

Difficulty Modifiers

Complex Repair	+2
Very Complex Repair	+4
"It's Never Been Done Before"	+6
Don't have the right parts	+2
Don't have the right tools	+3
Unfamiliar tools, weapon or vehicle	+4
Under stress	+3
Under attack	+3 to +4
Wounded	+2 to +6
Drunk, drugged or tired	+4
Hostile Environment	+4
Very Hostile Environment	+6
Lack of instructions for task ..	+2
All the other characters are "kibbitzing" while you're trying to do the task	+3
Has never performed this task before	+1
Difficult Acrobatics involved ..	+3
Very Difficult Acrobatics involved	+4
Impossible Acrobatics involved	+5
Information hidden, secret or obscure	+3
Well-hidden clue, secret door, panel, etc.	+3
Complex program	+3
Very complex program	+5
Complex lock	+3
Very complex lock	+5
Target on guard or alerted ...	+3
Brightly lit area	+3
Insufficient light	+3
Pitch Blackness	+4
Trying to perform secretive task while under observation	+4

FUMBLE TABLE

AREA	RESULT OF ROLL
REFLEX (Combat)	1-4 No fumble. You just screw up. 5 You drop your weapon. 6 Weapon discharges (make reliability roll for non-autoweap.) or strikes something harmless. 7 Weapon jams (make reliability roll for non-autoweap.) or imbeds itself in the ground for one turn. 8 You manage to wound yourself. Roll for location. 9-10 You manage to wound a member of your own party.
REFLEX (Athletics)	1-4 No fumble. You just mess up and make an idiot of yourself. 5-7 You fail miserably. Take 1 point in minor damage (sprain, fall, stumble), plus make a Save vs. Stun. 8-10 You fail abysmally. If a physical action, take 1D6 in damage from falling or strained muscles. Also make a roll vs Stun at -1.
TECH (Repair or create)	1-4 No fumble. You just can't get it together. 5-7 You not only fail, you make it worse! You drop the tools you're working with, or you lose your grip and damage the thing you're working with even more. Raise the Difficulty by 5 points and try again. 8-10 Wow. Did you ever blow it! You damaged the device or creation beyond repair. Buy a new one.
EMP (Convince, Fast talk, Seduce)	1-4 No fumble. They just won't buy it. 5-6 So much for your people skills. You not only don't convince them; you leave them totally cold (-4 to your next EMP die roll) to any other suggestion you might have. 7-10 Yow! You blew it royally. You not only didn't convince them, but now they're actually, violently opposed to anything you want to do. Roll 1D10. On a 1-4, they actually attempt to do you physical harm.
INT (Figure out, Notice, catch a clue)	1-4 No fumble; You just don't know how to do it. You don't know what's going on. You carry on, oblivious to higher concerns. 5-7 You don't know anything about what's going on, and you haven't a clue about how to do anything about it. Make a Convince check at -2 to see if anyone else notices how dumb you are. 8-10 Wow, are you oblivious. You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

BODY TYPES & POINTS

2 pts	Very Weak
3-4 pts	Weak
5-7 pts	Average
8-9 pts	Strong
10 pts	Very Strong

BODY TYPE MODIFIER TABLE

Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman*	-5

*Possible only with cybernetics

PROPORTIONAL ARMOR TABLE

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

STRESS TABLE

StP	LEVEL	EFFECTS
COOL / 2	Fresh	+1 on all COOL checks
COOL	Normal	None
COOL x 2	Anxious	-1 on all COOL checks; Insomnia
COOL x 3	Tense	-2 on all COOL checks; -1 on all other checks; Insomnia (-2); Addiction checks at -2.
COOL x 4	Stressed	-3 on all COOL checks, -2 on all other checks; Insomnia (-4); Addiction checks at -4.
COOL x 5	Cracked	-5 on all COOL checks; -3 on all other checks; Insomnia (-6); Addiction checks at -6; Roll on Over The Edge Table.

Over the Edge Table

1. Homicidal
2. Catatonia
3. Suicidal Tendencies
- 4-5. Delusions
- 6-7. Sever Agoraphobia
8. Hallucinations
9. Overload Amnesia
10. Schizophrenia

STRAIGHT STRESS POINT GUIDELINES

Minor Nuisance ... 1	Unsettling* 2d6
Nuisance 1d6/3	Very Disturbing .3d6
Major Nuisance .. 1d6/2	Life Shattering ... 4d6
Annoyance 1d6	

*Note that all deaths of people close to the character are at least Unsettling

STRAIGHT STRESS POINTS

ENVIRONMENT	AMOUNT
Living in suburb	1
Living on the move	1d6
Living downtown core	1d6/3
Living in hostile env.	2d6
(space, combat zone)	
EVENTS	AMOUNT
Loved one injured/ill	1d6/2
Fighting in Relationship	1d6/2
Relationship breaks up	1d6
Loved one killed/dies	2d6
Spouse dies	3d6
OCCUPATIONAL	AMOUNT
Stressful Occupation	1d6/2
Hazardous Occupation	2d6
Very Hazardous	3d6
Hunted by mega-corp/FBI/CIA	3d6
SITUATIONAL	AMOUNT
Hunted by gang	1d6/2
Hunted by corporation	1d6
Hunted by the law	2d6

ATTACK MODIFIERS

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing	10m x BOD (-10m/kg. > 1)

TO HIT NUMBERS

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

MODIFIERS (ADD TO ATTACKER'S ROLL)

Target immobile	+4
Target dodging (melee only)	-2
Moving Target REF >10	-3
Moving Target REF >12	-4
Moving Target REF >14	-5
Fast draw/Snapshot	-3
Ambush	+5
Aimed shot at body location	-4
Ricochet or indirect fire	-5
Blinded by light or dust	-3
Target silhouetted	+2
Turning to face target	-2
Using two weapons	-3 on both
Firing while running	-3
Firing shoulder arm from hip	-2
Turret mounted weapon	+2
Vehicle mounted, no turret	-4
Large target	+4
Small target	-4
Tiny target	-6
Aiming (+1 each round, up to 3 rounds)	
Laser Sight	+1
Telescopic Sight	+2 Ext, +1 Med
Targeting scope	+1
Smartgun	+2
Smartgoggles	+2
Three Round Burst (Close/Medium only)	+3
Full Auto, Close	+1 for every 10 rnds
Full Auto, all other	-1 for every 10 rnds

AREA EFFECT TABLE

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

EXPLOSIVE RANGES

Explosive	Unit	Area	Damage
Plastique	1kg	4m	7D10
C6	1kg	5m	8D10
TNT	1stick	3m	4D10

GRENADE TABLE

	10	
7	8	9
5	TARGET	6
2	3	4
	1	

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

DRUGS & POISON

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

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

MICROWAVE EFFECTS

MICROWAVER SIDE EFFECTS

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

ADD TO DAMAGE

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

COMMON COVER SPS

Sheetrock Wall	5
Stone Wall	30
Tree, Phone Pole	30
Brick Wall	25
Concrete Block Wall	10
Wood Door	5
Heavy Wood Door	15
Steel Door	20
Concrete Utility Pole	35
Data Term™	25
Car Body, Door	10
Armored Car Body	40
AV-4 Body	40
Engine Block	35
Mailbox	25
Hydrant	35
Curb	25

ARMOR SPS

Type of Armor	SP*	EV†
Cloth, leather✓	0	+0
Heavy Leather	4	+0
Kevlar T-Shirt, Vest✓	10	+0
Steel helmet	14	+0
Light Armor Jacket✓	14	+0
Med Armor Jacket	18	+1
Flack vest✓	20	+1
Flack Pants✓	20	+1
Nylon Helmet	20	+0
Heavy Armor Jacket	20	+2
Doors Gunner's Vest	25	+3
MetalGear™	25	+2

*AP rounds: treat Armor as if half SP
✓ Edged weapons treat SP as half
† (EV) Encumbrance Values should be added together and subtracted from character's total REF Stat.

CYBERWEAPON DAMAGE

Weapon	Damage
Scratchers	1D6/2
Fangs	1D6/3
Rippers	1D6+3 (AP^)
Wolvers	3D6 (AP^)
Big Knucks	1D6+2
Slice n' Dice	2D6 (mono)
Cybersnake	1D6
Hammerhand	1D10
Buzzhand	2D6+2
Spikehand	1D6+3AP
Talon Foot	1D6
Spike Heel	2D6AP
Flamethrower	2D6 (1D6/2†)
Micro Missile	4D6ea
Capacitor Laser	3D6
Cyber Strike	1, 2* or 3D6**
Cyber Kick, Crush	2, 4* or 6D6**

**with hydraulic rams *thickened myomar
† secondary damage 3 rounds. ^ knife AP

SHOTGUN TABLE

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

10ga. slugs	5d6+3
12ga. slugs	4d6+2
20ga. slugs	3d6+1

Simple (swerve, take off or land, hover, rotate) 15

Difficult (tight turn, control a skid, recover from a stall, emergency stop, pull out of dive, reverse or pull away) 20

Very Difficult (bootlegger turn, regain control from spin) 25

CONTROL MODIFIERS

Standard car	-0
Limousine	-3
Sportscar	+2
AV-4	-2
AV-6	+2
AV-7	+1
Motorcycle	+1
Truck	-4
Rotorcraft	-0
Osprey	-0
Boat	-1
Double safe speed	-2
Triple safe speed	-4
Four times safe speed	-6

WOUND EFFECTS

- At a **LIGHT** wound level, a character suffers no penalties to his activities. He just hurts a lot ("It's only a flesh wound...").
- At a **SERIOUS** wound level, the character will be at -2 to his REF stat for all actions. He's hurting, bleeding, and definitely hampered.
- At a **CRITICAL** wound level, the character's REF, INT and CL stats are automatically reduced by half (round up). The character is holding his guts in with one hand and doing his damndest to stay in the battle.
- If **MORTALLY** wounded, the character's REF, INT and CL stats are reduced to 1/3rd normal (divide by 3, rounding up). Most characters are already out of the action by now, and are quietly going about the business of expiring. Messily.

Advantage	Add to die roll
Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Cryo Tank	+3

CONTROL LOSS TABLE

Roll	Result
1-2	Skid or slew; no other result.
3-4	Major skid; slide 1D10x10 feet sideways in direction of travel. Aircraft stalls, losing 1D10x50 feet of altitude.
5-6	Roll ground vehicle after sliding 1D10x10 feet sideways in direction of travel; take 5D6 damage. Aircraft goes into spin, lose 1D10x100 feet of altitude.

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.

WEIGHT MODIFIER TABLE

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

HEALING RATES

Treatment	Pts./day
First Aid	0.5
Medical Tech	1
Med Tech+Speed Heal	2
Med Tech+Nanotech	2
Med Tech+Nano +Spd. Heal	3

Light Wound: The patient is fully ambulatory; he can go about his business with a minor amount of pain.

Serious Wound: The patient is ambulatory, but will need his dressings changed once a day, and will be at -2 REF for all actions.

Critical Wound: The patient must spend at least half of his day in bed in order to regain any lost points of damage. Other activities must be limited at simple tasks, at a -4 REF to all actions. Dressings must be changed twice a day, and nursing care of some sort must be available.

Mortal Wound: The patient is bedridden. At Mortal Wounds 3 and above, he is probably comatose (50%) most of the time, and wired into all kinds of machinery for life support. He requires constant care during the entire process, although he will not have to make Death Saves (he's been stabilized).