

## *Random Body Function Table for Stressful Situations*

01	Itch. Roll for location, always the hardest spot to get to.
02	You gotta go to the bathroom. NOW. No exceptions.
03	SNEEZE!!! Make a save roll at -3 to silence somewhat, -6 to silence completely.
04	Your throat has something tickling it. Make a save roll to avoid coughing.
05	Lunch didn't sit well. Make a save roll at +1 to avoid losing it.
06	Gas attack. Roll 1d6. On 1-2, it's a light burp. On 3-4, it's flatulation. On a 5, it's a high-powered belch. On a 6, you do it all.
07	Muscle spasm. Roll for location. Can cause gun to fire (1 on a d10 when location is an arm).
08	Cyberware malfunction. Roll 1d10. On an even roll, your cyberware shorts out for 1d6+1 turns. On an odd roll, the batteries die.
09	Limb falls asleep. Roll 1d6. On a 1, it's your right arm. On a 2, it's your right leg. On a 3, it's your entire right side. On a 4, it's your left arm. On a 5, it's your left leg. On a 6, it's your entire left side. This lasts for 1d10+2 turns. -2 REF & -1 MA during this period.
10	Joints creak & pop.
11	Yawn. 1 on a d10 to not restrain on making it audible.
12	Sharp pain in body part. Roll for location.
13	Joint locks up. Roll 1d6. On a 1, it's your right elbow. On a 2, it's your right knee. On a 3, it's your left elbow. On a 4, it's your left knee. On a 5, it's a shoulder blade. On a 6, it's a wrist. This lasts for 1d6/2 turns. -2 REF & -1 MA during this period.
14	Nose starts to run. -5 ATTR until wiped away.
15	Nosebleed for 1d6+2 turns.
16	Gastrointestinal buildup. Very uncomfortable. Lasts for 1d6+1 hours. -1 BOD during this period.
17	Throbbing headache. This lasts 1d6+2 hours. Fast movements and loud noises cause pain. -3 COOL & -1 BOD during this period.
18	Wave of nausea overcomes you for 1d6+1 minutes. Make a save check at -1 for each fast motion or sight of food during this period. -3 COOL during this period.
19	Nervous trembles in hands. Make a difficult REF check at -3 to avoid dropping anything in your hands.
20	You bit your tongue. Painful. Roll 1d6. On a 1, you yelp.
21-00	Nothing happens. All is well... you think.