 : State Forces, Officer
```

Skills
Special Abilities
Charismatic Influence
Combat Sense
Hack
Jury Rig
Medical Tech
Credibility
Authority
Resources
Streetdeal
Blood
Chameleon

ATTR
Personal Grooming
Wardrobe & Style
Seduction

BODY
Endurance
Strength Feat
Swimming

COOL/WILL
Interrogation
Intimidate
Oratory
Resist Torture/Drugs
Streetwise

EMPATHY
Human Perception
Interview
Leadership
Social
Paint or Draw
Persuasion & Fast Talk
Perform
Play Instrument

INT
Accounting
Anthropology
Awareness/Notice
Biology
Botany
Chemistry
Composition
Diagnose Illness
Education & Gen. Knowledge
Expert (Specific)
Geology
Hide/Evade
History
Know Language (Specific)
Library Search or Research
Mathematics
Navigation
Physics
Programming
Shadow/Track
Stock Market
Teaching
Wilderness Survival
Zoology

LUCK
Gamble

REF
Archery
Athletics

Brawling
Boating
Dance
Dodge
Driving
Escape Artist
Fencing
Handgun
Heavy Weapons
Martial Art (Specific)
Melee
Motorcycle
Operate Heavy Machinery
Pick Pocket
Pilot (Helicopter)
Pilot (Prop-Plane)
Pilot (Jet)
Pilot (Glider)
Rifle
Stealth
Submachine gun
Skateboard
Sky Diving

TECH
Aero Tech
Automotive Tech
Basic Tech
Computer Use
Demolitions
Disguise
Electronics
Electronic Security
First Aid
Forgery
Genetics
Photo & Film
Pharmaceuticals
Pick Lock
Booby Trap
Robotics
Weapon tech

Benefits & Penalties

At start each character gets points to pick up Benefits equal to Luck + Empathy divided by 2, and gets additional points for Benefits and skills from picking up Penalties.

Mental Benefits

Limited Paranoia (3 point benefit)

You exhibit abnormal paranoid tendencies, but you manage to keep them from running your life. Although others may find this to be an irritating personality quirk, you always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to your action. You keep this paranoia from ruining your life, and understand that it is unlikely that someone is poisoning your coffee and paying off all your friends to kill you, but you still get +5 on awareness rolls to notice ambushes and the like.

Piercing Gaze (3 point benefit)

You have the natural ability to seemingly look right through people. You can do this to put people on edge, make them nervous or even to get people to back down from you. You get +2 on Interview, Intimidate and Interrogate when the game master indicates that it would be appropriate.

Mundane (3 point benefit)

This is a combination of a physical and psychological benefit. To be "mundane" you must have an Attractiveness between 4 and 7. You know how to blend in in any environment or circumstance. As long as you are dressed to blend and are doing nothing out of the ordinary no one will notice you. Even when you draw a gun and open fire on the mob goons or show up in the lobby of a major corporation dressed in full punk regalia, people will only be able to describe you as "average looking, about normal height, no distinguishing features..."

Super Cool / DeathWalk (4 point benefit)

You make the Fonz look like geek-boy central. Not much can rattle you. You are fully aware of what you can cope with and what you cannot. You gain a +2 bonus when resisting horror checks, stress checks and when resisting intimidation. You may not have a cool of ten, but you know what you can handle.

Light Sleeper (2 point benefit)

You sleep very lightly, and are often disturbed in your sleep by your neighbours, local wildlife, etc. Luckily you've learned to live with it and can get by with less sleep than most. You awaken from sleep with an Easy notice roll, or get +0 difficulty on notice rolls against people making stealth rolls while you sleep, as opposed to the normal +10 difficulty.

Concentration (1 point benefit)

You easily shut out anything that might distract you from what you are doing. While this means you are a hard person to get the attention of (-5 awareness rolls when concentrating on stuff, including reading a book, etc), you also get to ignore penalties for other players "kibitzing", firefights, etc, and can halve penalties due to damage sustained when it affects what you are concentrating on.

Direction Sense (1 point benefit)

You instinctively know which way is north, or which way it is to get to the Gibson Memorial Freeway, etc. An easy awareness/notice roll is all it takes for you, landmarks and compasses be damned!

Time Sense (1 point benefit)

You instinctively know approximately what time it is. This requires and INT roll, dif 4 during the day, dif 6 at night, dif 8 indoors or underground. If you make the roll by 3 or more points you know the time within 10 minutes, otherwise it's within a half-hour. You probably didn't wear a watch for much of your life to develop this ability.

Common Sense (2 point benefit)

You have an unusually precise sense of practicality. Any time you are about to do something the Game Master considers foolish, he will most likely give you a warning such as "You may wish to think about that first". An extreme form of this benefit (4 points) has the Game

Master actually explain why he thinks you are being stupid.

Eidetic Memory (2 point benefit)

You have an eidetic / photographic memory. If you need to remember something that the player has forgotten, roll INT dif 11 to remember it in perfect detail.

Aptitude Benefits

Gun Nut (4 point benefit)

The character is an incurable gun nut. She gets a +1 on almost any roll involving firearms. This provides a +1 to hit with any firearm, +1 on weaponsmith (weapons tech) rolls involving firearms, and a +2 on any roll to identify a firearm. The character also has a collection of firearms totaling not more than $5,000 in value, determined by the GM. Usually these are a couple of wonder-nines and another handgun or two that the character bought before settling down with her current weapon(s). On the downside, she cannot resist commenting on various weapons when she sees them. Gun nuts will point out the make and model of almost any weapon seen, whether it is on a cop or a movie.

Car Nut (3 point benefit)

The character is an incurable automobile nut. She gets a bonus on almost all rolls involving automobiles (+1 drive, +1 basic tech, +2 to identify a vehicle). If the character buys the vehicle merit, treat the vehicle as being one class better than the merit calls for. When the character goes car shopping, she knows where to get the best deals, and usually pays 20% less for her vehicles, or at least gets them crammed with optional extras for no extra charge. She also knows all the best garages in town, as well as a few of their mechanics.

Bike Nut (3 point benefit)

As Car Nut above, but relating to motorcycles.

Animal Friendship (2 point benefit)

You have nurtured what began as a natural affinity for animals. Now it seems that animals instinctively know that you are one of their own. Although quite often you will attract unwanted friendly animal attention (strays have a tendency to flock to you), even the best trained guard animals are unlikely to attack you except under duress.

Statistic Increase (3 point benefit)

You are naturally better at something. One of your statistics is increased by 1 point to a maximum value of 10.

Freak of Nature (4 point benefit)

You naturally excel at something. One of your statistics is increased by 1 point to a maximum of 11.

Lightning Calculator (1 point benefit)

You can perform basic and extended math in mere seconds in your head. This doesn't necessarily increase your math skill, but does allow you to do math without pen and paper or a computer. If you have math skill of less than 2 it becomes 2. In all circumstances your math rolls are at -2 difficulty.

Fast Learner (4 point benefit)

You catch on quicker than many. Your IP costs are reduced when increasing a skill level. Instead of paying the current level x10 (or whatever constant you use in your games) you pay the level x 9 (or one less if the constant is lower or higher in your games).

Code Breaker (4 point benefit)

You love puzzles. You will happily sit for hours working away at the best puzzle magazines. You get a +2 bonus on any Code Cracking, decryption or cypher-based rolls.

Cunning Linguist (4 point benefit)

You have a knack for languages. After a few days submerged in any

new culture you have learned the basics of their language and language structure, and can make your way around being able to ask for food and shelter. You require 20% less IP to learn or increase your skill in any and all languages.

Stylish (3 point benefit)
You are one of the beautiful people. Not only do you always know what to wear, you can look good wearing just about anything. You gain +2 to wardrobe and style rolls as long as it's within your standard style(s).

Animal Magnetism (1 point benefit)
You have a certain "animal magnetism" that makes you ruggedly attractive to those of the opposite sex, but which immediately prompts a competitive reaction from persons of the same sex. You get -4 difficulty on seduction attempts, but +2 difficulty on all interpersonal rolls against people of the same sex (yes, this equals a -2 difficulty on rolls to seduce persons of the same sex).

Jack of all Trades (5 point benefit)
You have studied just about everything for at least a little while. You get no penalties when making rolls using skills you don't have.

Sharp Shooter (5 point benefit)
You are a very precise shot. While this does not increase your chance to hit, it does reduce your penalties for aimed shots by 1/2.

Societal Benefits

No Police Record (1 point benefit)
By some miracle, you have *never* been arrested nor even picked up by the police. This means that your fingerprints are not on file (except with the FBI if you legally own a firearm), and the police have no records of your primary genetic markers and don't have a mugshot of you in their computers. Obviously characters who haves served jail time in their lifepath cannot purchase this benefit.

Professional License (1 point benefit)
You have managed to acquire a professional license for something in which you are skilled. Some licenses are obviously more useful than others, but all of them are quite beneficial for getting work anywhere outside of the combat zone. You must have the appropriate skill(s) for this merit, of course. Sample Licenses include Doctor (MedTech 6+), Nurse (MedTech 4+), Mechanic (Basic Tech +5), Lawyer (Interview +5, Law +6), Architect (Architecture +6), Engineer (Engineering +6), Electrician (Electical Engineering +5 or Electronics +6), etc.

Well Travelled (3 point benefit)
You have travelled far and wide, and have met people with crash pads, contacts, or in similar lines of work. Any time there is a city you have reason to visit or even have to make contact with someone therein, make a luck roll, dif 14. If successful you know someone in that city. You get +3 on this roll for major cities, and -2 for small cities, -6 for towns.

Connection in the Police Dept (2 point benefit)
As the result on the LifePath table, you have made a strong connection in the Police Dept. Through this connection you may be able to get evidence hidden or misplaced, get information on current investigations, etc.

Connection in the District Attorney's Office (3 point benefit)
As the result on the LifePath table, you have made a strong connection inside the D.A.'s office. This could be a family member working in records, or perhaps a friend who is an assistant D.A.. Regardless, you can influence events in the D.A.'s office, perhaps changing bail amounts, or how much evidence it will require before they issue a

warrant for someone (such as yourself).

Connection in the Mayor's Office (3 point benefit)

As the result on the LifePath table, you have made a strong connection inside the Mayor's office. You now have the ear (directly or indirectly) of the city's policy makers. The mayor can put pressure on the various utilities, emergency services, police force or even the D.A.'s office.

Local Wildlife Likes You (3 point benefit)

As the result on the LifePath table, you have made friends with one of the local thugs (or other) Gangs in town. This could be anything from a few old friends of yours having joined the Bloodz, to having saved the life of a member of the Crips or having fought beside a Mexican Gang. Regardless you may use this as if you had the Special Ability of Rank at +2, but don't overdo it or you'll piss off your erstwhile allies.

Contacts or Friends (variable point benefit)

You have made contacts or friends in the "right" places. What these places are, of course, depend on what you need. For every point you may pick up a contact, which is worked out between player and GM depending on need and use. Cost may be more per contact depending on their level of societal influence.

Fake Weapon Registration (1 point benefit)

You have a fake Weapon Registration. The weapon appears to be registered to you according to the paper work, but in reality the weapon's serial numbers don't match up to any REAL numbers or ballistics in the FBI computer system (but it is linked to one of the false sets planted by some dirty cops in the past). This false registration will hold up to routine inspection, and may (1-6 on a D10) hold up to a full security check. Once a month a roll should be made to see if the false set has been flushed out of the FBI systems (2 in 10 chance), in which case the first time you use this registration thereafter will result in a notice that the weapon was using a stolen ID sequence. For a 2 point benefit, the chance of the files being flushed drops to 1 in 10 and the chance of it holding up to a detailed security check becomes 8 in 10.

Falsified Net Access Code (2 point benefit)

You have a Net Access Code that was registered to someone else. You do not have the legal right to use this account, and it will be shut down if you are traced to it. This Access Code will hold up to routine logins and servers, and will hold up to even CyberCops inspection 8 times out of 10. Otherwise treat it as the Fake Weapon Registration above. The enhanced version is a 4 point benefit.

Hidden Account (1 point benefit)

You have a bank account under a false name and address. It cannot be traced to you unless you are caught using it. This could also be a blind account through a face bank.

Illicit Account (2 point benefit)

You have a "bank" account with one of the illegal banking operations. This could be with one of the larger organized crime syndicates (especially the Yakuza since they went legit a few years ago), or a private "bank" operated by one of the more liquid megacorporate entities. Wherever this account is, it is incredibly unlikely that you will have this account shut down, unless you do something to piss off the organization in question.

Physical Benefits

You have an accelerated healing system. Your healing rate is increased by 1 damage box per day for every two points invested in this benefit.

Ambidexterity (1-3 point benefit)
You are either naturally ambidextrous or you have trained yourself to use your off hand with more accuity than normal. For every level of this benefit, you reduce your off-hand penalty by 1 point.

Double Jointed (1 point benefit)
You are double jointed in many parts of your body. While you may not be the Armenian Rubber Man, you are able to bend in strange ways, and can probably escape from a straight jacket with a little work. You get +4 on all rolls to escape grapples and bondage.

Pain Tolerance (1-4 point benefit)
You have developed an incredible resistance to the sensation(s) of pain. For some this is a nervous disorder, for others its the result of many years of body modification or self-denial. Either way, for every point you have in this benefit, you treat all wounds as being 2 boxes less damaging for it's effects on your stats and stun saves. (For example with 3 points of this merit, a 13 damage hit still brings you to mortal 0, requiring a death save every turn, but you treat this as a Serious wound (13 points - 6 = 7 points), which only reduces your REF by 2 and gives you -1 on stun saves).

Drug Resistance (2 point benefit)
20% of all drugs have no effect on your character, and you gain a +2 to your resist torture / drugs skill when used against drugs only.

Extreme Drug Resistance (5 point benefit)
All drugs have only 1/2 the normal effect on your system, and with a BOD roll of 15 or greater, the drug has no effect whatsoever.

Enhanced Reactions (1-3 point benefit)
You have unearthly reaction times. You can cause maximum carnage at most hand-to-eye video games. For every level you gain +1 to initiative rolls.

Adrenaline Surge (2 point benefit)
You can rely on a surge of pure adrenaline to increase your reaction times in combat. Whenever you trigger this benefit in combat, you must use it for the *entire* combat. While the adrenaline surge is in effect you get to roll your initiative twice and keep the best result, then add 2 to it. On the downside, this adrenaline overload affects your aim and clouds your thinking. You make all rolls in combat at -2, and if a friendly target gets in your way you must make a dif 12 Cool roll to not attack it.

Will To Live (2-6 point benefit)
You are strangely unwilling to "give up the ghost". For each level of this benefit, you succeed your first death save automatically without rolling the dice. This benefit cannot be used more than once per week.

Temporal Benefits

1-2 Bedroom Appartment	2 pts	350eb
2-3 Bedroom Townhouse	3 pts	500eb
2-3 Bedroom House	4 pts	600eb
Larger House	5 pts	800eb

Fair Quality	+0 pts	75%
Good Quality	+1 pt	100%
Expensive Digs	+2 pts	200%

Security of Shelter	Value	Cost
Broken locks	-2 pts	66%
Locked Doors & Windows	-1 pt	100%
Good Locks	0 pts	100%
Security System	1 pt	125%
Major Security	2 pts	200%

Location of Shelter	Value	Cost
Slums	-3 pts	100%
Residential Ghetto	-1 pt	150%
Good Residential	+0 pt	200%
DownTown	+0 pts	300%
GatedCommunity	+1 pts	400%

Living Arrangements	Value	Cost
Squatting w/ friends	-3 pts	0%
Living on friend's floor	-2 pts	10%
2-4 room-mates	-1 pts	20%-33%
1 room-mate	+0 pts	50%
Alone	+1 pt	100%

Payment	Value	Cost
2 Months Behind	-1 pt	100%
Current	+0 pts	100%
2 Months Ahead	+1 pt	100%
Mortgage	+1 pt	85%
Owned	+2 pts	10%

Vehicle - variable points

The chararcter owns a vehicle. This vehicle is insured and legally belongs to the character. It is registered in his name unless he has a false identity, in which case the player may decide to which identity the vehicle is registered. If the character is a Blank, then the vehicle will be considered stolen should the police do a thourough investigation. The type of vehicle, as well as it's condition, determines the point value of this Benefit. The point value of this benefit can never be reduced below 1 point.

Type of	Value
Motorcycle,	1 pt
Motorcycle,	2 pts
Economy Car	2 pts
Typical Car	3 pts

Condition of	Value
Totally	+2 pts
Slightly	+1 pts
Brand New	+1 pt
2-3 years old	+0 pts

Typical Car	3 pts	2-3 years old	+0 pts
Sports Car	4 pts	Rusty & Beat Up	-1 pt
Truck	5 pts	Piece of §£!¿	-2 pts
Ultralight	6 pts	Sometimes Unavailable (LUK > 12)	-1 pt
Light Aircraft	7 pts	Rarely Available (LUK > 16)	-2 pt
Helicopter	9 pts	Lightly Armed	+2 pts
Jet Aircraft	10 pts	Heavily Armed (if possible)	+4 pts

Registered Handgun (1 point benefit)

> A handgun you own is registered to you and you also have the proper paperwork to carry it and use it inside city limits (normally pistols are kept only for home defense). This doesn't mean the police know this though, and you may find yourself being periodically harassed for carrying this weapon around.

Registered Restricted Weapon (3 point benefit)

> You legally own a restricted weapon such as a Submachine Gun, Assault Rifle, etc. You also have the proper paperwork to carry it and use it (in self-defense thank you very much) inside city limits. Again this does not guarantee that the local constabulary knows of this permit. Usually SWAT and Military are the only ones with this.

Sanctuary (2 point benefit)

> You know the location and passwords of a local sanctuary. This is a place, much like a covert hotel, where you can lie low for a while when the shit is just too hot. You still have to pay the going rate at the sanctuary.

Intangible Benefits

Luck (3 or 6 point benefit)

> Your character is exceptionally lucky and can re-roll any two rolls each game session. The 6 point benefit allows for four re-rolls each game.

Danger Sense (5 point benefit)

> You have an innate danger sense. You get "bad feelings" and "apprehensions" quite often before bad stuff happens. You start with a special INT based skill called Danger Sense at +2. The GM will make all die rolls for it. Danger Sense costs double the normal IP to increase.

Mental Penalties

Fetish (2-4 point penalty)

You have a sexual fetish that differs from the rest of the normal population. Being gay is not a fetish! You could be a rubber maid; a TV who likes being out en femme or a slave mistress.

A two point flaw means you have chosen to keep your secret to yourself or told a trusted friend. If you are and someone finds out you will be very embarrassed.

A four point flaw version means that you are well and truly out. You think nothing of rubbering up for a trip down town!

Modern people are fairly open minded, but there are still plenty of bigots. You are likely to suffer penalties to social rolls in some circumstances.

(by Richard Harris)

Fearful (1-4 point penalty)

You are not a coward but are easily frightened. Threatening people are bad enough, while firefights terrify you. You suffer a penalty to resisting intimidation attempts and horror checks equal to the value of this penalty.

(by Richard Harris)

Intolerant (4 point penalty)

You are a bigot and strongly dislike certain "types" of people; a particular group (a religion, ethnic group, gang or company); or everyday occurance (drugs, traffic). Anyone from the above groups are completely beyond redemption in your eyes.

When you encounter your target of hatred, you must make a make a difficult [20] cool roll to maintain your manners (if you have any). No matter what the roll, your social skill totals are halved. The subject of your hostility will pick up on your attitude, so they may act less friendly to your associates.

(by Richard Harris)

Paranoid (2 point penalty)

You suffer from mild paranoia and believe that someone is out to get you. You can spin conspiracy theories from just getting a parking ticket. You are very careful not to leave any possible edges for your enemies - or friends - to find out.

This Penalty cannot be combined with the Extreme Paranoia penalty or the Limited Paranoia benefit.

(by Richard Harris)

Extreme Paranoia (4 point penalty)

You suffer from Paranoia just as above, but you also hallucinate on a failed perception test (1 in 10 chances). You might see snipers; black shadow 'copters, or agents reporting on you whereabouts.

(by Richard Harris)

Phobia (variable point penalty)

This something scares you. Perhaps it is the dark, crowds, death or something completely unfounded. Phobias range from mild to major. Although the fear ratings given here may look odd, there are plenty of modifiers your ref can use to up the values. Phobias are rated as mild or major, and the flaw point cost will vary depending on the severity of the phobia and how common it is.

Mild phobias are not so crippling, they are something you fear and would dislike being near, but mostly you can knuckle down and face them. A mild phobia is a normally a two point flaw and requires an average willpower roll. A mild phobia of heights, means you could go

onto the roof, IF you can force yourself to. However, you will have a -2 penalty to all tasks due to fear. Additionally, you must make a willpower test every ten minutes, or you will leave the area that is distressing you. **Major phobias** require a difficult willpower roll and are often a four point flaw. Typically, you will not approach an area or person/object that causes you fear. If you are forced to approach, you can make a difficult willpower roll to comply. However, repeated checks every ten minutes are required, or you will leave as above. You also will have a -5 penalty on all actions until you leave.

Common Phobias: Phobias and the costs are listed below. The values in brackets are the costs for a mild and then a major form of the phobia.

- **Crowds**: If you are in a room or area with more than ten people, you could get freaked out. (2/4)
- **The Dark**: The worse thing is, you can't see things coming. Night time is okay, but darkness freaks you out. (2/4)
- **Enclosed Spaces**: This is a common fear, getting into lifts isn't easy - there's not going to be enough air!! (2/4)
- **Filth**: What? Wade through all that crap? No way, there could be germs, dead things.. Eugh! (1/3)
- **Fire**: Its horrible, fire consumes. The smoke makes you gasp for air and the heat chars you flesh. Bonfires you can deal with, but a house blaze - GET ME OUTTA HERE! (1/3)
- **Guns**: I hate guns, they were made for killing. Best not carry out in case of accidental discharge, and better still, keep away from those gun freaks. (3/6)
- **Height**s: Hitchcock had it right, being that high up just isn't natural. Who knows if the floor won't give way, or the wind blow you off? (2/4)
- **Loud Noises**: Big bangs make you jump, explosions and thunder make you panic. (1/3)
- **The Net**: This place is full of data pirates and The Men in Black who electronically plot the digital ragnarok. Don't mess with computers or hackers. (2/4)
- **Open Spaces**: If you are out in the open, there is no cover, no shelter, no place to hide.... (2/4)
- **Scientists**: They toy with nature like a child plays with matches. We're gonna get burned again... it's enough that they know. They know things we we're meant to know.. (1/3)
- **Sea:** The sea is bottomless, you could fall in and NEVER be found. (2/4)
- **Sharp Objects**: Okay so bullet kill, but they do it quickly. Knives or swords make you bleed, so you get to watch you life dribble away onto the pavement. (2/4)
- **Technophobia**: The modern world is a crazy place. It's made more so by the machines we use (Or do they use us?). Don't play with electronics or mechanical things - its not natural (3/6).

(by Richard Harris)

Promise (1-4 point penalty)

You have vowed to yourself that you will, or will not, perform a certain deed. It could be trival, like never take drugs, or it could be something dangerous, like swearing revenge on a corporation! Whatever it is, you must complete this compulsion at all times. Nothing stops you, and you must make a Cool roll, dif 17 to force yourself otherwise.

Trival promises are worth one point and include: Never smoke; always wear a certain colour or uniform; don't speed.

Minor promises are worth two points and include: Always tell the truth;

follow a special diet (veggie, vegan or just special synthetic neutrient diet); uphold your religious beliefs; never have sex; never take recreational drugs; take revenge on the person who wronged you. **Major promises** are worth four points and include: Never take any kind of drug; never have cybernetic or bioware implants; always carry a firearm; remove on all foes. Some strict religious beliefs fit here instead of in the minor penalties.
(by Richard Harris)

Saver (3 point penalty)
Unlike the carefree shopaholic, you like to keep big reserves kept back just in case a major bill comes up. You always save you money, you are not a scrooge, just not a throwaway. You must make an average [15] willpower roll to splash out on anything that is not absolutely necessary. Vital purchases are rent, food and new clothes (occasionally).
(by Richard Harris)

Shopaholic (3 point penalty)
You are always spending money. Clothes, food, drink, drugs or the latest music video chip gobble up your money. You must make an average [15] willpower roll to save money. If you roll a 1 you spend D6 x 10% of your money and if you fumble you go on a massive spending spree and blow everything. Your overdraft charges could keep the Bank of Borneo afloat alone.
(by Richard Harris)

Ego Signature (1-5 point penalty)
You have a need to take credit for everything you do. You leave a mark behind wherever you do something. Some people drop a business card, others a piece of origami or a shuriken. Whenever you do something you must make a cool roll - flaw or leave your ego signature behind.

Overconfident (2 point penalty)
You feel that nothing is beyond your abilities. This is a role-played penalty where the character will have more faith in his abilities than the player might (for example, a base rifle skill of 11 and still believe that the extreme range shot is easily within his grasp).

Nightmares (1 point penalty)
Most nights (5 in 6) you have a difficult time sleeping because of recurring nightmares (usually of some past trauma). If you are using the rules for Stress from Grimm's CyberTales, then roll a D6. On a 1-4 you gain that many stress points, on a 5 you not only gain 5 stress, but do not sleep enough to get rid of your old stress points. If not using the Stress rules, roll a D6, on a 1 you are at -2 on all rolls for the day, on a 2 you are at -1, on a 3-5 you just tossed and turned and woke up screaming, and on a 6 you had a restful night's sleep.

Absent Minded (3 point penalty)
You have real trouble remembering small things... like people's names and so on. To remember stuff like names, the need to buy more ammo, the meeting time or place, roll INT dif 13. Also, you cannot take notes of game events.

Aptitude Penalties

Reduced Stat (2 point penalty)
You just aren't intrinsically good at something. One of your stats (chosen by you) is reduced by 1 point.

Few Criticals (2 point penalty)
You don't count the re-roll on a natural 10 unless the result of the re-roll is an even number.

Deep Sleeper (2 point penalty)
You are prone to sleeping in until the early afternoon. You are often

late for meetings and dates, and must make a Difficult Awareness roll to awaken in times of trouble. Also all Awareness rolls against Stealthing oponents while asleep are at +20 difficulty instead of +10.

Shy (1 point penalty)

You hate being the centre of attention. Because of this you get -2 on all social interactions as you must draw at least one person's attention to yourself, and -5 on any actions when you are the centre of attention for a group who are not all your friends.

Short Fuse (1 to 5 point penalty)

You get a -1 to -5 penalty on all cool rolls to avoid violent confrontation (such as aggression checks during combat-drug highs, heat waves, and facedowns).

Hard of Hearing (2 point penalty)

You get a -4 on auditory awareness rolls. This can be partially compensated for with cybernetics, but it's more a problem with you auditory centres in the brain and your lack of attention to auditory clues than it is an actual hearing disorder or damage to the eardrums.

Bad Eyesight (2 point penalty)

As above, but for visual awareness rolls.

One-Hander (2 point penalty)

You get -4 on rolls using your band hand (instead of the normal -3), and also get -1 on rolls requiring the strong use of both hands (firing rifles, intricate surgery, etc).

Societal Penalties

Code of Honour (Varies)

You have a personal code of ethics and live up to them to the letter. Breaking your code requires an average willpower roll. If under coercion (drugs or otherwise), you gain +4 to resist orders (if applicable).

Ganger - 2 points

Avenge an insult.

Protect fellow gangers.

Your gang's enemy is your enemy;

Defend the gang's honor and its turf.

Dealer - 2 points

If you are paid for a job, you will do your utmost to finish it.

A dealer's word is binding and you will honor it (even if others don't - to a point).

Gunslinger - 2 points

Never shoot an unarmed man.

Never shoot someone from behind.

Never take advantage of an ambush situation.

Never set a trap except to defend your home.

Corporate - 4 points

A business promise must be kept.

Always remain true and loyal to your patron corporation.

Always try to treat other business persons with respect.

Remember those who welch on a deal.

Cop - 4 points

Never kill unless it is absolutely necessary.

Uphold the law.

Remember that suspects are innocent until proven guilty.

Do not turn a blind eye or accept a bribe.

Directive Four (classified) ;-)

Hacker - 2 points

Never betray a source (of codez or warez).

Never pay for a server when you can rip off The Man.

Mistrust authority (at all times!).

Criminal Record (1 point penalty)

You have a criminal record, and your SS number, FingerPrints and identifying DNA tag appear in the police and FBI records, along with your "rap-sheet" detailing what criminal activities you have been convicted, accused or suspected of.

Major Criminal Record (2 point penalty)

You have a "rap-sheet" that's "as long as my arm!". Your vital stats are kept near the top of the search engines for Modus Operandi with local police forces and the FBI, and the cops start talking to you or monitoring your activities whenever something happens that could be your doing.

Bad Reputation (2 point penalty)

You have a street reputation that does nothing to improve your standing with anyone. This could be earned or not, but it's always something nasty like being a betrayer, liar, psychopath or rapist.

Lecherous (2 point penalty)

You have to make a seduction check against eligible persons of your prefered sex. In addition you must make a Cool roll at -2 to even consider putting up a resistance to seduction attempts from your prefered sex. If your character is openly bisexual in preference (or omnisexual), then this is a 3 point penalty.

Ward (3 point penalty)

You have a "Ward". Someone you have to watch out for (a child or other dependent). Did anyone say "plot hook"?

Hunted by the Police (variable point flaw)

You are hunted by the police - usually for a crime you committed or are suspected of, but sometimes it's just a vendetta.

- Hunted by a few local cops for whatever, personal, reason - 1 point
- Hunted by the local police force - 3 points

- Hunted by the State police force - 4 points
- Hunted by a national police organization - 5 points

Occupation Table

Starting money: Is equal to 1 year's worth of income.

Weapons

Special Ability

ROLE	1-5	6	7	8	9	10
Star	$30,000 A year	$70,000 A year	$120,000 A year	$500,000 A year	$1,000,000 A year	$5,000,000 A year
Soldier	$15,000 A year	$30,000 A year	$40,000 A year	$50,000 A year	$70,000 A year	$100,000 A year
Hacker	$15,000 A year	$30,000 A year	$45,000 A year	$70,000 A year	$120,000 A year	$500,000 A year
Engineer	$15,000 A year	$30,000 A year	$50,000 A year	$80,000 A year	$200,000 A year	$600,000 A year
Paramedic	$25,000 A year	$50,000 A year	$100,000 A year	$200,000 A year	$600,000 A year	$1,000,000 A year
Reporter	$15,000 A year	$30,000 A year	$50,000 A year	$70,000 A year	$100,000 A year	$400,000 A year
Law Enforcer	$15,000 A year	$20,000 A year	$30,000 A year	$50,000 A year	$80,000 A year	$160,000 A year
Business Tycoon	$20,000 A year	$40,000 A year	$80,000 A year	$200,000 A year	$600,000 A year	$1,200,000 A year
Gangster	$15,000 A year	$30,000 A year	$60,000 A year	$120,000 A year	$300,000 A year	$800,000 A year
Thug	$10,000 A year	$15,000 A year	$30,000 A year	$60,000 A year	$120,000 A year	$500,000 A year
Sneak	$15,000 A year	$30,000 A year	$60,000 A year	$120,000 A year	$300,000 A year	$800,000 A year
Outdoorsman	$10,000 A year	$15,000 A year	$30,000 A year	$60,000 A year	$120,000 A year	$500,000 A year
Politician	$20,000 A year	$40,000 A year	$80,000 A year	$200,000 A year	$600,000 A year	$1,200,000 A year
Scientist	$20,000 A year	$40,000 A year	$80,000 A year	$200,000 A year	$400,000 A year	$800,000 A year
Vagrant	$5,000 A year	$8,000 A year	$10,000 A year	$20,000 A year	$45,000 A year	$75,000 A year
Wheelman	$15,000 A year	$20,000 A year	$45,000 A year	$90,000 A year	$300,000 A year	$900,000 A year
Pilot	$15,000 A year	$30,000 A year	$60,000 A year	$120,000 A year	$300,000 A year	$800,000 A year
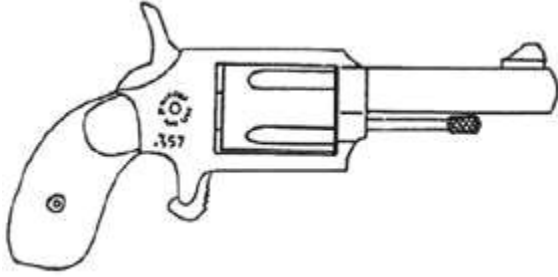
COP .357 DERRINGER
Type : Medium revolver
Precision : 0
Availability : Common
Concealement : Pocket
Clip : 4
Rate of fire : 2   Ammunition : 10 mm (2D6+3)
Reliability : Very Reliable
Range : 30 meters
Price : $200
Description: Cyberpunk 2020
Length : 15 cm
Country : USA

.44 BULLDOG
Type : Medium revolver
Precision : -1
Availability : Common
Concealement : Pocket
Clip : 5
Rate of fire : 1   Ammunition : .44B (2D6+2)
Reliability : Very Reliable
Range : 40 meters
Price : $300
Description : cyberpunk 2013
Length : 13 cm
Country : USA
A surprising weapon, when you consider its size and its stopping power. Used by US police forces.

COLT .38 DETECTIVE
Type : Light revolver
Precision : +1
Availabilty : Common
Concealement : Jacket
Clip : 6
Rate of fire : 1   Ammunition : 7mm (1D6+2)
Reliability : Very Reliable
Range : 50 meters
Price : $100
Description : Cyberpunk 2020
Length : 19 cm
Country : USA

SMITH & WESSON COMBAT MAGNUM MOD. 66
Type : Heavy revolver
Precision : 0
Availabilty : Common
Concealement : Jacket
Clip : 6
Rate of fire : 2   Ammunition : .357M (3D6+1)
Reliability : Very Reliable
Range : 50 meters
Price : $400
Description : Cyberpunk 2020
Length : 24 cm
Country : USA

COLT ANACONDA
Type : Heavy revolver
Precision : +1
Availabilty : Common
Concealement : Jacket
Clip : 6
Rate of fire : 1   Ammunition : .44 (4D6)
Reliability : Very Reliable
Range : 50 meters
Price : $600
Length : 29 cm (six inches barrel)
Country : USA
Also available in version .45ACP (2D6+2, rate : 2), and in 4,6 or 8 inches barrel.

HECKLER & KOCH P9S
Type : Medium auto pistol
Accuracy : +1
Availability : Common
Concealiability : Pocket
Capacity : 9
Rate of fire : 2   Ammo : 9 mm (2D6+1)
Reliability : Very reliable
Range : 40 meters
Price : $300
description: Cyberpunk 2013
Size : 16 cm
Country : Germany
A modern pistol that is compact, easy to use and precise.
Common among the police forces throughout the world.

BERETTA M951

Type : Medium pistol
Accuracy : 0
Availability : Common
Conceleability : Jacket
Capacity : 8
Rate of fire : 1

Ammo : 9 mm (2D6+1)
Reliability : Standard
Range : 50 meters
Price : $660
Size : 20 cm
Country : Italy

A fairly common weapon adopted by many European polices and some armed forces.
It is still an easy pistol to get.

BERETTA 92 FS

Type : Medium auto pistol
Accuracy 0
Availability : Excellent
Concealiability : Jacket
Capacity : 15
Rate of fire : 3

Ammo : 9 mm (2D6+1)
Reliability : Very reliable
Range : 50 meters
Price : $710
Size : 21 cm
Country : Italy

A classic 9 mm Parabellum pistol that was especially used by European polices throughout the end
of the twentieth century.
Compact and reliable.

COLT .45 M1911 A7

Type : Medium auto pistol
Accuracy : 0
Availability : Excellent
Concealiability : Jacket
Capacity : 7
Rate of fire : 2

Ammo : .45ACP (2D6+2)
Reliability : Standard
Range : 50 meters
Price : $900
Description : Cyberpunk 2013
Size : 22 cm
Country : USA

US Army issue pistol in the 20's, the Colt .45 is known for having good stopping power and by its blunt look.
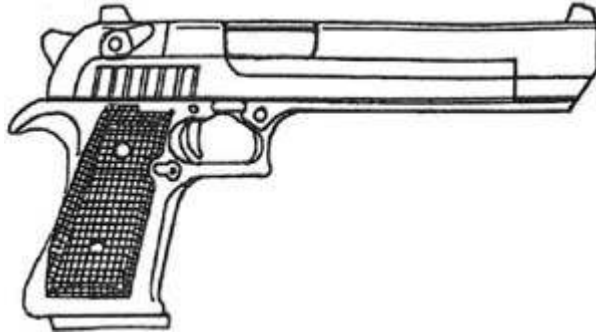
COLT COMMANDER

Type : Medium auto pistol
Accuracy : 0
Availability : Common
Concealiability : Jacket
Capacity : 7
Rate of fire : 2

Ammo : .45 ACP (2D6+2)
Reliability : Very reliable
Range : 40 meters
Price : $840
Description : cyberpunk 2013
Size : 20 cm
Country : USA

More modern than the last model, this .45 pistol is reliable and common all over the world.

COLT / IMI DESERT EAGLE

Type : Heavy auto pistol
Accuracy : +1
Availability : Common
Concealiability : Jacket
Capacity : 9
Rate of fire : 2

Ammo : .357 M (3D6+1)
Reliability : Very reliable
Range : 50 meters
Price : $1500
Description: Cyberpunk 2013
Size : 26 cm
Country : USA / Israel

There is a .44 (4D6)(Capacity : 8 Precision : 0) ,a .41 Magnum (3D6+3) (Capacity 9, precision : 0) and a .50AE (5D6) (Capacity 7, precision : 0)version. Brought to the world between 1980 and 1990, this weapon was used to equip among others, the american and israel armies. It was also well sold in the civilian market.

FN BROWNIG HIGH-POWER

Type : Medium auto pistol
Accuracy : 0
Availability : Excellent
Concealiability : Jacket

Ammo : 9 mm (2D6+1)
Reliability : Very reliable
Range : 50 meters
Price : $300
Description : Cyberpunk 2013

| **Rate of fire :** 2 | **Size :** 20 cm |
| | **Country :** Belgium |

An excellent military and civilian weapon used throughout the world.
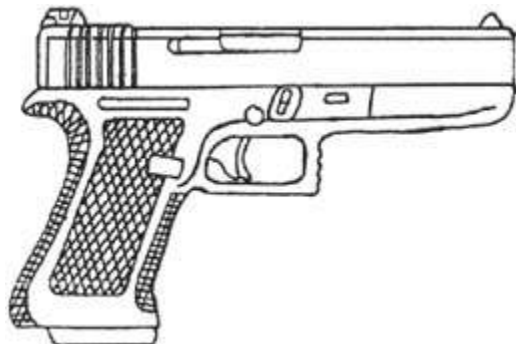
FN BROWNING .25

Type : Light auto pistol	**Ammo :** .25 (1D6+1)
Accuracy : 0	**Reliability :** Unreliable
Availability : Common	**Range :** 40 meters
Concea. iability : Pocket	**Price :** $250
Capacity : 5	**Description :** Cyberpunk 2013
Rate of fire : 2	**Size :** 15 cm
	Country : Belgium

A common pistol.
It is one of the smallest in the market and usually used as a last line of defense or by ladies.

GLOCK M17

Type : Medium auto pistol **Accuracy :** +1 **Availability :** Common **Concealiability :** Jacket **Capacity :** 17 **Rate of fire :** 2	**Ammo :** 9 mm (2D6+1) **Reliability :** Very reliable **Range :** 50 meters **Price :** $570 **Description :** Cyberpunk 2013 **Size :** 19 cm **Country :** Austria

Plastic polymer weapon of very good manufacture which is at the same time, precise and easy to use. Standard issue pistol in the Austrian army.

HIGH STANDARD DERRINGER
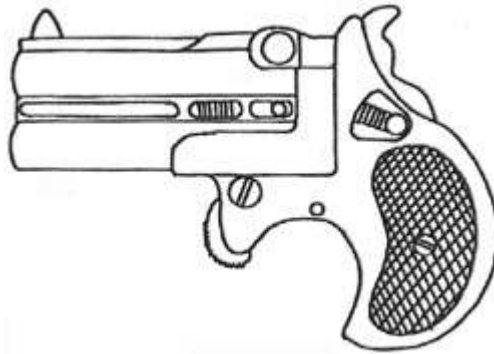
Type : Light pistol **Accuracy :** -1 **Availability :** Common **Concealiability :** Pocket **Capacity :** 2 **Rate of fire :** 1	**Ammo :** 5 mm (1D6) **Reliability :** Standard **Range :** 30 meters **Price :** $90 **Description :** Cyberpunk 2013 **Size :** 12 cm **Country :** USA

Even as a last line of defense weapon, the HIGH STANDARD DERRINGER lacks the stopping power needed to be really intimidating. Even so, its size makes it an always helpful weapon. Some versions can be found in .44 Magnum (4D6), or .45 Long Colt (4D6+1). Acc: -3, reliability: weak.
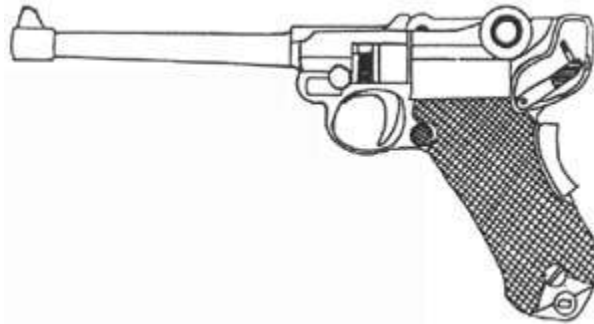
LARR GRIZZLY

Type : Heavy auto pistol	**Ammo :** .375W (3D6+2)
Accuracy : +1	**Reliability :** Standard
Availability : Rare	**Range :** 80 meters
Concealiability : Jacket	**Price :** $600
Capacity : 7	**Size :** 29 cm
Rate of fire : 1	**Country :** USA

With an impressive size, precision and power, this pistol was however, sold very little. Exists in .44 Mag (4D6), .45ACP(2D6+2) or even .50 AE (5D6). Some conversion kits can be found, which allow to change from a caliber to another.

LUGER PARABELLUM P-08

Type : Medium pistol	**Ammo :** 9 mm (2D6+1)
Accuracy : 0	**Reliability :** Standard
Availability : Mediocre	**Range :** 50 meters
Concealiability : Jacket	**Price :** $500
Capacity : 8	**Description :** Cyberpunk 2013
Rate of fire : 1	**Size :** 22 cm
	Country : Germany

The first 9 mm Parabellum was this famous "Wermacht" pistol that was copied and replicated at the end of the century. It is nevertheless a little obsolete today.
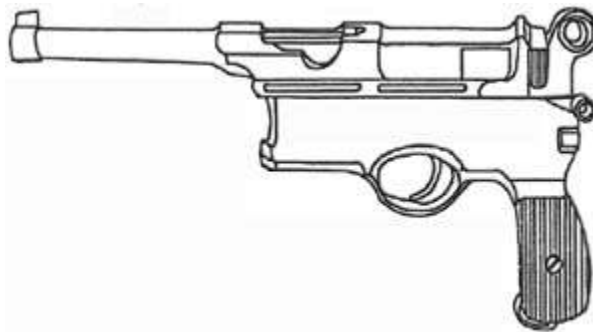
MAKAROV

Type : Light auto pistol **Accuracy :** 0 **Availability :** Poor **Concealiability :** Pocket **Capacity :** 8 **Rate of fire :** 2	**Ammo :** 9 mm M (1D6+3) **Reliability :** Standard **Range :** 30 meters **Price :** $230 **Size :** 16 cm **Country :** URSS

This rare weapon from the former eastern block is based on the famous Walther PPK.
It's a very discrete pistol with an all around average characteristics.

MAUSER M1896

Type : Medium auto pistol **Accuracy :** +1 **Availability :** Rare **Concealiability :** Jacket **Capacity :** 10 **Rate of fire :** 2	**Ammo :** 7,65M (2D6) or 9 mm (2D6+1) in recent models. **Reliability :** Standard **Range :** 50 meters **Price :** $1000 **Description :** Cyberpunk 2013 **Size :** 28 cm **Country :** Germany

This veteran weapon of W.W. 1 made its 100 year birthday just a couple of years back.
It is a fast and precise weapon that unfortunately, can only be found at antique shops today.

NAVY ARMS MANBA

Type : Medium auto pistol
Accuracy : +1
Availability : Common
Concealiability : Jacket
Capacity : 15
Rate of fire : 1

Ammo : 9 mm (2D6+1)
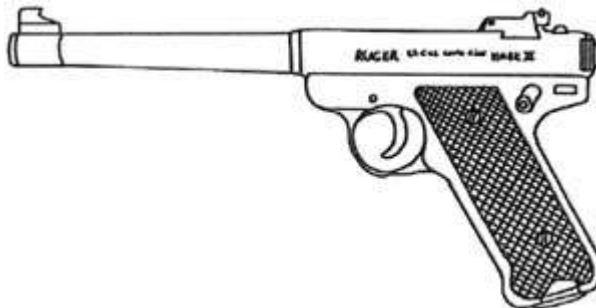**Reliability :** Standard
Range : 50 meters
Price : $600
Description: Cyberpunk 2013.
Size : 19 cm
Country : South Africa

This weapon was designed in the US by Smith & Wesson and produced in South Africa under license. It has a characteristic body of plastic polymers and a good capacity clip.
Can also be found in the SMG version (Rate of fire 15), however, this is a very rare variant.

RUGER MK II Standard

Type : Light auto pistol **Accuracy :** +2 **Availability :** Common **Concealiability :** Jacket **Capacity :** 13 **Rate of fire :** 2	**Ammo :** .22L (1D6+1) **Reliability :** standard **Range :** 50 meters **Price :** $300 **Description :** Cyberpunk 2013 **Size :** 28 cm **Country :** USA

An excellent pistol that combines precision with an easy to use concept.
It was one of the preferred weapons by assassins.

SIG SAUER P-210-2

Type : Medium auto pistol **Accuracy :** +1 **Availability :** Common **Concealiability :** Jacket **Capacity :** 15 **Rate of fire :** 2	**Ammo :** 9mm (2D6+1) **Reliability :** Very reliable **Range :** 50 meters **Price :** $630 **Description :** Cyberpunk 2013 **Size :** 19 cm **Country :** Swiss

One of the most precise military pistols of the time.
Adopted by the Swiss army, the SIG SAUER P-210-2 is a very easy pistol to maintain.

STYER GB80

Type : Medium auto pistol	**Ammo :** 9 mm (2D6+1)
Accuracy : 0	**Reliability :** Standard
Availability : Mediocre	**Range :** 50 meters
Concealiability : Jacket	**Price :** $900
Capacity : 18	**Description :** Cyberpunk 2013
Rate of fire : 2	**Size :** 22 cm
	Country : Austria

The STYER GB80 was in its time the weapon of choice within NATO countries police and armed forces. Highlights are its modern concept and a large capacity clip.

T.D.E. AUTOMAG .44

Type : Very heavy auto pistol	**Ammo :** .44 (4D6)
Accuracy : 0	**Reliability :** Unreliable
Availability : Mediocre	**Range :** 50 meters
Concealiability : Jacket	**Price :** $700
Capacity : 7	**Description :** Cyberpunk 2013
Rate of fire : 1	**Size :** 29 cm
	Country : USA

In its own time it was considered the most powerful pistol in the world.
Production was abruptly stopped after a series of technical problems.

TOKAREV 1933 TT-33
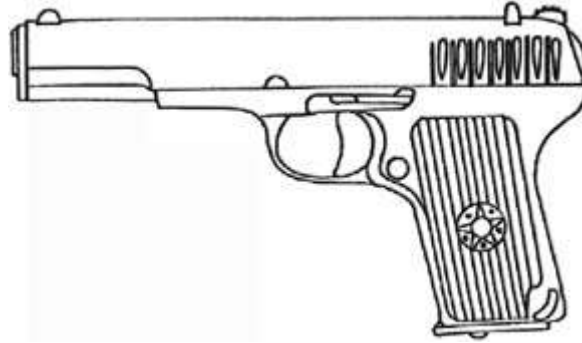
Type : Medium auto pistol
Accuracy : 0
Availability : Common
Concealiability : Jacket
Capacity : 8
Rate of fire : 2

Ammo : 7,65M (2D6)
Reliability : Very reliable
Range : 50 meters
Price : $350
Description : Cyberpunk 2013
Size : 20 cm
Country : URSS

This pistol was used in the soviet army and police throughout the twentieth century.
It can usually be found in eastern countries.

WALTER PPK
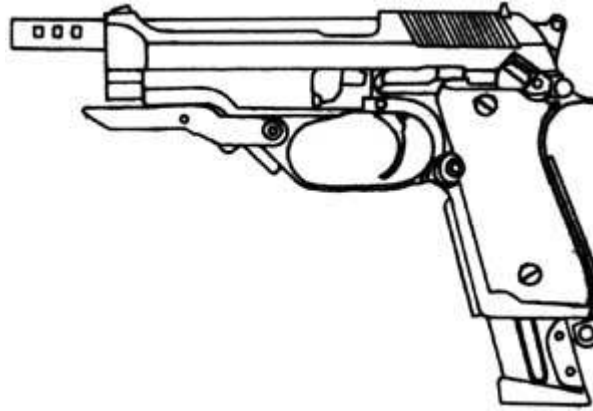
Illustration : Philippe "Boss" BAUSSERON

Type : Medium auto pistol
Accuracy : 0
Availability : Excellent
Concealiability : Pocket
Capacity : 7
Rate of fire : 2

Ammo : 9 mm (2D6+1)
Reliability : Standard
Range : 30 meters
Price : $430
Description : Cyberpunk 2013
Size : 15 cm
Country : Germany

Mostly known as James Bond's favorite weapon, the Walter PPK was actually used by intelligence

agencies across the world.

BERETTA M93

Picture : Philippe "Boss" BAUSSERON

Type : Medium SubmachineGun	**Ammo :** 9 mm (2D6+1)
Accuracy : 0	**Reliability :** standard
Availability : Poor	**Range :** 100 meters
Concealement : Jacket	**Price :** $550
Clip : 20	**Length :** 24 cm.
Rate of fire :3 or 1, depending on the pressure on the trigger.	**Country :** Italy

An automatic version of beretta pistols. A low rate of fire and a compact size make up for a poor clip size.

BERETTA MODEL 12

Type : Medium SubmachineGun	**Ammo :** 9 mm (2D6+1)
Accuracy : 0	**Reliability :** Very good
Availability : Excellent	**Range :** 200 meters
Concealement : Long Coat	**Price :** $500
Clip : 32	**Length :** 42 cm, stock folded
Rate of fire : 20	**Country :** Italy

Esthetic, accurate and reliable. Model 12 has been chosen buy many african or south american countries to equip their army, and also by the italian police itself.
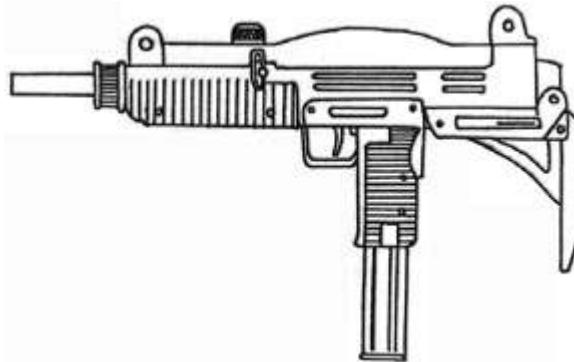
BUSHMASTER

Type : Heavy SubmachineGun
Accuracy : 0
Availability : Rare
Concealement : Long Coat
Clip : 30
Rate of fire : 3/20

Ammo : 5,56 (4D6)
Reliability : standard
Range : 250 meters
Price : $800
Description : Cyberpunk 2020
Length : 42 cm
Country : USA

IMI MINI UZI

Type : Medium SubmachineGun
Accuracy : 0
Availability : Poor
Concealement : Jacket
Clip : 30
Rate of fire : 20

Ammo : 9 mm (2D6+1)
Reliability : Very good
Range : 150 meters
Price : $700
Description : Cyberpunk 2013
Length : 37 cm, stock folded.
Country : Israel

A medium version of the popular Uzi, which can be easely concealed under wide clothes.

IMI UZI PISTOL
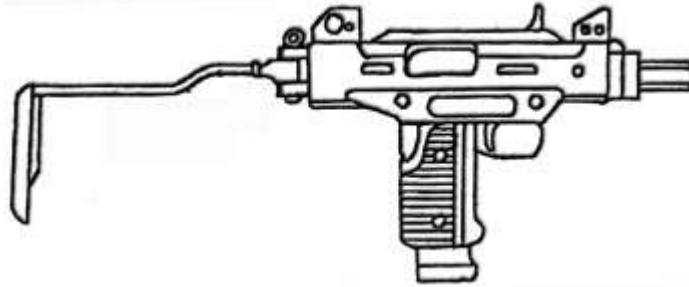
Type : Medium SubmachineGun
Accuracy : 0
Availability : Poor
Concealement : Jacket
Clip : 20/30
Rate of fire : 3 rounds burst.

Ammo : 9mm (2D6+1)
Reliability : Very good
Range : 100 meters
Price : $450
Length : 23 cm, stock folded
Country : Israel

The smaller version of the Uzi, not bigger than a pistol of the same caliber. Very popular among terrorists.
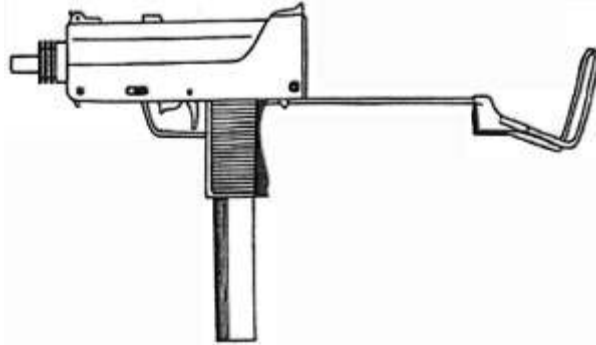
INGRAM MAC 10

Type : Medium SubmachineGun
Accuracy : -1 (.45) or 0 (9 mm)
Availability : Common
Concealement : Jacket
Clip : 30
Rate of fire : 20

Ammo : .45 ACP (2D6+2) or 9 mm (2D6+1)
Reliability : Weak
Range : 150 meters
Price : $800
Description : Cyberpunk 2020
Length : 28 cm, stock folded, without

	suppressor. **Country :** USA

INGRAM M11 COBRA

Type : Ligth SubmachineGun **Accuracy :** -1 **Availability :** Common **Concealement :** Jacket / coat **Clip :** 16 ou 32 **Rate of fire :** 25	**Ammo :** 7mm (1D6+2) **Reliability :** Weak **Range :** 50 meters **Price :** $600 **Length :** 22 cm, stock folded, without suppressor. **Country :** USA

Shortened version of the MAC 10, which shots ligther bullets, at a higher rate of fire. Two clips are available, depending on the concelament wanted. Civilian versions have been sold, weren't equiped with automatic fire. Like the Mac 10, the Mac 11 can be fitted with a sound suppressor (about 20 cm, 50 eb).

M3 A1 "GREASE GUN"

Type : Medium SubmachineGun **Accuracy :** 0	**Ammo :** .45ACP (2D6+2) **Reliability :** standard

Availability : Common
Concealement : Long Coat
Clip : 30
Rate of fire : 30

Range : 150 meters
Price : $450
Description : Cyberpunk 2013
Length : 50 cm, stock folded
Country : USA

Standard weapon of the us army, since WWII. its nick name is the result of its design.
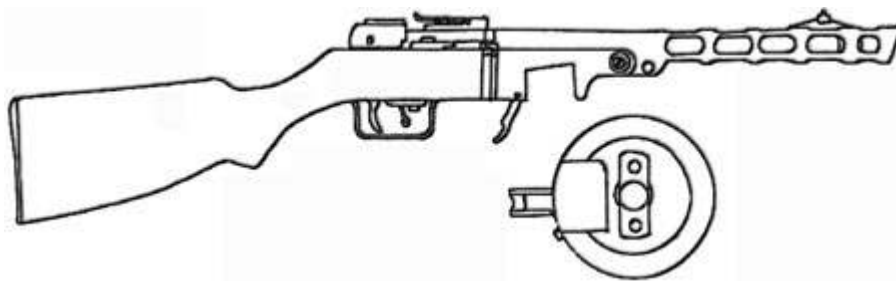
MADSEN MODEL 50

Type : Medium SubmachineGun **Accuracy : +1**
Availability : Common
Concealement : Long Coat
Clip : 32
Rate of fire : 25

Ammo : 9 mm (2D6+1)
Reliability : Very good
Range : 200 meters
Price : $500
Length : 52 cm, stock folded.
Country : Danemark.

Accurate and easy to look after submachinegun, which was used by the british army. the security trigger behind the clip prevents from firing with a single hand. (although a good sticky band can fix the problem).

PPSH 41

Type : Medium SubmachineGun
Accuracy : +1
Availability : Common

Ammo : 7,62M (2D6+1)
Reliability : standard
Range : 250 meters

Concealement : non concealable **Clip :** 35 ou tambour de 71. **Rate of fire :** 35	**Price :** $400 **Length :** 84 cm **Country :** USSR

Standard weapon of the red army since WWII. more than five millions were made, often copied, in china for instance, where it is called "Model 50".
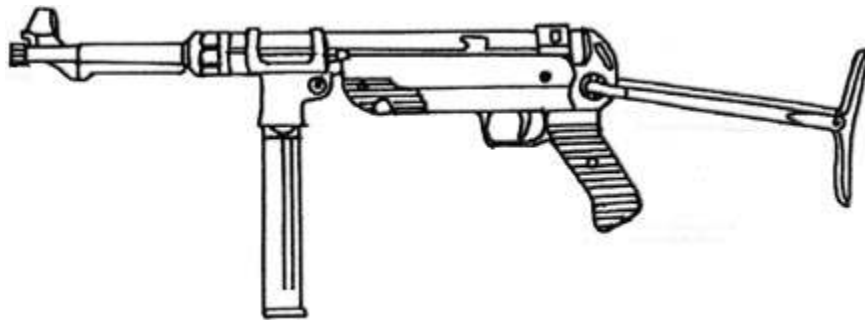
STERLING Mark 7 L2 A3

Type : Medium SubmachineGun **Accuracy :** 0 **Availability :** Common **Concealement :** Long Coat **Clip :** 32. **Rate of fire :** 20	**Ammo :** 9 mm (2D6+1) **Reliability :** Very good **Range :** 200 meters **Price :** $400 **Length :** 45 cm, stock folded **Country :** United Kingdom.

British weapon used by the army and british police. It has also been sold in the United States where it was used by police force. It's a reliable and compact weapon , wich fires a classical 9mm ammo, from a side Clip.

SCHMEISSER MP-40

Type : Medium SubmachineGun **Accuracy :** +1 **Availability :** Common	**Ammo :** 9 mm (2D6+1) **Reliability :** Very good **Range :** 200 meters

Concealement : non concealable **Clip :** 32. **Rate of fire :** 25	**Price :** $450 **Length :** 64 cm, stock folded **Country :** Germany.

One of the most famous weapon of WWII, used by the german army. More than a millionwere built, and some were still in use at the end of the century by police or armies throughout the world.

THOMPSON M 1928 A1
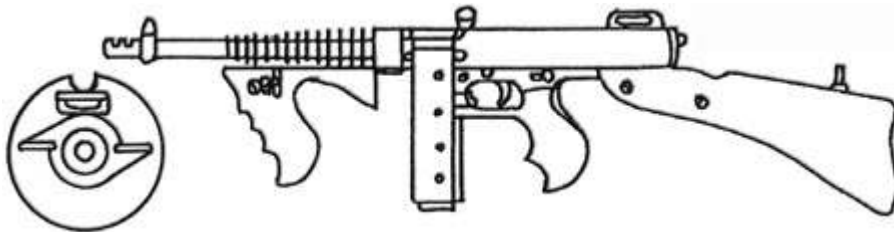
Type : Medium submachinegun **Accuracy :** +1 **Availability :** Poor **Concealement :** non concealable **Clip :** 32 (straight Clip) or 50 (cylinder) **Rate of fire :** 30	**Ammo :** .45 ACP (2D6+2) **Reliability :** Weak **Range :** 200 meters **Price :** $500 **Description :** Cyberpunk 2013 **Length :** 91 cm. **Country :** USA

Used by gangster and police between the two world wars in the united states.

THOMPSON M1A1

Picture : Philippe "Boss" BAUSSERON

Type : medium submachinegun **Accuracy :** +1 **Availability :** Common **Concealement :** non concealable **Clip :** 20 / 30 **Rate of fire :** 30	**Ammo :** .45 ACP (2D6+2) **Reliability :** Very good **Range :** 250 meters **Price :** $450 **Description :** Cyberpunk 2020 **Length :** 81 cm. **Country :** USA

this SMG replaced the 1928 Model during WWII.

VZ 61 SKORPION

Type : Ligth machinegun.
Accuracy : +1
Availability : Poor
Concealement : Jacket
Clip : 20
Rate of fire : 60

Ammo : .25 (1D6+1)
Reliability : very good
Range : 80 meters
Price : $350
Description : Cyberpunk 2020
Length : 27 cm stock folded.
Country : Czechoslovakia.

H&K USP .45 Tactical Pistol
Type: Handgun, Accuracy: +1 Availability: Poor Conceal: Jacket Clip: 10 Rate of Fire: 2 Damage: .45ACP (2d6+2) Reliability: Very Reliable Range: 50m Price: $850; laser sight and silencer only $75 apiece each for attachments.

HECKLER & KOCH MP5k & Mp5 SD3
Type :Medium SubmachineGun
Accuracy : 0
Availability : Common
Concealement : Long Coat / Jacket
Clip : 30 / 15
Rate of fire : 2 / 20   Ammo : 9 mm (2D6+1)
Reliability : standard
Range : 150 meters
Price : $1200
Description : Cyberpunk 2013
Length : 38 cm stock folded.
Country : Germany
Shortened version of the MP5, often used by special police forces and terrorists. The MP5 SD3 (Concealment: Long Coat, 46 cm, $350, dotted line) is a version equipped with a sound suppressor.

HECKLER & KOCH MP5
Type :Medium submachinegun
Accuracy : +1
Availability : Common
Concealement : non concealable
Clip : 30/20
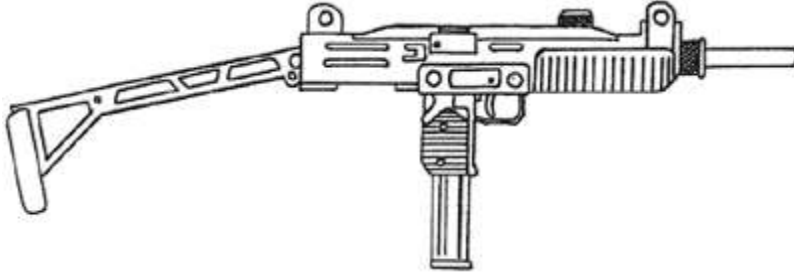Rate of fire : 2/20   Ammo : 9mm (2D6+1)
Reliability : standard
Range : 200 meters
Price : $1200
Description: Cyberpunk 2020
Length : 68 cm
Country : Germany

IMI PM UZI (Long Version)
Type :Medium SubmachineGun
Accuracy : +2
Availability : Common
Concealement : Long Coat
Clip : 30
Rate of fire : 20   Ammo : 9 mm (2D6+1)
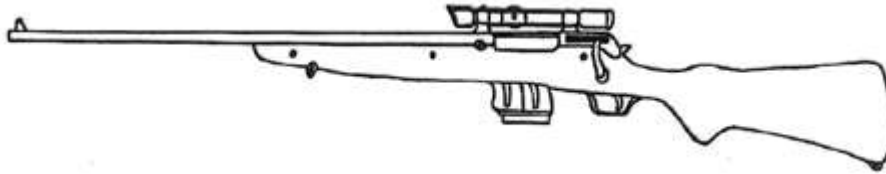Reliability : Very good
Range : 150 meters
Price : $1050
Description : Cyberpunk 2020
Length : 42 cm, stock folded
Country : Israel
A longer version, for a more accurate shot. Used by SWATs and infantry men.

WINCHESTER M70
Type : Heavy hunting rifle
Precision : +2
Availability : Common
Concealment : Non concealable
Clip : 5
Rate of fire : 1   Ammunition : 30-06 (5D6+3)
Reliability : very reliable
Range : 400 meters
Price : $690
Description : Cyberpunk 2020
Length : 115 cm
Country : USA

HECKLER & KOCH G3
Type : Assault rifle
Precision : +1
Availability : Poor
Concealment : Non concealable
Clip : 20 (5,56 : 30)
Rate of fire : 2/20   Ammunition : 7.62N (5D6+2) or 5.56 (4D6)
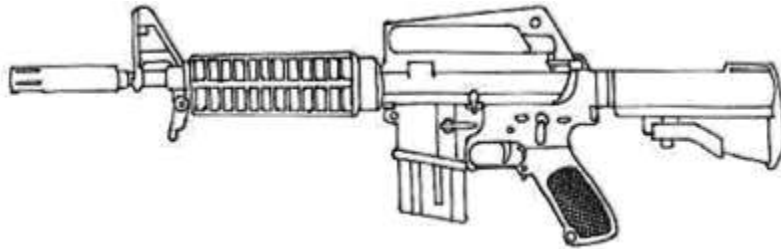
Reliability : Very Reliable
Range : 350 meters
Price : $1000
Length : 103 cm
Country : Germany
G-3 is a heavy Assault rifle. It is reliable, accurate and powerful. Used by NATO forces throughout the world, it can be found especially in Australia, Mexico, Bangladesh, in Central Africa and in Norway.

COLT COMMANDO / AR-15
Type : Assault rifle
Precision : 0
Availability : Common
Concealment : Non concealable
Clip : 20 or 30
Rate of fire : 3/30 (AR-15 : 2)   Ammunition : 5,56 (4D6)
Reliability : standard
Range : 250 meters
Price : $800 (civilian) $1200 (military)
Length : 71 cm, stock folded
Country : USA
A shortened version of the M-16, the Colt commando is not as accurate as the original model. It has been used in jungle combat, and by police forces. The civilian, single-shot version goes under the name of "AR-15".

COLT M-16A1 & M-16A2
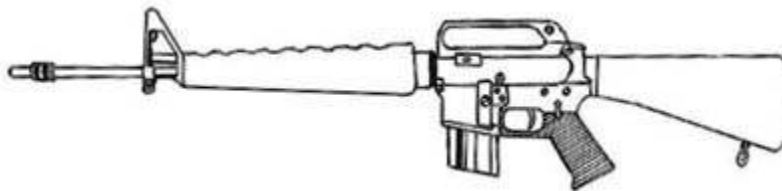
Type : Assault rifle	**Ammunition :** 5,56 (4D6)
Precision : +1 (M-16A2 : +2)	**Reliability :** weak (M-16A2 : standard)
Availability : Common	**Range :** 400 meters
Concealment : Non concealable	**Price :** 220 / 280 eb
Clip : 30	**Description :** Cyberpunk 2020
Rate of fire : 2/30 (or 3/30 on recent versions)	**Length :** 99 cm
	Country : USA

Note on the M16 A2 : optional 40 mm grenade launcher : 0 40mm 1 1 ST 150 meters. 100 $

ENFIELD IW

Type : Assault rifle **Precision :** +1 **Availability :** Rare **Concealment :** Non concealable **Clip :** 30 **Rate of fire :** 3/25	**Ammunition :** 5,56 (4D6) **Reliability :** standard) **Range :** 350 meters **Price :** $650 **Length :** 79 cm **Country :** United Kington

This weapon, advanced for its time was adopted by the british army during the eighties. It uses medium caliber ammunition, the 5,56 Armalite, and has good statistics(accuracy?) for its small size. It's also rare outside the UK borders.

FAMAS 5,56
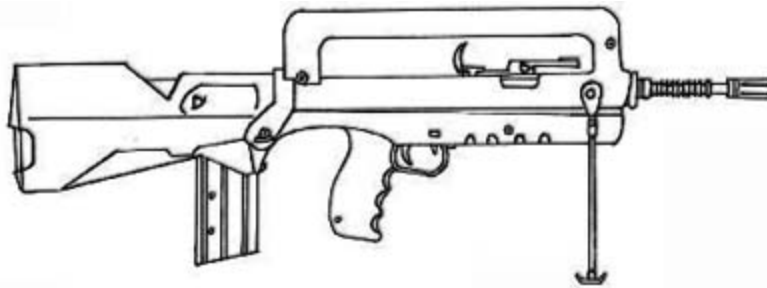
Type : Assault rifle **Precision :** +1 (+3 on bipod) **Availability :** Poor **Concealment :** Non concealable **Clip :** 25 **Rate of fire :** 3/35	**Ammunition :** 5,56 (4D6) **Reliability :** standard **Range :** 350 meters **Price :** $800 **Length :** 76 cm **Country :** France

This French assault rifle made out of plastic material with a modern design. It has been made very accurate by the use of a foldable bipod. This rifle remains rare outside Europe.

FN 50-00 FAL

Type : Assault rifle
Precision : 0
Availability : Excellent
Concealment : Non concealable
Clip : 20
Rate of fire : 3/25

Ammunition : 7,62N (5D6+2)
Reliability : very reliable
Range : 400 meters
Price : $700
Description : Cyberpunk 2020
Length : 109 cm
Country : belgium

GALIL AR

Type : Assault rifle
Precision : 0
Availability : Common
Concealment : Non concealable
Clip : 20 (ou 30 en 5,56)
Rate of fire : 3/25

Ammunition : 7,62N (5D6+2) or 5,56 (4D6)
Reliability : Very Reliable
Range : 400 meters
Price : $800
Length : 98 cm
Country : Israel

Technicaly close to the AK-47, this Israelian rifle has proved its efficiency during several conflicts in the Middle-East. There exists a 5,56 version, which has an accuracy of +1, and a 30 round magazine. Extended 35 round magazines for 7,62 and 5,56 can be found.

KALASHNIKOV AK47, AKM

Type : Assault rifle **Precision :** -2 (-1 with rigid stock) **Availability :** Excellent **Concealment :** Non concealable **Clip :** 30 **Rate of fire :** 2/20	**Ammunition :** 7,62S (5D6) **Reliability :** Very Reliable **Range :** 300 meters **Price :** $500 **Description :** Cyberpunk 2020 **Length :** 88 cm **Country :** USSR

Versions that have a foldable stock can be concealed under a long coat. Numerous versions exist: shortened, fires in 3-round bursts.

KALASHNIKOV AK74

Type : Assault rifle **Precision :** 0 **Availability :** Rare **Concealment :** Non concealable **Clip :** 30 **Rate of fire :** 3/25	**Ammunition :** 5.45S (4D6) **Reliability :** Very Reliable **Range :** 400 meters **Price :** $900 **Length :** 93 cm **Country :** Russia

This rifle is used by the Russian army since the beginning of the nineties. The AK-74 has a lost some of its fire power compared to the original AK-47, but has gained in accuracy, range, and in rate of fire. It remains hard to find, as currently few of these weapons have left Russia.

M14 7,62 mm
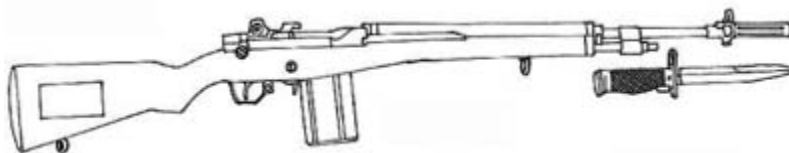
Type : Assault rifle	**Ammunition :** 7.62N (5D6+2)
Precision : +1 (+2 in single shot mode)	**Reliability :** standard
Availability : Common	**Range :** 350 meters
Concealment : Non concealable	**Price :** $1600
Clip : 20	**Length :** 112 cm
Rate of fire : 2/25	**Country :** USA

Legacy of the Garand M1 rifle, the M-14 has been the American standard rifle from the fifties to the seventies, and has been still used in the eighties. Though it can fire in full-automatic mode, it has a tendancy to overheat during such use.

SIG 210 ou STGW 57

Type : Assault rifle	**Ammunition :** 7,62N (5D6+2)
Precision : 0	**Reliability :** standard
Availability : Rare	**Range :** 400 meters
Concealment : Non concealable	**Price :** $1200
Clip : 20	**Length :** 102 cm
Rate of fire : 3/20	**Country :** Switzerland

Standard rifle of the Swiss army, the Sig 210 is rare outside of Switzerland. A few models have been sold to South-American states though. This weapon in part caused the defeat of US forces in 2010. The StGw is a very rare version which fires a 7,5 mm round (5D6+2), and is exclusively used in Switzerland.

STYER AUG
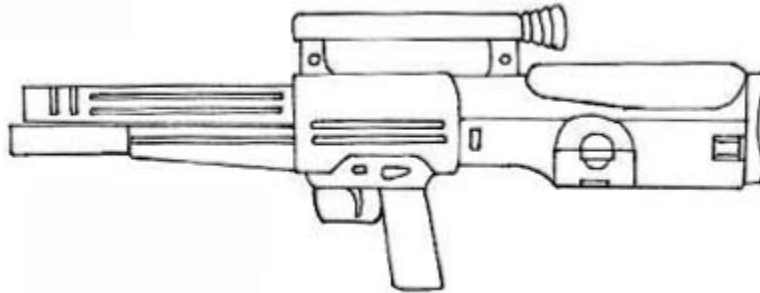

Type : Assault rifle	**Ammunition :** 5,56 (4D6)

Precision : +2
Availability : Common
Concealment : Non concealable
Clip : 30
Rate of fire : 3/20

Reliability : Very Reliable
Range : 400 meters
Price : $1050
Description : Cyberpunk 2020
Length : 79 cm
Country : Austria

The magazine is made of translucent plastic allowing to see the remaining rounds.

HECKLER & KOCH G-11

Type : assault rifle
Precision : +1
Availability : Rare
Concealment : Non concealable
Clip : 50
Rate of fire : 3/25

Ammunition : 4.7mm (4D6)
Reliability : very reliable
Range : 400 meters
Price : 750 Eb
Description : Corporate Report III
Length : 83 cm
Country : Germany

This Rifle has been in circulation for a long time. The G-11 is still manufactured for special forces in large numbers. It has always been appreciated for its good design features, reliability and precision.

AK Mod Sniper Rifle; Skill: Rifle Accuracy: +2 Availability: Common Conceal: N/A Clip: 40 Rate of Fire: 2 Damage: 5d6 (7.62mmS) Reliability: Very Reliable Range: 500m Price: $850, comes with scope and bipod

AKM Custom Mod, Skill: Rifle Accuracy: 0 (-1) Availability: Poor Conceal: NA (Long coat) Clip: 40 Rate of Fire: 2/20 Damage: 5d6 (7.62mmS) Reliability: Standard Range: 300m Price: $600, comes with folding stock

Soviet Paratrooper Rifle, Skill: Rifle Accuracy: +1(0) Availability: Poor Conceal: N/A (Long coat) Clip: 20 Rate of Fire: 2/3/20 Damage: 5d6 (5.45mm) Reliability: Very Reliability Range: 300m Price: $775; Rifle Grenade Attachment Cost: +50, comes with folding stock

Bizon Submachine gun, Skill: SMG Accuracy: +1 Availability: Poor Conceal: Longcoat, Clip: 64 Rate of Fire: 2/30, Damage: 2d6+1 (9mm) Reliability: Very Reliable, Range: 200m, Price: $725, Has a built in ammo counter.

H&K Tactical UMP .45 Submachine gun
Type: SMG, Accuracy: +1 Availability: Poor Conceal: N/A (Long coat), Clip: 25 Rate of Fire: 2/20
Damage: .45ACP (2d6+2) Reliability: Very Reliable Range: 100m Price:$1500, comes with a
folding stock, side by side clip only $25

H&K G36 assault rifle
Type: Rifle, Accuracy: +1 (0), Availability: Poor Conceal: N/A (Long coat), Clip: 30 Rate of Fire:
2/30 Damage: 5.56mm (4d6) Reliability: Very Reliable Range: 350m (250m) Price: $2700, comes
with a folding stock

Franchi SPAS 12g, Type: Shotgun, Accuracy: +1 (0) Availability: Common Conceal: N/A (Long
Coat) Clip: 8 Rate of Fire: 2 Damage: 4d6/3d6/2d6 (12g) Reliability: Very Reliable Range: 50m
Price: $650; comes with removable stock and strap

ATCHISSON ASSAULT

Type : Automatic shtogun	**Ammunition :** 12Ga (4D6 / 3D6 / 2D6)
~~Precision :~~ 1	**Reliability :** standard

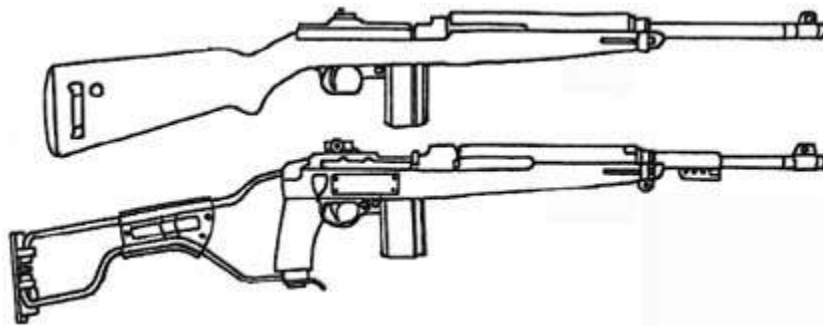|	
Availability : Rare **Concealment :** Non concealable **Clip :** 20 **Rate of fire :** 3/10	**Range :** 50 meters **Price :** $2800 **Description :** Cyberpunk 2013 **Length :** 90 cm **Country :** USA

Riot gun firing only in full-auto mode from its box-clip.

M1.30 & M1 A1 .30 CARBINE

Type : Carbine **Precision :** +2 **Availability :** Excellente **Concealment :** Non concealable (Long coat) **Clip :** 15/30 **Rate of fire :** 2	**Ammunition :** .30 (2d6+3) **Reliability :** very reliable **Range :** 300 meters **Price :** $1500 ($1700) **Length :** 91 cm (62 cm) **Country :** USA

Medium rifle, fires light ammunition, accurate and reliable. It has been used since WWII. It's the most widespread weapon of all those manufactured in the United States. Several versions can be found: the M1A1 with foldable stock, for parachutists use, (statistics between parenthesis), a version (M2) firing in automatic mode (Rate of fire: 25), and one version (M3) equipped with a night vision scope. Many were owned by Police in the United States in the twentieth century.

GARAND .30 M1 RIFLE
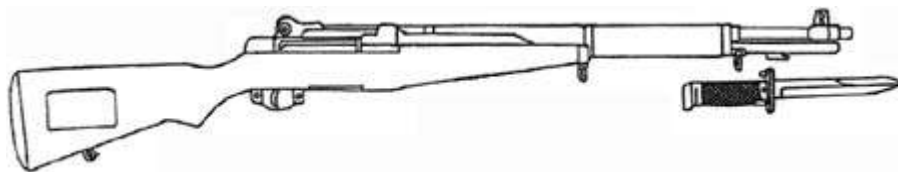
Type : War rifle **Precision :** +1 **Availability :** Common	**Ammunition :** 30-06 (5D6+3) **Reliability :** very reliable **Range :** 300 meters

Concealment : Non concealable **Clip :** 8 **Rate of fire :** 1	**Price :** $1350 **Length :** 110 cm **Country :** USA

Standard American rifle during WWII.

HECKLER & KOCH CAW

Type : Riot Gun **Precision :** 0 **Availability :** Rare **Concealment :** Non concealable **Clip :** 10 **Rate of fire :** 3/10	**Ammunition :** 12Ga (4D6 / 3D6 / 2D6) **Reliability :** standard **Range :** 50 meters **Price :** $2,000 **Description :** Cyberpunk 2020 **Length :** 88 cm **Country :** USA

ITHACA STAKEOUT
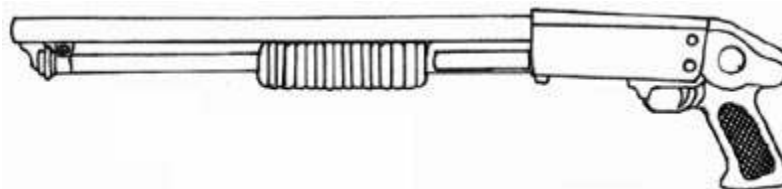
Type : Shotgun **Precision :** -1 **Availability :** Common **Concealment :** Long coat **Clip :** 8 **Rate of fire :** 2	**Ammunition :** 12Ga (4D6/3D6/2D6) **Reliability :** standard **Range :** 50 meters **Price :** $2,300 **Length :** 65 cm. **Country :** USA

Archetype of the self-defense rifle. Was fashionable during the last century.

WEATHERBY MARK V
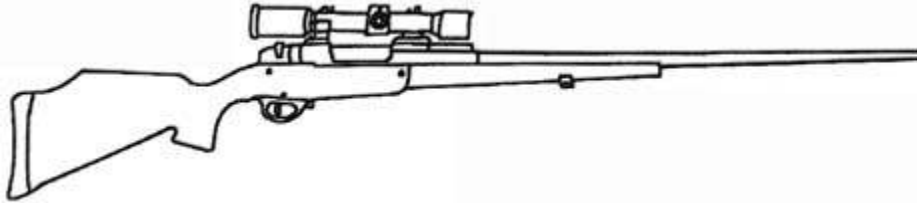
Type : Heavy hunting rifle
Precision : +1
Availability : Rare
Concealment : Non concealable
Clip : 3
Rate of fire : 1

Ammunition : .460 (7D6)
Reliability : very reliable
Range : 400 meters
Price : $900
Length : 118 cm
Country : United Kingtom

A very rare rifle. Originally designed to hunt elephant and rhinoceros. Now, its inventors have found a new use for it: to make undesirable members of a gang flee from the neighborhood, or make sure a cop is not tempted to nose around.

WA 2001 SNIPER RIFLE
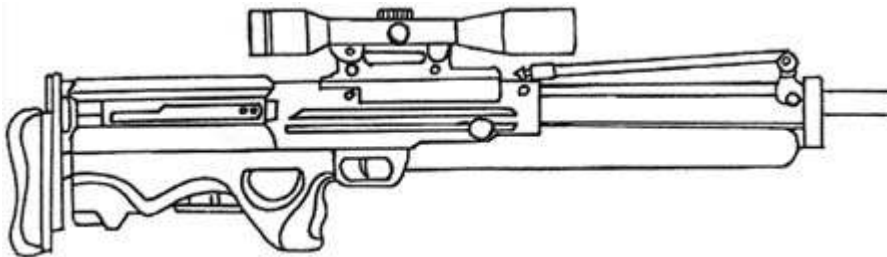
Type : Sniper rifle
Precision : +3
Availability : Rare
Concealement : Non concealable
Clip : 10
Rate of fire : 1

Ammo : 7,62C (6D6+2) or .308WM (6D6+2) (depends on the model).
Reliability : very reliable
Range : 1000 meters
Price : $1800
Description : Rough Guide to UK
Length : 95 cm
Country : United Kingtom

Bipod and Scope included. Sold without more options.

RG6 Grenade Launcher
Skill: Heavy Weapons Accuracy: -1 Damage: 40mm grenade launcher
Clip: 6 ROF: 1 Reliability: Standard Range: 200m Cost: $2500

M203 Undercarriage Grenade Launcher
Skill: Heavy Weapons Accuracy: 0 Damage: 40mm grenade launcher
Clip: 1 ROF: 1 Reliability: Standard Range: 200m Cost: $750

Tear Gas Grenades $20
Effects: Body save or suffer tearing effects, causing -2 REF, successful save halves the
Effect with only -1 REF, they have a 10 meter radius. Burns for nearly a minute or more.

Flashbang grenade $40
Damages 4D10 Stun damage in a 5m diam. area, soft armor has NO EFFECT against that, hard
armor is at 1/4 SP. Total time out is 1D10 minutes.
The blast will shatter any glass in a 5m radius, 10m if used indoor.
The flash effect will cause convulsion our paralysis for 1D6 minutes to any unprotected
Target looking at the flash area and failing a VeryDifficult (25) Resist Torture/Drugs test.

OTHER WEAPONS:

TASER
Type : Taser
Accuracy : -1
Availability : Common
Concealability : Jacket
Clip : 10
ROF: 1   Ammo: fletchettes, Penetrate 4 points of armor.
Reliability : standard
Range : 10 meters
Price : $60
Description : Cyberpunk 2020
Length : 21 cm
Country : USA
The victim must make a save with -2 penalty if the dart touches the skin. The projectile is
connected to unit by a wire. It can't be reloaded.

STUNGUN
Type : Melee
Accuracy : 0
Availability : Common
Concealability : Jacket
Clip : 20
ROF: -
Reliability : standard
Range : 1 meter
Price : $100
Description : Cyberpunk 2020
Length : 21 cm
Country : USA
The victim must make a save with -2 penalty if the stungun touches the skin.

Pistols:
Llama Commanche
Type: Pistol Damage: 4d6(.44) Accuracy: 0 Avail: Common Conceal: Jacket Clip: 6 ROF: 1
Reliability: standard Range: 50 meters Price: $650

Colt .45 Peacemaker
Type: Pistol Damage: 2d6+2 (.45) Accuracy: 0 Avail: Poor Conceal: Jacket Clip: 6 ROF: 1
Reliability: standard Range: 50 meters Price: $500

Guardian .380
Type: Pistol Damage: 1d6+2(.380) Accuracy: 0 Avail: Common Conceal: Pocket Clip: 6 ROF: 2
Reliability: standard Range: 50 meters Price: $440

Sigarms P220
Type: Pistol Damage: 2d6+1(.40 S&W) Accuracy: +1 Avail: Common Conceal: Jacket Clip: 10
ROF: 2 Reliability: Very Reliable Range: 50 meters Price: $900

Micro Compact 1911-A1
Type: Pistol Damage: 2d6+2(.45) Accuracy: 0 Avail: Poor Conceal: Pocket Clip: 6 ROF: 2
Reliability: Very Reliable Range: 50 meters Price: $1060

Baby Desert Eagle
Type: Pistol Damage: 2d6+1(.40 S&W) Accuracy: 0 Avail: Poor Conceal: Jacket Clip: 10 ROF: 2
Reliability: Standard Range: 50 meters Price: $500

FN Five-Seven
Type: Pistol Damage: 1d6+3(5.7mm) Accuracy: +1 Avail: Poor Conceal: Jacket Clip: 20 ROF: 2
Reliability: Standard Range: 50 meters Price: $700
Reduces armor by 1/2. Works like armor piercing.

Raging Bull .454
Type: Pistol Damage: 4d6+3 (.454 Casull) Accuracy: 0 Avail: Poor Conceal: Jacket Clip: 5 ROF: 1
Reliability: Very Reliable Range: 60 meters Price: $860

SMG:
Steyer Tactical Machine Pistol
Type: SMG Damage: 2d6+1(9mm) Accuracy: +1 Avail: Poor Conceal: Jacket Clip: 15/30 ROF:
3/15 Reliability: Standard Range: 200 meters Price: $1200

Tec-9 Machine Pistol
Type: SMG Damage: 2d6+1(9mm) Accuracy: 0 Avail: Common Conceal: Jacket Clip: 20 ROF:
3/20 Reliability: Weak Range: 100 meters Price: $600

Shotguns:
Mossberg 500
Type: Shotgun Damage: 4d6/2d6/1d6 (12g) Accuracy: 0 Avail: Common Conceal: NA Clip: 6
ROF: 2 Reliability: Standard Range: 50 meters Price: $370

Remington M870
Type: Shotgun Damage: 4d6/2d6/1d6 (12g) Accuracy: 0 Avail: Common Conceal: NA Clip: 4
ROF: 2 Reliability: Very Reliable Range: 50 meters Price: $625

Winchester 1300
Type: Shotgun Damage: 4d6/2d6/1d6 (12g) Accuracy: 0 Avail: Common Conceal: NA Clip: 6
ROF: 2 Reliability: Very Reliable Range: 50 meters Price: $520

Breech-Action .20 Gauge

Type: Shotgun Damage: 3D6/1D6+3/1D6 (20g) Accuracy: 0 Avail: Excellent Conceal: NA Clip: 1 ROF: 1 Reliability: Very Reliable Range: 25 meters Price: $150

Double-Barrel 12 Gauge
Type: Shotgun Damage: 4d6/2d6/1d6 (12g) Accuracy: 0 Avail: Excellent Conceal: NA Clip: 2 ROF: 2 Reliability: Very Reliable Range: 50 meters Price: $200

Rifles:
SKS Rifle
Type: Rifle Damage: 7.62S (5D6) Accuracy: 0 Avail: Excellent Conceal: NA Clip: 10 ROF: 2 Reliability: Very Reliable Range: 400 meters Price: $200

Draganov Rifle
Type: Rifle Damage: 7,62L (5D6+2) Accuracy: +2 Avail: Rare Conceal: NA Clip: 10 ROF: 2 Reliability: Very Reliable Range: 500 meters Price: $1200

SigArms SG 551 SP
Type: Rifle Damage: 5.56mm (4d6) Accuracy: +1 Avail: Poor Conceal: NA Clip: 25 ROF: 2/20 Reliability: Very Reliable Range: 400 meters Price: $2000

Remington 597 LR
Type: Rifle Damage: .22LR (1D6+2) Accuracy: +1 Avail: Excellent Conceal: NA Clip: 10 ROF: 2 Reliability: Very Reliable Range: 200 meters Price: $250

Savage Arms Safari Express
Type: Rifle Damage: .300 WM (6D6+2) Accuracy: +1 Avail: Poor Conceal: NA Clip: 3 ROF: 1 Reliability: Very Reliable Range: 800 meters Price: $925

H&K PSG-1
Type: Rifle Damage: 7.62N (5D6+2) Accuracy: +2 Avail: Poor Conceal: NA Clip: 10 ROF: 1 Reliability: Standard Range: 700 meters Price: $1800

Sig-Sauer SSG 3000
Type: Rifle Damage: 7.62N (5D6+2) Accuracy: +2 Avail: Poor Conceal: NA Clip: 5 ROF: 1 Reliability: Standard Range: 600 meters Price: $950

Heavy Weapons:
RPG-7V

HVY - +2 – N – E – 6d10PA (70mm) 7d10PA (85mm) – 1 – 1 – VR – Range: 500m – cost $500 (70mm rockets $50, 85mm rockets $60)

GP-30 Obuvka 40x118mm (reduces parent weapon holdout by -1)

HVY – 0 – N – E – 40mm Grenade – 1 – 1 – ST – Range: 100m – cost $550

RPG-29 Vampir 105mm

HVY – 0 – N – P - 11D10 PA (105mm, and 4d6 out to 3 meters) – 1 – 1 – VR – Range: 1000m – Cost $4050 (rockets are $200 apiece)
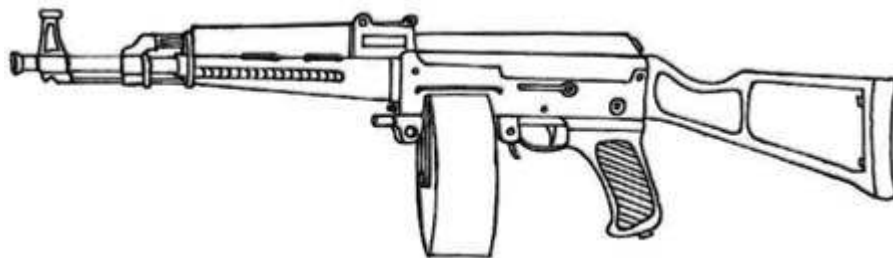

RPO-A Shmel 93mm

HVY – (-1) – N – C – 12d10AP (122mm/120mm HE) – 1 -1 – ST – Range: 500m –

Cost $3000

KALASHNIKOV RPK MACHINE GUN

Type : Light Machinegun
Accuracy : +1 (with bipod) without: -1.
Availability :Common
Conceleability : Non concealable

Ammo : 7,62S(5D6)
Reliability : Very reliable
Range : 450 meters
Price : $1600

Capacity : Cylindrical Clip with 75 rounds. **Rate of fire :** 3/15	**Description:** Solo of fortune **Size :** 95 cm **Country :** Russia

ARMALITE M60
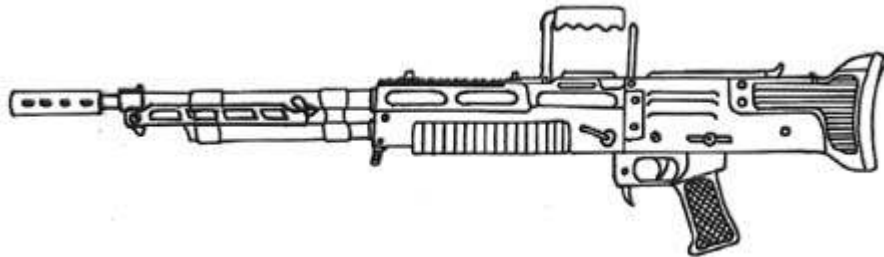
Type : Light Machinegun **Accuracy :** +1 (with bipod)without : -1 **Availability :** Common **Concealability :** Non concealable **Capacity :** tapes of 100 rounds **Rate of fire :** 2/20	**Ammo :** 7,62N(5D6+2) **Reliability :** Standard **Range :** 500 meters **Price :** $3500 **Description :** Solo of fortune, Home of the brave **Size :** 110 cm **Country :** USA

ARMALITE-BARRET M-90 & BARRET M-82
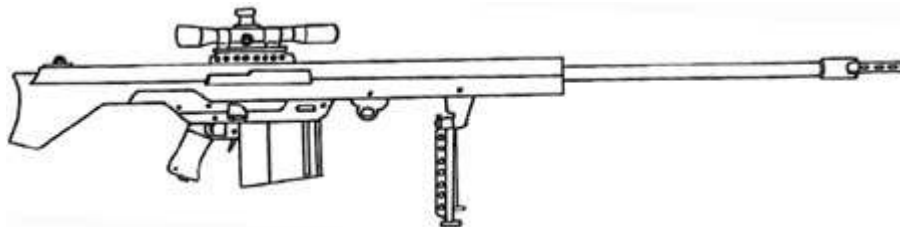
Type : Heavy Sniper Rifle **Accuracy :** +3 (model 82: +2) **Availability :** Rare **Concealment :** N/A **Clip :** 10 **ROF :** 1	**Damage :** .50 (6D10) **Reliability :** Very Reliable (model 82 : standard) **Range :** 1000 meters **Price :** $3000 (M 82: $2000) **Description :** Home of the brave **Length :** 168 cm **Country :** USA

M-90 is the successor of M-82, arms dating from the Sixties. It can be found at the black market or in old military stocks. M-90 in version super arm: $4000 (carried: 300 meters).

FN MAG MACHINE GUN
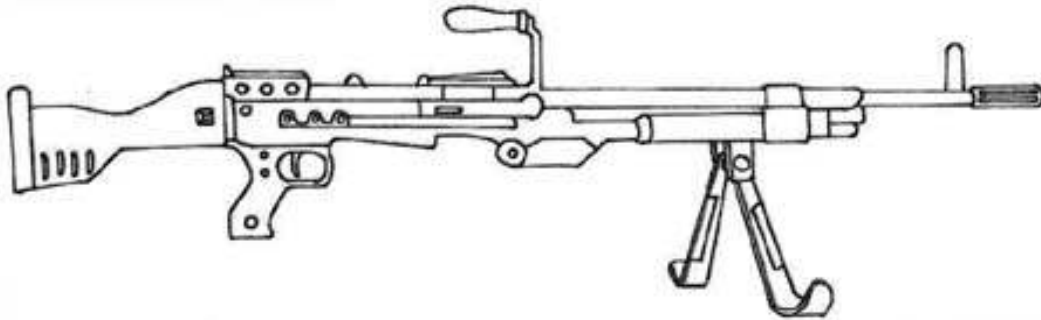
Type : Light Machinegun
Accuracy : 0
Availability : Rare
Concealability : Non concealable
Capacity : 100 (box) or 250 (tape)
Rate of fire : 30

Ammo: 7.62N (5D6+2)
Reliability: Very reliable
Range : 1000 meters
Price : $3000
Description : Rough guide to the UK.
Size : 128 cm
Country : Belgium

BROWNING M2A5HB .50 HMG
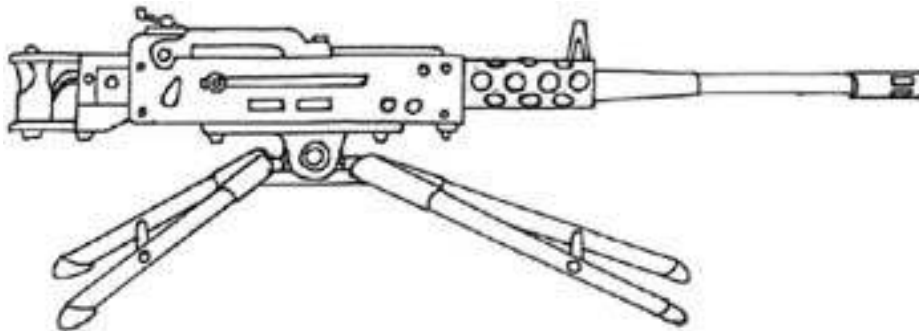
Type : Heavy machinegun
Accuracy : 0
Availability : P
Concealability : NA
Feed : 100 rounds belt
Rate of fire : 10

Cartridge : .50 (6D10)
Reliability : Very reliable
Range : 600 m
Cost : $6000
Description : Home of the brave
Length : 155 cm
Country : USA

Maybe the oldest design still in service, modern technology slightly reduced its weight.

Melee Weapons:
Wood Club Type: Melee, Acc: 0 Con: LC Avail: E Damage: 1d6 (stun) Range: 1m Cost: Free
Metal Club Type: Melee, Acc: 0 Con: LC Avail: E Damage: 1d6 (1/2 Stun, ½ Real) Range: 1m
Cost: $5

Knife Type: Melee, Acc: 0 Con: P Avail: C Damage: 1d6 Range: 1m Cost: $10
Combat Knife Type: Melee, Acc: 0 Con: J Avail: P Damage: 1d6+3 Range: 1m Cost: $40
Machete Type: Melee Acc: -1 Con: LC Avail: C Damage: 2d6 Range: 1m Cost: $20
Sword Type: Melee, Acc: 0 Con: N Avail: C Damage: 2d6+2 Range: 1m Cost: $30-200
Axe Type: Melee, Acc: -1 Con: N Avail: C Damage: 2d6+3 Range: 1m Cost: $30
Nunchaku/Tonfa Type: Melee, Acc: -2 Con: LC Avail: C Range: 1m Damage: 3d6 (stun) Cost: $15
Naginata Type: Melee, Acc: 0 Con: N Avail: P Damage: 3d6 Range: 2m Cost: $200
Shruiken Type: Melee, Acc: 0 Con: LC Avail: E Damage: 1d6/3 Cost: $2
Switchblade Type: Melee, Acc: 0 Con: P Avail: P Damage: 1d6/2 Cost: $15
Wooden Baseball Bat Type: Melee, Acc: 0 Con: LC Avail: E Damage: 3d6 (stun) Cost: $15
Metal Baseball Bat Type: Melee, Acc: 0 Con: LC Avail: C Damage: 3d6 (half real, half stun) Cost: $150
Brass Knuckles Type: Melee, Acc: 0 Con: P Avail: E Damage: 1d6+2 (half stun, half real) Cost: $10
Spiked Knuckles Type: Melee, Acc: 0 Con: P Avail: P Damage: 1d6 Cost: $25-50
Sledgehammer Type: Melee, Acc: -1 Con: LC Avail: C Damage: 4d6 (half real, half stun) Cost: $20
Chainsaw Type: Melee, Acc: -3 Con: N Avail: C Damage: 4d6 Cost: $200
Stungun Type: Taser Accuracy: -1 Availability: Common Concealability : Pocket Clip : 10
Price : $200 The victim must make a save with -2 penalty if the stungun touches the skin.

Armor:
Undercover Vest SP: 8 (Diff 25 to notice under clothing) Covers: Torso Cost: $150
Bullet Proof Vest SP: 10 (Diff 20 to notice under jacket) Covers: Torso Cost: $250
Tactical Vest SP: 14 (Diff 15 to notice under long coat) Covers: Torso   Cost: $400
Tactical Vest with Ballistic Insert SP: 16 (Diff 15 to notice under long coat) Covers: Torso EV: +1 Cost: $600
High Grade Threat Vest SP: 18 (Diff 10 to notice under long coat) Covers: Torso, neck EV: +1 Cost: $850
Plastic Riot Shield SP: 10 Covers: *Varies (usually full body) EV: +1 Cost: $600
Ballistic Riot Shield SP: 20 Covers: *Varies (usually full body) EV: +2 Cost: $1000
Riot Helmet SP: 14 Covers: Head, neck, face (Face plate only SP: 10) Cost: $250
Ballistic Gloves SP: 6 Covers: Hands Cost: $200
Armored Sleeves SP: 6 Covers: Arms Cost: $250
Kevlar Pants SP: 6 Covers: Legs Cost: $300
Ballistic Groin Cup SP: 10 Cost: $150
Ballistic Elbow/Knee/Shoulder Pads SP: 10 Covers: Elbow/Knee/Shoulder Cost: $150
EV: +1 (If more than 1 type of pad, like both Elbow and Knee)

Caliber	Name	Damages	Cost for 10
5 mm	.22 short (5 mm)	1D6	$2
.25	.25 ACP	1D6+1	$2
.22L	.22 Long Rifle	1D6+1	$3
6 mm	.22 Magnum (6 mm)	1D6+1	$3
7mm	.38 Automatique (7 mm)	1D6+2	$3
9mmM	9 mm Makarov	1D6+3	$3
7,65M	7,63 mm Mauser / 7,62 Tokarev	2D6	$4
9 mm	9 mm Parabellum, 9 mm Luger (9 mm)	2D6+1	$4
.41	.41 Auto	2D6+1	$4
.45ACP	.45 ACP - Automatic Colt Pistol	2D6+2	$4
.44B	.44 Bulldog	2D6+2	$5
7.62M	7.62M Sov	2D6+2	$5

10 mm	.357 (10 mm)	2D6+3	$6
.357M	.357 Magnum	3D6+2	$8
.375W	.357 WinMag	3D6+2	$10
.44	.44 Magnum	4D6	$6
5,56	5,56 mm Armalite	4D6	$6
.454	.454 Casull	4D6+3	$8
.50AE	.50 AE	5D6	$8

Caliber	Name	Damages	Cost for 10
.30	.30 Carbine	2D6+3	$6
4,7 mm	4,7 mm caseless H&K	4D6	$5
5,56	5,56 Armalite	4D6	$6
5,45S	5,45 mm Sov	4D6	$8
7,62S	7,62 mm Sov	5D6	$8
7,62N	7,62 mm NATO	5D6+2	$8
30-06	30-06 Springfield	5D6+3	$9
460	460 Weatherby Magnum	9D6	$40
.50	.50 Browning (12,7 mm)	6D10	$20

Specialty Ammunition:

Fragmenting/expanding bullets (price x 2)
This cover a wide range of bullets. The idea is to have a bullet that increase it's size in the target, making a larger wound cavity. Damages to flesh are x1,5, but armor is x2.

Rubber bullets (1/3 normal price) (Chrome2)
Damage is Stun only beyond 3m. Below that range, 1/2 is real, ½ is Stun.

Plastic bullets (price x1/2)
For practice, and eventually riot control. The projectile is made of hard plastic, with a lower propellant load. Damages are x1/3.

Armor-Piercing (price x 3) (cyberpunk 2020)
Damages to flesh is divided by two, but so is the armor.
Example: a 9 mm AP round fired at 10 SP armor will do (2D6+1-5)/2damage points to the wearer of the armor.

Options:
Silencer $200
Holster (all types) $20
Shoulder Sling $5
Laser Sight $500, +1 to accuracy
Scope $50-1000, Will reduce difficulty to hit target by range, by one category
(two categories for $1000). Can be equipped with up to 3 options, such as Low Light
$400, Rangefinder $200, Infrared $700, or Thermal-vision $1000.

GEAR LIST
Fashion:
Pants $20

Shirt/Top $15
Jacket $35
Footwear $10-100
Sunglasses $5-50
Contact Lenses $25
Glasses $50
Complete Suit $200
Base Cost Multipliers by Style:
Generic Chic X1
Leisurewear X2
Urban Flash X2
Business wear X3
High Fashion X4

Tools:
Cutting Torch $800 can cut through 10 SP per round per foot.
Basic Toolkit $300 provides tools necessary for Basic Tech and Automotive Tech skill rolls. An improved version costing $200 more will provide a +1 bonus on skill rolls.
B&E Tools $360 provides tools necessary for Pick Lock skill rolls. An improved version costing $200 more will provide a +1 bonus on skill rolls.
Electronics Toolkit $300 provides tools necessary for Electronics and Electronic Security skill rolls. An improved version costing $200 more will provide a +1 bonus on skill rolls.
Protective Goggles $30, they count as the anti-dazzle option and protect against irritants to the eyes.
Glowstick $1 (or $5 for a pack of 5)
Rope $2 per foot
Breathing Mask $60, 70% chance of filtering airborne toxins or contaminants.

Personal Electronics:
Television (normal) $250 per square foot
Television (Hi-Def or Plasma) $500 per square foot
Pocket TV $100
Compass $50-150
Digital Recorder $300
Digital Camera $150-600
Video Camera $600-1200
Camera Tripod $45
DVD Player $200-600
VCR $100
MP3 Player $40-400
CD player $40-100
Electric Guitar $600-1200
Electronic Keyboard $250-1000
Drum Synthesizer $200-800
Drum Set $400-1600
Amplifier $500-1000

Data Systems:
*Desktop Computer $1000(M), $2000(O), 3000(G), 4000(A)
*Laptop Computer $900(M), $1500(O), $2000(G), $3000(A)

*PDA $100(M), $200(O), $300(G), $500(A)
*Mainframe $10,000(M), $25,000(O), $50,000(G), $100,000(A)
*Supercomputer $1.5 million (M), $2 million (O), $4 million (G), $6 million (A)

Programs:
Operator Programs
Application $200 Avail: Excellent (may come with computer operating system)
Datadoc $300 Avail: Common
Datascan $100 Avail: Excellent (may come with computer operating system)
Decode $200 Avail: Poor
Encode $200 Avail: Poor
Entertainment $25-50 Avail: Common
Reference $250 Avail: Common
Trace $300 Avail: Poor
Hacking
Break-in $300 Avail: Poor
Corrupt $200 Avail: Poor
Crash $300 Avail: Poor
Worm $250 Avail: Poor
Logic-Bomb $3000 Avail: Rare
Trojan horse $500 Avail: Rare
Sniffer $100 Avail: Poor
Reverse Sniffer $150 Avail: Poor
Utility Programs
Alarm $100 Avail: Common
Antivirus $100 Avail: Excellent
Control $500 Avail: Poor
Fortress $250 Avail: Poor
Transfer $400 Avail: Common
Virus $250 Avail: Common

Communications:
Pocket CB Radio $150
Cellular Phone $60-600
Telephone Scrambler $250
Line-Tapping Analyzer $4000
Audio Jammer $125
Micro transmitter $100-300
Headphones $20-80
Earpiece $10

Surveillance & Security
Binoculars $100-300
Night Vision Goggles $800
IR Goggles $1000
Caller ID Defeater $30
Cellular Interceptor $5000
Parabolic Microphone $300
Pickup Microphone $20-200
Shotgun Microphone $300

Induction Microphone $25
Laser Microphone $1000
Lineman's Buttset $250
Handheld Police scanner $70
Desktop or Mobile Police scanner $140
Audio Tape Recorder $100
Fiber optic scope $400 +200 for every 1 meter of cable
Video Shades B&W $4000, Awareness Diff 25 to notice
Video Shades Color $5500, Awareness Diff 25 to notice
Still Camera $400-2000, Very small still cameras, +5 to hide checks
Bug Sweeper $3000, has a 70% chance to detect listening and tracking devices
Metal Detector Wand $150, 70% chance to detect metal objects.
Camouflage Pack & Hood $200, provides a +2 to hide/evade and stealth rolls in a wooded environs.
Handcuffs $150, metal handcuffs have SP 15 and SDP 10; they require a Pick Lock roll Difficulty 20.
Strip wire Binders $5, they have no SP and SDP 10
Encoder Machine $5000-15,000, for randomly creating complicated codes
Decoder Machine $10,000, for randomly decoding complicated codes by specific encoder machines.
Code-breaker Machine $50,000, for mathematically solving complicated codes
Automated Dialer $500
Data Bug $500

Medical
Trauma Kit $175, provides the necessary tools for a stabilization roll (via the MedTech skill) and can also perform first aid and other preliminary medical procedures.
Surgical Kit $800, provides the necessary tools to perform surgery (via the MedTech skill) in any location, takes up a very large suitcase or the back of an Ambulance usually.
First Aid Kit $20, provides the basics to allow for a First Aid skill check.
Hazmat Chemical Spill Kit $400, kit for containing and testing for a chemical spill
Hazmat Biocontainment kit $200, kit for containing and testing for a biohazardous leak
Hazmat Radiation Leak Kit $2000, kit for containing and detecting radiation leaks.
Biohazard Suit $1500, an all purpose Hazmat suit, protects 90% against biological and chemical threats unless punctured. Also
Crash Cart $1500
Transfusion Kit $25, allows a blood transfusion to be performed on ill patients or people dying. Gives a +1 modifier on rolls to stabilize someone in a mortal state.
Samaritan Mask $8, protects 60% against airborne infections.
Medical Examination $500 (if you think something's wrong with you or need a body examined)
Hospital Stay $1000/week
Disease Treatment $500
General Poison Treatment $200
Radiation Treatment $5000/week
Psychological Counseling $40-500

Drugs & Poisons
Atropine Type: Neurotoxin Strength: +4 Difficulty: 23 Duration: 1d6+4 minutes Cost: $50/dose with 1 dose of antidote (2 syringes) Effects: Negates all mortal and wound

penalties, keeps the characters from making death saves for the duration and provides a +10 bonus to saves against Nerve Gas and similar agents. Side Effects: Death, Reduced REF (Side effects can be canceled by injecting the antidote within a short time of the atropine, before one minute after injection)

Steroids Type: Steroids Strength: +3 Difficulties: 10 Duration: - Cost: $500 for a plastic baggie of pills Effects: If used in conjunction with weight lifting, can permanently increase body by 1 point per week (To the normal human maximum, 10), Increased Endurance as temporary effect (1d6+1 hours) Side Effects: Sterility, Psychological Addiction, Aggressive Behavior, and Physiological Addiction

Hallucinogens Type: Hallucinogenic Strength: +1-3 Difficulty: 18-21 Duration: 1d6+1 minutes Cost: $25 for 1 point of strength (usually per pill or tab) Side Effects: Psychological Addiction, Hallucinations, Delusions, Paranoia

Cyanide Type: Neurotoxin Strength: +2 Difficulties: 5 (20 for gas) Duration: 2d10 hours Cost: $25 for a pill or $500 dollars for a canister of gas (+3 strength) Side Effects: Death, Reduced REF

Cocaine Type: Stimulant Strength: +1 Difficulty: 20 Duration: 1d6+1 minutes Cost: $2000 a plastic baggie, Effects: Increases MA and REF by Strength for duration. Side Effects: Paranoia, Psychological addiction

Ecstasy Type: Euphoric Strength: +1 Difficulty: 25 Duration: 1d6+1 hours Cost: $50 for a bag of 10 pills, Increased Endurance, Euphoric, Aphrodisiac Side Effects (only for the flawed version of this drug, Difficulty 10 to make, 1 in 10 chance of flawed drug): Death

PCP (phencyclidine) Type: Anesthetic Strength: +1 if Smoked, +2 Ingested, +3 if Snorted. Difficulty: 25 Duration: 1d10+1 minutes, Cost: Smoked – Must be Added to Price of Tobacco or Marijuana +$200, $500 for a tablet of PCP, $1000 for powder Negate Pain Effects (Strength bonus to Stun Saves), Increased Endurance (+ Strength to Endurance checks), depressant (- Strength to awareness) Side Effects: Psychological Addiction, Reduced Reflex (equal to strength), Delusions, Aggressive Behavior

Tranquilizer Type: Sedative Strength: +1-3 Difficulty: 15-25 (based on Strength), Duration: 2d6 hours, Cost: $150 per strength of dose, usually in a syringe or dart, Effects: Negate Pain Effects (Strength bonus to Stun Saves), Side Effects: depressant (-Strength to awareness), Sleep-causing (Resist Drugs roll Difficulty 15 for STR 1, Diff 20 for STR 2, and Diff 25 for STR 3, or fall asleep for duration), Reduced Reflex (equal to strength of drug), Reduced Movement (equal to strength of drug), Death (if target falls asleep, their heart may stop beating during slowed metabolism, requires a Body save minus the drug's strength)

Entertainment
VCR/DVD Rental $4 for a week
Live Concert/Sports Event $50
Prostitute $50-650
Fast Food Meal $5

Groceries
Canned Food $30 per week/per person
Standard Food $50 per week/per person
Good Food $75 per week/per person
Fresh Food $100 per week/per person

Lifestyle
Cell Phone Service $100/month

Standard Phone Service $30/month
Pay Phone Call 50cents per minute
Health Plan $1,000/month
Taxi $2/mile
Cable TV $40/month
Satellite TV $60/month

<u>Vehicles</u>
Ground
Dirt Bike $2000
Street Bike $12K
Performance Bike $16K
Economy car $17K
Mid-Size car $18K
Mid-Size performance car $50K
Late-model car $15K
Terrain buggy $12K
Sport Utility vehicle $30K
Heavy pickup truck $20K
Hum-Vee $75K
Minivan $25K
Bus $30K
Moving Truck $40K
Armored Truck $80K
Luxury Car $45K
Limousine $60K
Police Cruiser $25K
Police Interceptor $50K
Personnel carrier $85K
Water
Fishing boat $5000
Sailboat $2000
Speedboat $12K
Hydrofoil $100K
Hovercraft $80K
Yacht $80K
Trawler $500K
Freighter $40 Million
Air
Hot air balloon $40K
Hang Glider $4500
Ultralight $14K
Paramotor $10K
Light Aircraft $120K
Seaplane $150K
Light helicopter $1.5 Million
Light Jet $5 Million

Vehicle Accessories

Armor Plating (Doubles SP of vehicle, or if it has none, gives it 10) Cost: 1/4th the vehicles cost. Armoring Reduces Acceleration and Max Speed by 10mph (unless its already 10mph, then its halved)

Auto Security System $1500 ($250/year for emergency services)

Boosters (Nitro) $2000 (Doubles acceleration value when used but -4 to Drive or Motorcycle skill)

Brush Guards, Front and Rear $500, Side Guards $250

Car Alarm $1000

Steering Column Bar $25

Fog Lights $140

Gun Ports $200 each

"Heads Up" Display $15,000

Hidden Compartment $500

Performance Brakes $1500 (Double deceleration speed)

Performance Engine $5000 (Increases Acceleration and Top Speed by 10%)

Performance Steering $2000 (+2 bonus to Drive or Motorcycle checks)

Remote Keyless Entry $300

Self-Sealing Tires $150 each

Hard Rubber Tires $450 each (Tires have SP 6 instead of SP 2)

Spotlight $100

Storage Containers $100

Weapon Mount $200

Winch $750

Animal Training
Poison-Proofing a Dog $500

Stranger-Proofing a Dog $500

Attack Training a Dog $500

Crowd Training a Horse $200

Combat Riding Training a Horse $500

Monkey Training $200

Housing
Hotel Room $100 per night

Apt. /Condo $200 per room/per month

House $150 per room/per month

 Multipliers

 Ghetto x1/2 cost

 Moderate x1 cost

 Upper Class x2 cost

 Ultra Luxury x4 cost

Utilities $100 per month

Furnishings

Nylon Carrybag $15

Sleeping Bag $30

Inflatable Bed $30

Futon $200

Couch $300-800

Chair $50-400

Bed $300-1000

Desk $100-500
Bookshelf $50-300
Filing Cabinet $80
Coffee Table $100-200
Dining Table $200-800
Housing Security
Locked doors & windows $20 per room
Security System with Code $250 ($100/month for security service)
Keycard Locks $100 per room

Services
Martial Arts Training $500 (cost multiplied by IP multiplier) per year studied – Allows you to put points into Martial Arts at character creation if skill is not in Role Skill set.
Exterminator – Kills bugs, $300 a year, no more bugs, guaranteed for 3 years.

HACKING & COMPUTERS

Active Memory: Determines the number of programs the computer can run at a given time. Every program has its own specific size, equal to the number of Active Memory slots it takes up while running.

Active Memory of Computers

Processor Quality				
	M	O	G	A
Personal Data Assistant (PDA)	1	2	3	4
Desktop	2	4	6	8
Laptop	1	3	4	6
Mainframe	5	8	12	15
Supercomputer	--Unlimited Processor Speed---			

Operator Programs
Application, Slots: 2, This program is a word processor, graphic design utility, spreadsheet, business program, system diagnostics, or other program designed to accomplish a specific task. Usually requires only an easy (diff 10) Computer Use skill check to operate.
Datadoc, Slots: 2, Datadoc restores damaged data files and programs. One skill check can be made for each damaged file. The level of success determines the quality of data recovered (Difficulty is Computer Use 15 or 20 depending on how badly damaged the files are, Some files cannot be recovered), which might not be the same as the quality of the original program or file. For instance if the difficulty is succeeded exactly, the program is recovered, but would be buggy (-2 penalty to Computer Use rolls with that program) or if a data file would be missing patches of data. If the check succeeds by 5 or more, the program functions perfectly as it was before being damaged or all the data would be there. A failure result means the program or file isn't recovered, and any additional tries are at a -3 penalty. A critical failure means nothing is recovered and there can be no retries.
Datascan, Slots: 1, Datascan allows a user to search for datafiles. The datascan program examines stored memory for specific datafiles or programs. Any degree of success calls

up a menu; the better the degree of success, the more extensive the information. Success requires an easy Computer Use roll or Library Search.

Decode, Slot: 2, Decode is used to unscramble an encoded file. This program is designed to defeat computer passwords in order to gain access to a restricted computer system. It also unravels encoded datafiles and translates them into a format the user can access. See the description of the Encode program.

Encode, Slots: 2, Encode is used to create access passwords and scramble data. This program allows a user to establish access passwords for a computer system or to scramble data files so that they can't be read. The user's Computer Use skill check modifies penalties intruders get to try to break into the machine. Difficult 10 gives a -1 to any intruders, Difficulty 15 gives a -3 to any intruders, Difficulty 20 gives a -6 to any intruders. Difficulty 25 gives a -9 to any intruder. Difficulty 30 provides a -12 to any intruder's skill checks at breaking into the files.

Entertainment, Slots: 3, Provides fun and diversion. An entertainment program is usually a game, puzzle, or interactive story. Simply for entertainment value, many can be networked for multiple players.

Reference, Slots: 3, Provides accumulated knowledge on a specific subject. A reference program contains a store of information in an easy-to-use format. Plenty of reference programs exist commercially, and others can be accessed from net-connected universities and news organizations. This program allows a Difficulty 15 Computer Use or Difficulty 10 Library Search check to find information desired if at all available.

Trace, Slot: 1, Allows user to track a hacker's signal. A trace program is used to locate the source of the carrier signal that contains the break-in program employed by a remote operator (such as the signals crisscrossing a computer network). It can also be used to locate a user who has been met on a computer network. This program can only be used against an operator who has otherwise been noticed. Tracing a hacker requires an opposed Hack skill check added to your Computer Use skill and your Tech score.

Hacking Programs

Break-in, Slots: 2, Used to gain access to a system. A break-in program is used to invade another computer system. Invading another system requires a complex skill check. The number of successes needed depends on the quality of the system's defenses. A computer system can only be accessed via a break-in program if it's connected to a network of some kind. A hacker can also manually attempt to access a computer, but he must rely on his own skills when physically manipulating a protected computer. The protection function of the standard operating system (OS) alerts its user of a break-in attempt only if the hacker achieves a critical failure. Otherwise, a more sophisticated defense, such as an alarm program, is required to notice a hacker's activity. Once inside a system, an intruder can employ datascan or decode programs, or he can download files to his own computer with a Transfer program. An intruder must be expelled or leave on his own. Simply turning off the computer or disconnecting the network link expels the intruder.

Corrupt, Slots: 2, Used to damage stored programs. This program attacks other programs in stored memory, corrupting the data and rendering the files useless. It can't be used, however, until a user has gained access to a system with a break-in program, or by delievering the corrupt program inside a virus program. Against most programs, a corrupt program either damages or destroys its targets. It can only target programs that are in stored memory. When used as an active attack by its operator, the corrupt program provides a +3 bonus to the operator's Hack skill roll. When delivered through a virus, a corrupt program remains active until it runs its course.

Crash, Slots: 3, Used to harm a computer's circuitry. This program attacks the processor, shutting down or locking up a computer system and destroying any programs in active

memory. A crash program can't be employed until a user has gained access to a system with a break-in program, or by delivering the crash program inside a virus program. When used as an active attack by its operator, the crash program provides a +3 bonus to a Hack skill check. The success achieved reduces the quality of the computer's processor speed. A difficulty 15 check reduces the processor speed by one grade for that computer's type. A difficulty 20 check reduces it by 2 grades. And a Difficulty 25 check reduces the processor by 3 grades. As the number of active memory slots decreases, programs in active memory slots are destroyed if there is no room for them to reside. The programs destroyed are randomly decided. Any processor reduced below Marginal quality locks up and must be reinitialized. In addition, all programs in active memory when this occurs are destroyed. When delivered through a virus, a crash program attacks once. Use the skill score of the virus the program is housed within to determine success. Repairing a computer damaged by a Crash program requires several hours and a Computer Use skill check Difficulty 15.

Worm, Slots: 1, a virus that merely fills up a computer's hard drive is actually fairly merciful. Some more aggressive viruses are programmed to automatically edit important programs, removing or rewriting vital pieces of code, thus rending the program useless. Worms usually wait until a program is activated before they begin their insidious work- meaning that they next time you access a program may be the last.

Logic-Bomb, Slots: 1, Similar to worms, logic bombs wait for a program to be activated- but then crash it on the spot. The obvious military application is to bring down systems designed to control deployment of troops and equipment, or operation of weapons systems. Logic bombs are notoriously difficult to detect (Computer Use or Hacking Diff 30), and once activated, they are 100% effective. The only "fix" is to reformat the computer, effectively starting from scratch.

Trojan Horse, Slots: 1, When Iran was making noises that got the U.S. worried, the NSA arranged with Crypto AG, a German cryptography company, to install some extra chips and coding in the machinery they were shipping to Iran-among others. Such "Trojan Horses" allow a remote operator-one who knows the right code sequence-to access the machine and issue commands. Obviously the same can be done with computers. Machines treated in this way effectively become sleeper agents, waiting for commands from their secret masters.

Sniffer, Slots: 1, Another favorite among hackers, "sniffers" record the first 128 keystrokes of anyone gaining access to a computer system. The significance of this is that a legitimate user's ID and password are almost certainly somewhere in those 128 keystrokes! Putting this software on a computer requires a Computer Use skill check, which gives a +6 bonus to guessing a Valid ID and password out of the given characters. The sniffer only provides a bonus if the system has been legitimately accessed since the sniffer was installed.

Reverse Sniffer, Slots: 2, A "reverse sniffer" program is also available, which analyzes incoming character strings and looks for suspicious activity, then alerts the system administrator.

Utility Programs

Alarm, Slots: 1, Alerts a user to intruder activity. An alarm program greatly improves the chance that the presence of an intruder in a computer system will be noticed. With an alarm program in active memory, an intruder's skill checks when using a break-in program receive a -6 penalty. Any failure resulted achieved by the intruder sets off the alarm and alerts the computer system's operator to the invasion.

Antivirus, Slots: 1, In the war against computer intrusion, the first line of defense is the often-laughable antivirus program. These work by either scanning files for recent

changes, or by looking for specific strings of code. Most include a rudimentary "correction" feature, which purports to excise the virus from the system. Unfortunately, antivirus software can only scan for known viruses, or make educated guesses about changes to files. In the long run, all they really do is automate the process of checking a system's integrity. They provide a -3 penalty to virus's programming skill checks when unleashing their hidden programs.

Control, Slots: 4, Used to run automated machinery and systems. A control program automatically operates a system within specific parameters. Control programs aren't usually run on personal computers. Instead, they're used to operate factory systems, security systems, air conditioning, and heating systems in office buildings or other facilities. Of course, merely having a control program isn't enough to operate an air conditioning system, for example. The program is worthless without the automated systems connected to it-systems usually costing thousands of dollars or more.

Fortress, Slots: 2, Protects a system from intrusion. A fortress program defends a computer system from intrusion. A system defended by a fortress program must be overrun by a break-in program before an invader can gain access. Breaking into the system requires 4 successful skill checks (at Difficulty 15 each). But with a -3 penalty to each Hack Skill checks during each skill attempt at breaking in, past the first.

Transfer, Slots: 2, Regulates download speed. A transfer program processes data being downloaded or copied into a computer. The number of slots of data that can be downloaded or copied per round depends on the connection speed of the modem or system connection and the size of the Program. Without a transfer program, data must be downloaded at a extremely slow rate 1 slot per 10 rounds, or of 1 slot per 2 rounds for Cable modems, 2 per 1 round for a T1+ or LAN connection. With a transfer program active the number of slots downloaded per time increment of the connection speed, is increased by 1.

Virus, Slots: Varies (appearance program's size + inserted program's size/2, round up), Deadly program contained in a harmless shell. A virus is a harmless-looking shell that contains a potentially dangerous program. The shell itself appears as any innocuous program, from an entertainment program to a reference, application, or datafile program. When the virus activates, the program inside it performs its function. Programs that can be placed within a virus-only one program per shell-include corrupt and crash. When a virus is created, the user determines the condition that releases its hidden programming. This condition can be a specific date and time at which the program is loosed; the activation of a specific program type; or when a specific command is issued (either unknowingly by the system operator or purposely by a remote hacker). To introduce a virus into a system, the creator of the virus must leave it where the target operator can find it and download it, or send it to the target and hope it doesn't appear dangerous. Thereafter, the virus itself does the work. A virus must make a skill check using the base bonus of the programmer who made its Programming skill roll. This roll is modified by the presence of an Antivirus program, receiving a penalty of -3 to the skill roll (Difficulty is 15). If the virus's roll is a Critical Failure, the virus and its hidden program are both destroyed even if no antivirus program is running. On a failure result, the virus is destroyed if an antivirus program is present, but simply remains dormant (perhaps activating at a later time) if the system doesn't have an anti-virus program running.

Computer-Related Electronics
Data-Bug, Just as miniaturized microphone "bugs" can be planted to eavesdrop on conversations electronically, microchips can be implanted in computer systems to record input and output. A more sophisticated hardware version of the "sniffer" program, a "data

bug" stores electronic information in its memory until it is full, then transmits the info to another system. The drawback, of course, is that the data bug must be manually installed.

Attacking other Programs: The Crash and Corrupt programs can be used to attack other programs that are currently running. This requires an opposed Computer Use or Hack skill check vs. computer operators.

VEHICLE COMBAT

<u>**Standard Vehicle Statistics**</u>
Ground
Dirt Bike

Top Speed:	120 mph	Acc/Decc:	27/45
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	15
SP:	0	Type:	cycle
Mass:	30kg	Cost:	$2000

Street Bike

Top Speed:	120 mph	Acc/Decc:	25/40
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	20
SP:	0	Type:	cycle
Mass:	50kg	Cost:	$12K

Performance Bike

Top Speed:	175 mph	Acc/Decc:	30/45
Crew:	1	Range:	340mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	15
SP:	0	Type:	cycle
Mass:	65kg	Cost:	$16K

Economy car

Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	600KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car

Mass:	850kg	Cost:	$17K

Mid-Size car

Top Speed:	100 mph	Acc/Decc:	15/45
Crew:	1	Range:	350mi
Passengers:	4	Cargo:	1000KG
Maneuver:	0	SDP:	45
SP:	10	Type:	car
Mass:	1900kg	Cost:	$18K

Mid-Size performance car

Top Speed:	150 mph	Acc/Decc:	15/50
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	500KG
Maneuver:	+1	SDP:	45
SP:	10	Type:	car
Mass:	2600kg	Cost:	$50K

Late-model car

Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	340mi
Passengers:	3	Cargo:	500KG
Maneuver:	-1	SDP:	30
SP:	15	Type:	car
Mass:	1700kg	Cost:	$15K

Terrain buggy

Top Speed:	100 mph	Acc/Decc:	15/35
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	300KG
Maneuver:	+2	SDP:	60
SP:	10	Type:	car
Mass:	1900kg	Cost:	$12K

Sport Utility vehicle

Top Speed:	100 mph	Acc/Decc:	10/40
Crew:	1	Range:	350mi
Passengers:	5	Cargo:	800KG
Maneuver:	+1	SDP:	50

SP:	15	**Type:**	truck
Mass:	2200kg	**Cost:**	$30K

Heavy pickup truck

Top Speed:	100 mph	**Acc/Decc:**	25/40
Crew:	1	**Range:**	380mi
Passengers:	4	**Cargo:**	9,000KG
Maneuver:	-1	**SDP:**	80
SP:	15	**Type:**	truck
Mass:	3200kg	**Cost:**	$20K

Hum-Vee

Top Speed:	90 mph	**Acc/Decc:**	15/40
Crew:	1	**Range:**	420mi
Passengers:	5	**Cargo:**	8000KG
Maneuver:	+1	**SDP:**	100
SP:	20	**Type:**	truck
Mass:	2400kg	**Cost:**	$75K

Minivan

Top Speed:	90 mph	**Acc/Decc:**	10/30
Crew:	1	**Range:**	400mi
Passengers:	4	**Cargo:**	2000KG
Maneuver:	+1	**SDP:**	75
SP:	10	**Type:**	van
Mass:	2550kg	**Cost:**	$25K

Bus

Top Speed:	80 mph	**Acc/Decc:**	15/40
Crew:	1	**Range:**	420mi
Passengers:	20	**Cargo:**	5200KG
Maneuver:	-3	**SDP:**	100
SP:	15	**Type:**	BUS
Mass:	10 tons	**Cost:**	$30K

Moving Truck

Top Speed:	100 mph	**Acc/Decc:**	15/40
Crew:	1	**Range:**	500mi
Passengers:	1	**Cargo:**	18,000KG

Maneuver:	-1	SDP:	150
SP:	15	Type:	truck
Mass:	13tons	Cost:	$40K

Armored Truck

Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	6000KG
Maneuver:	-1	SDP:	200
SP:	40	Type:	TRUCK
Mass:	4 TONS	Cost:	$80K

Luxury Car

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	310mi
Passengers:	4	Cargo:	800KG
Maneuver:	+1	SDP:	45
SP:	10	Type:	car
Mass:	2600kg	Cost:	$45K

Limousine

Top Speed:	110 mph	Acc/Decc:	15/40
Crew:	1	Range:	340mi
Passengers:	7	Cargo:	800KG
Maneuver:	-3	SDP:	90
SP:	10	Type:	car
Mass:	3100kg	Cost:	$60K

Police Cruiser

Top Speed:	140 mph	Acc/Decc:	20/45
Crew:	1	Range:	310mi
Passengers:	3	Cargo:	400KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	car
Mass:	2200kg	Cost:	$25K

Police Interceptor

Top Speed:	180 mph	Acc/Decc:	35/70
Crew:	1	Range:	280mi

Passengers:	4	Cargo:	300KG
Maneuver:	+1	SDP:	45
SP:	15	Type:	car
Mass:	2600kg	Cost:	$50K

Personnel carrier $85K

Top Speed:	75 mph	Acc/Decc:	15/50
Crew:	2	Range:	300mi
Passengers:	8	Cargo:	6,000kg
Maneuver:	0	SDP:	200
SP:	50	Type:	APC
Mass:	24 tons	Cost:	$85K

Water
Fishing boat $5000

Top Speed:	35mph	Acc/Decc:	15/15
Crew:	1	Range:	120mi
Passengers:	5	Cargo:	800kg
Maneuver:	0	SDP:	50
SP:	10	Type:	watercraft
Mass:	5 tons	Cost:	$5000

Sailboat $2000

Top Speed:	varies	Acc/Decc:	varies
Crew:	2	Range:	unlimited
Passengers:	2	Cargo:	500kg
Maneuver:	+2	SDP:	70
SP:	10	Type:	watercraft
Mass:	2 tons	Cost:	$2000

Speedboat

Top Speed:	120 mph	Acc/Decc:	25/20
Crew:	1	Range:	250mi
Passengers:	4	Cargo:	100kg
Maneuver:	+2	SDP:	150
SP:	35	Type:	watercraft
Mass:	4.2 tons	Cost:	$12K

Hydrofoil

Top Speed:	60mph	Acc/Decc:	15/15

Crew:	1	Range:	500mi
Passengers:	4	Cargo:	2000kg
Maneuver:	+1	SDP:	140
SP:	15	Type:	watercraft
Mass:	15 tons	Cost:	$100K

Hovercraft

Top Speed:	55mph	Acc/Decc:	5/5
Crew:	1	Range:	180mi
Passengers:	11	Cargo:	1000kg
Maneuver:	-3	SDP:	85
SP:	5	Type:	watercraft
Mass:	10 tons	Cost:	$80K

Yacht

Top Speed:	50 mph	Acc/Decc:	10/15
Crew:	1	Range:	200mi
Passengers:	5	Cargo:	3000kg
Maneuver:	+2	SDP:	130
SP:	15	Type:	watercraft
Mass:	22 tons	Cost:	$80K

Trawler

Top Speed:	30 mph	Acc/Decc:	'5/10'
Crew:	2	Range:	4000 miles
Passengers:	13	Cargo:	90 tons
Maneuver:	-3	SDP:	450
SP:	20	Type:	Trawler
Mass:	900 tons	Cost:	$500K

Freighter

Top Speed:	23 mph	Acc/Decc:	'5/10'
Crew:	56	Range:	14000 miles
Passengers:	N/A	Cargo:	5900 tons
Maneuver:	-3	SDP:	1450
SP:	20	Type:	Cargo Ship
Mass:	29000 tons	Cost:	$40 Million

Air

Hot air balloon

Top Speed:	20mph	Acc/Decc:	5/5
Crew:	2	Range:	200 mi
Passengers:	2	Cargo:	100 KG
Maneuver:	-3	SDP:	60
SP:	5	Type:	aircraft
Mass:	1 ton	Cost:	$40K

Hang Glider

Top Speed:	Varies	Acc/Decc:	Varies
Crew:	1	Range:	Varies
Passengers:	0	Cargo:	0 KG
Maneuver:	-3	SDP:	10
SP:	0	Type:	aircraft
Mass:	32 KG	Cost:	$4500

Ultralight

Top Speed:	80mph	Acc/Decc:	20/20
Crew:	1	Range:	100 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	0	SDP:	10
SP:	0	Type:	aircraft
Mass:	62 KG	Cost:	$14K

Paramotor

Top Speed:	60mph	Acc/Decc:	20/10
Crew:	1	Range:	100 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	0	SDP:	10
SP:	0	Type:	aircraft
Mass:	42 KG	Cost:	$10K

Light Aircraft

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:	.6 tons	Cost:	$120,000

Seaplane

Top Speed:	300mph	Acc/Decc:	40/30
Crew:	1	Range:	800 mi
Passengers:	3	Cargo:	500 KG
Maneuver:	+0	SDP:	75
SP:	10	Type:	aircraft
Mass:	1 ton	Cost:	$150,000

Light helicopter

Top Speed:	400mph	Acc/Decc:	30/30
Crew:	1	Range:	1500 mi
Passengers:	11	Cargo:	1500 KG
Maneuver:	+1	SDP:	100
SP:	20	Type:	aircraft
Mass:	5 tons	Cost:	$1.5 Million

Light Jet

Top Speed:	600mph	Acc/Decc:	50/40
Crew:	1	Range:	4000 mi
Passengers:	11	Cargo:	1000 KG
Maneuver:	+1	SDP:	120
SP:	20	Type:	aircraft
Mass:	5 tons	Cost:	$5 Million

Making a Control Roll: To control a vehicle you must combine REF + Driving/Piloting/Motorcycle +1d10 +Modifiers equal to or greater than a specific control number. The control number is determined by the difficulty of the maneuver you want to perform.

CONTROL MODIFIERS
Standard Car -0
Limousine -3
Sportscar +2
Motorcycle +1
Truck -4
Rotorcraft -0
Helicopter -0
Boat -1
Double safe speed -2
Triple safe speed -4

Four times safe speed -6

On a failed roll, roll 1d6.

CONTROL LOSS TABLE		
d10	**Ground vehicles**	**Air Vehicle**
1-2	Slight loss of Control.	Slight loss of Control.
3 - 4	Panic brake. dec by 10mph.	Slew. d6, 1-3 left, 4-6 right.
5 - 6	Swerve. d6, 1-3 45* left, 4-6 45* right.	Slew. d6, 1-3 left, 4-6 right.
7	Minor Skid. Skids 1/2 move next turn in direction of travel.	Dive. Loose d10x10' of altitude.
8	Major Skid. Skids full move next turn in direction of travel.	Stall. 10mph dec. Loose d10X50' of altitude.
9	Spin. 10mph dec. Full move in direction of travel roll d8 for facing.	Roll. 30mph dec. Loose d10X50' of altitude.
10 +	Roll. 20mph dec/turn rolling 1 side per turn. Repeat until stopped.	Spin. 40mph dec. Loose d10X100' of altitude.

Simple (swerve, take off or land, hover, rotate)   **Diff 15**
Difficult (Tight turn, control a skid, recover from a stall, emergency stop, pull out of a dive, reverse or pull away) **Diff 20**
Very difficult (bootlegger turn, regain control from spin) **Diff 25**

Combat Rules
Attackers inside the car and outside suffer the same penalty to hit depending on the speed of the vehicle. As it is hard to hit such a fast target and it's hard to fire at something as you're speeding by it. Example: A man with an SMG is firing out of a window of a vehicle going 50mph, while he's being fired upon by a man on the street. Both receive a -3 penalty to their attacks, as the man in the vehicle is being jolted around at that speed, and the man outside is having trouble shooting the fast moving target.
1-30mph, Combat Modifier: 0
40-60mph, Combat Modifier: -3
70-100mph, Combat Modifier: -6
110+mph, Combat Modifier: -9
If two vehicles are firing on each other, the rules are slightly modified. If the vehicles are moving at the same speeds, occupants of both just receive the standard penalty for firing at each other. If the vehicles are going at different speeds, then for each category lower or higher, only the difference in penalties is added to the normal penalty (the penalty is not doubled). Therefore a car going 60mph firing on a car going 80mph would have a -9 penalty, only the slower vehicle gets this combined penalty, the faster vehicle suffers the standard penalty for firing from that speed. The same equivalent penalty of two cars both going 120mph, who are firing on each other.
Firing At Vehicle Occupants
Shooting at a person inside or on a vehicle, requires a called shot. (-4 penalty) This can be very difficult with fast moving vehicles. In cars vehicles have glass between the outside and their occupants, Glass has 5 SDP and that much damage is subtracted from attacks on occupants, and when the SDP is gone it is shattered and provides no more protection for occupants on that side. Armored vehicle glass is double this number as SP, meaning that the glass can't be shattered out, but can be penetrated by large enough rounds (SP 10). With motorcycles however, their usually is no glass, so nothing to protect the occupant (a simple called shot penalty is all that's between them and an untimely death). However some motorcycles have a windshield in front of the handlebars

(meaning if the motorcycle is being fired on its front side, say from a vehicle it is pursing), the occupant does receive cover from the glass. Police motorcycles often have armored glass (SP 10) and therefore are much more protected while in hot pursuit of a vehicle. Occupants can slink down or lay flat in the car, trying to lower their profiles, giving shooters a -3 penalty to hit them, but they get -3 to any attacks, actions, or drive checks that round.

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. In this simplified system, the are no locations for damage – all points are subtracted directly from the vehicle's SDP.

Shooting Out Tires – Shooting at tires is a called shot, -4 penalty. Tires normally have $1/10^{th}$ of the vehicle's SDP and 2 SP to protect against casual glass and road hazards, but once punctured provide a –1 to Drive checks for each tire punctured and reduce max speed by 5 mph.

Vehicle's Tow Allowance

A vehicle can drag and tow double its Mass at normal speed. Past this amount, its acceleration and Top Speed are halved, and then past Four times its Mass, it's halved again. Anymore than 4 times its Mass, the vehicle does not move.

Crashing & Ramming

Crash and ram damage is determined by dividing the speed of the moving vehicle by 20 (round down), to determine the number of six-sided dice thrown. This value is multiplied by a modifier based on the mass of the object collided with, listed in the Weight Modifier Table below. The vehicle takes this many dice in damage to its SDP, while all occupants take one-half of this die amount (assuming they're wearing seat-belts, if they aren't they take full damage). If the vehicles are not the same size, the larger vehicle takes half damage, while the smaller vehicle takes full. Two vehicles ramming each other at the same speed and going the same direction (such as continually swerving into each other between lanes) but not hitting head on, do ½ damage for their speed and size.

WEIGHT MODIFIER TABLE

Size	Multiplier
Very Light (small box, basketball)	x0.5
Light (man, large box)	x1
Medium (motorcycle)	x2
Heavy (car)	x3
Very Heavy (truck, ground)	x4

Vehicle Accessories

Armor Plating – often only done to trucks, limousines, and vans, but some rich people have their luxury car's armored. Doubles SP of vehicle, or if it has none, gives it 10
Cost: 1/4th the vehicles cost. Armoring Reduces Acceleration and Max Speed by 10mph (unless its already 10mph, then its halved), An armored vehicle's glass is also armored at half the SP of the vehicle's body. Availability: Rare

Auto Security System $1500 ($250/year for emergency services) – This system detects if a door has been lock picked or a window broken 70% of the time and alerts the proper authorities (it does not make noise). It is awareness Difficulty 25 for a burglar to notice and Electronic Security Difficulty 20 to disable. The system also keeps track of a vehicle

that is broken down or in a wreck and automatically will call emergency services. Availability: Poor

Boosters (Nitro) $2000 Doubles acceleration value when used but -4 to Drive or Motorcycle skill. Nitro boosters are usually illegal and run out after 10 uses before needing to be refilled at a $200 fee. Availability: Poor

Brush Guards, Front and Rear $500, *Side Guards* $250 – Brush guards give a vehicle +5 SP when determining damage taken to the vehicles from collisions occurring on the vehicle where the brush guards are present. Availability: Poor

Car Alarm $1000 – This system detects if a door has lock picked or a window broken, sometimes it just goes off if you touch a vehicle (20% chance). It is awareness Difficulty 25 for a burglar to notice and Electronic Security Difficulty 15 to disable. When set off, the alarm simply blares a loud annoying honking and flashes the lights of the car, or just barks a command "Step Away from The Car". Availability: Common

Steering Column Bar $25 – This deterrent is attached directly to the steering wheel and steering column and locked; only the driver has the key. It is Pick Lock difficulty 25 to remove. Availability: Common

Fog Lights $140 – These large lights can be installed on any car (usually a truck or off road vehicle) to allow maximum visibility or just blind the hell out of someone. They are usually mounted in a rack of 4 or 6 lights atop the vehicle and can be switched on and off inside the cabin of the vehicle. Availability: Common

Gun Ports $200 each – These modifications to a vehicle's windows allow a shooter inside the vehicle to swing up a flap (usually of armored glass), and fire out of the vehicle. The price is for each window on the vehicle that is installed with these flaps. An enemy who could get close enough to the vehicle could technically just open the flaps from the outside and just fire in, but you shouldn't be dumb enough to let them get that close. Availability: Rare

"Heads Up" Display $15,000 -

Hidden Compartment $500 – This compartment is usually hidden in the floor or roof of the vehicle, and this usually determines the size and shape of what can be held inside it. The carrying capacity of the hidden compartment is usually 1/10th of the vehicle's overall cargo weight capacity. Availability: Rare

Performance Brakes $1500 - Double the deceleration speed of the vehicle and provides a +3 bonus to making an Emergency stop maneuver. Availability: Common

Performance Engine $5000 Increases the Acceleration value and Top Speed of a vehicle by 10%. Availability: Common

Performance Steering $2000 This option gives a +2 bonus to Drive or Motorcycle checks, when installed into a vehicle. Availability: Common

Remote Keyless Entry $300 this option comes standard on some vehicles, but simply allows a driver to unlock their vehicle from a key chain within about 10 meters of the vehicle. An Electronics or Electronics Security check Difficulty 20, a Radio Shack, and $500 will allow you to make a device capable of working on other people's cars in the same fashion.

Self-Sealing Tires $150 each – Tires normally have 1/10th of the vehicle's SDP and 2 SP to protect against casual glass and road hazards, but once punctured provide a –1 to Drive checks for each tire punctured and reduce max speed by 5 mph. Self Sealing Tires however negate the penalty to drive as they seal the hole made, and don't reduce the top speed, however if they take triple the damage they normally have through the SP of the tire, they are thoroughly popped and act as a normal popped tire with all the penalties. Availability: Poor

Hard Rubber Tires $450 each – Tires have SP 6 instead of SP 2 Availability: Rare

Spotlight $100 – These are usually mounted on aircraft but sometimes on the side of a jeep or military vehicle, they work like a flashlight, negating darkness penalties for 150m inside the spotlight. Availability: Poor

Storage Containers $100 – These are mounted on the exterior of the vehicle usually, a truck bed or the saddlebags of a motorcycle. They add 10% more weight capacity to the vehicle per extra container and can be sealed and secured to keep items from moving around. However if filled with extra weight past the vehicle's normal carrying capacity, the top speed is reduced by 5 mph for the vehicle for each storage container filled. Availability: Common

Weapon Mount $200 – This is usually mounted in the back of a jeep, out of the hatch of a tank, or on a door of a helicopter. It allows a heavy weapon or rifle to be mounted in a swivel position on the vehicle, usually with 120-degree turn radius. The weapon's stability adds a +1 to its accuracy when thus mounted. Availability: Rare

Winch $750 – This is usually mounted on the front of rescue helicopters or off-road vehicles. It holds 500m of steel metal cable (with a SP 10 and 20 SDP to snap or cut), and can pull it in at strength capable of pulling the Mass of the vehicle at 10 meters a round. Availability: Poor

Combat Changes

Location Hit Boxes: Limbs are disabled at 8 damage, but not destroyed until they take 16 damage. Head hits are still double damage, and 8 damage to your head renders you unconscious instantly, where 16 damage is lethal. (After armor and BTM). These changes are made due to the lack of armor in most Modernpunk games and due to the unrealism of losing an arm to a 9mm bullet.

Stun Damage – Melee weapons and unarmed attacks that do stun damage can only render a specific location useless or knock the target unconscious where it would normally kill them. A target that would be killed by a weapon that does both stun and lethal damage, where they have equal of both, should be allowed a death save to see whether the lethal put them down or the stun. A failure indicates lethal damage. All unarmed attacks do stun damage unless a maneuver such as breaking a limb is used.

Shotguns – Shotguns work as normal firearms for rolling to hit and damage, unless as on modern shotguns the choke is disengaged allowing the cone to spread out, or that it is a sawn off shotgun. In this case, it works as a cone inside short range, hitting multiple targets in that area if in a narrow corridor. With multiple targets caught in a cone, damage done is treated as short range for the closest target, mid-range for the second target, and long for the third. Usually no more than three targets are hit in such a pattern and damage is still rolled to a location (but it would not make sense for three men standing in single file line to one get hit in the foot, another in the head, and the third in the torso from one blast). Sawn off and unchoked shotguns past this short range work as normal but with a higher difficulty to hit for range by one category.

Reloading – Reloading a firearm is one action in a round, it takes a weaponstech or appropriate firearms roll at Difficulty 10 to reload an semi-automatic/fully automatic pistol/submachine gun/rifle. It's a Difficulty 15 to reload a breech-loading firearm, or put in 3 rounds for a revolver. If the roll fails, that action fails to reload the firearm that round

and another round will need to be spent to reload it fully. A critical failure drops the bullets or clip being used to reload, or otherwise causes an extra round to be spent retrieving more ammo or picking up the dropped ammo.

Surprise – Not only does surprise grant a +5 to attack rolls, it also allows for maximum damage done with melee weapons (not to mention the max damage from a firearm if range is point blank).

Armor – Armor only provides 1 SP per 25 SP of soft armor against falls and vehicle collisions, and 1 SP per 12 SP of hard armor against falls and vehicles. Armor also is always treated as $1/3^{rd}$ against Fire, as the heat can easily overcome soldiers in full body armor, unless that armor is properly fireproofed.

Called Shots – Called shots are –4 penalty to hit normal hit-chart locations specifically, or –8 to hit very specific locations such as hands, feet, eyes, nose, ears, or even the gun someone is holding. Only one called shot per round is normally allowed with this penalty, taking additional called shots adds a cumulative –2 penalty. Therefore taking 4 called shots a round would be –4 on the first shot, -6 on the second shot, -8 on the third shot, and –10 on the last shot.

Humanity & Insanity

The Effects Of Humanity Loss: There are four types of humanity loss, the character's current total in any one type of HL describes how their seperation from humanity is affecting them.
Alienation point causes: Continued use of magic or psionics, social ostracizes, being alone on a deserted island or in a strange environment, continued interaction with the abnormal.
Egotism point causes: Continued triumph in high stress combat situations, use of power magics or psionics in combat, repeated use of powerful artifacts or weapons.
Obsession point causes: Examination of forbidden knowledge sources, study of powerful artifacts, drug or substance abuse
Paranoia point causes: Continued perusal by authority figures or mysterious figures, finding bugs and surveillance equipment in one's "safe" areas. Drug use, or repeated encounters with the paranormal.

ALIENATION

0 - 5 points   NORMAL
   The character shows no effect of his alienation
6 - 15 points   DISTANT
   The character is a little distant, but no more than is common in the modernpunk world
16 - 25 points   ABSENT
   The character's memory of existance prior to his augmentation or drug use is easily forgotten. The character is unlikely to notice things that seem unimportant to his current main focus (-2 on memory checks and rolls to notice clues and things he is not looking for).
26 - 35 points   ECCENTRIC
   The character develops a quirk or quirks that seperate him from "other" people. He is drawing himself away from society and has built up a wall of defense that includes this eccentricity to mark his change. Quite often he will no longer refer to his life prior to his "change" after this point (if he hasn't repressed all memories thereof already).
36 - 45 points   DELUSIONS
   The character gains a firmly-held false belief about the world or himself. Examples include

thinking many of his actions are controlled by machines or similar, that he can pick up top secret transmissions on his wearman, and that the radio sends thought control messages.

46-55 points   HALLUCINATIONS

The character begins seeing things that aren't there, or that the character thinks *should* be there. Hallucinations last D6 turns and are usually triggered by stress, and require a successful save vs COOL to avoid in nasty situations. By now the character has probably created an entirely new history for himself prior to his implantations.

56+ points   SCHIZOPHRENIC

At this point the character has his own reality. The character must make an INT check at -2 to do anything constructive. If the roll is failed by 4 or more, the character does something destructive.

EGOTISM

0 - 5 points   NORMAL

The character shows no effect of his egotism

6 - 15 points   ARROGANT

The character is a little arrogant, but no more than is common amongst the self-centered dreggs of humanity.

16 - 25 points   STUBBORN

The character is more self-involved and stubborn. The character usually thinks he is smarter and / or stronger than the others, and his ideas are better. A routine Leadership or Persuasion roll will get the character in line usually.

26 - 35 points   CONCEITED

The character's stubbornness takes a new turn and the character begins thinking and acting as if he is in fact better than others. The character will make sure that his efforts are rewarded, and may take skills to improve his appearance or reputation.

36 - 45 points   EGOCENTRIC

The character views things only as they relate to himself. Others' needs and desires are neglected for his own desires. An average Leadership or Persuasion roll will be required to convince the character that another plan is in their best interest.

46-55 points   NARCISSISTIC

The character becomes obsessed with his own appearance, skills, comfort and/or reputation. The character will be hard-pressed (Difficult Leadership or Persuasion) to do anything for other people.

56+ points   MEGALOMANIA

The character has delusions of grandeur. As such, everyone else is inferior and can be neglected. The character also seems himself as immortal or at least bullet-proof. The character will ignore risks, seeing himself as impervious to danger.

OBSESSION

0 - 5 points   NORMAL

The character shows no effect of his obsessions.

6 - 15 points   HAPPY

The character is pleased with his weapons or drugs, and likes to play with them, but without interfering in his normal life.

16 - 25 points   DISTRACTED

The character likes to play with his weapons or drugs, using them whenever free time presents itself. Unless the character is concentrating, he receives a -1 on all rolls (usually applicable when things get boring or people start talking about other stuff).

26 - 35 points   COMPULSIVE

The character compulsively plays with the weapons or drugs, using them whenever possible. Others will find this irritating as he is constantly showing off or tripping out.

36 - 45 points   ADDICT

The charcter **has** to play with the weapons or drugs. It starts taking over his life, and acts as a serious distraction (as DISTRACTED, but a -2 penalty). The character's COOL drops by 1 for every 6 hours not allowed to play with the cybernetic or using drugs.

46-55 points   OBSESSIVE

The character **does** play with the weapons or drugs, playing with them **all** the time. This interferes in social activities (-2 on most social rolls) and will probably ostracize the character from scenes that do not like the same drugs or weapons as the character. COOL drops by 1 for every 3 hours not allowed to play with the weapons or drugs.

56+ points   MONOMANIA

The character **must** play with the weapons or drugs all the time. This is a serious distraction, with a penalty of -3 applied to all actions not directly related to the weapons or drugs. The character's COOL drops by 1 point every hour he goes without. The character is essentially a vegetable, 100% addicted and dedicating his entire life to the addiction.

PARANOIA

0 - 5 points   NORMAL

The character shows no effect of his paranoia.

6 - 15 points   NERVOUS

The character is a little nervous, but this is healthy in the modern punk world

16 - 25 points   EDGY

The character is a little more nervous than the average person, seeing things, shapes, stalkers, etc. The character has a -2 penalty on fright checks.

26 - 35 points   HYPOCHONDRIA

The character now is always afraid that he is getting sick or being ambushed or some such. The character feels the symptoms of various diseases, spots ambushes and so on.

36 - 45 points   PHOBIA

The character now develops a severe phobia...

46-55 points   PARANOID

The character begins to think that people are out to get him, that he is the target of some conspiracy. Any time a character does something selfless towards this character, he must make a successful COOL-2 check or learn to hate that character, as he is obviously part of the conspiracy. The character gets a -4 penalty on all Fright checks and the character's effective COOL decreases by 1.

56+ points   HOMOCIDAL

Fearing that people are secretly plotting against him, the takes things into his own hands and begins to hunt them down.