

# Rules

## I Was Just Growing Up...

1d100	Result
01-02	Yo mamma was a crack-equivalent smokin' ho. ( Level 3 Street Smarts )
03-04	You found religion, and are now a loud-mouthed bigot ( -20 Charisma )
05-06	Equal opportunity hater ( -20 Charisma )
07-08	Fear of insects
09-10	Arachnophobia ( Fear of actual arachnids )
11-12	Arachnophobia ( Fear of the Arachnids )
13-14	Xenophobic ( Fear of a random alien race )
15	Flasher ( 60% chance at any available opportunity )
16-17	Sex Phobia
18-19	Totally uninterested in sex.
20	Bi-Sexual
21	Homosexual
22-23	Nymphomania
24-25	General Asshole ( -25 Charisma, Level 3 Hand-to-Hand )
26	Ex-prostitute and your pimp is still looking for you.
27-28	Father was an abusive alcoholic ( -5 I.Q., +5 Intuition )
29-30	VERY lucky at love ( 4D4 children spread across the sector )
31	Subconscious death wish (-25% Resurrection, and Death's Door is 2 points worse )
32-33	Couldn't get laid if you paid for it (-55 Charisma )
34-35	You're a M-O-R-O-N ( -35 I.Q., -35 Intuition )
36	P.O.'d girlfriend cut it off.
37-38	Sexually harassed by an Orion.
39-40	Once met a human named "Chicago" John, vomited severely from his stench (-2Con)
41	Potential homicidal maniac ( 20% chance to go Suicidal when slightly provoked )
42-43	Bookworm as a child (+5 I.Q., +10 Terrestrial knowledge, Full literacy )
44-45	Prodigy ( pick any one skill at 15 <sup>th</sup> level ability )
46-47	Roll again and reverse.
48-49	Credit Error ( reduce C.C.I. to -3 )
50	You're a stinkin' mutie!!
51-52	You once had a Ram friend who called you "Coach". Don't know where he is.
53	A Dane said you were one of the "Chosen" ( +10 to all Vital Statistics )
54	A Black Eridani slaughtered your entire family.
55-56	Suffer from chronic halitosis.
57-58	Glass jaw ( -25% System Shock in the head )
59-60	Cross-eyed
61-62	Friend gave you 2 expired tickets to the Cyball Championships.
63	Hermaphrodite
64	You're immortal ( so you think )
65-66	Trivia buff ( Level 3 General Knowledge )
67-68	Intuitive ( +10 Intuition )
69-70	Good distance aim ( +10 to hit at RB 3 or farther )
71	Living impaired.
72-73	Inheritance of a HAW-4 anti-tank system and Granny's dead cat collection.
74-75	Inoperable brain tumor ( 5% chance to black out under stress )
76-77	Inherited Gramp's estate (Est. Value=5M credits), but the will says you can't sell it.
78	Got into a wrestling match with a Ram ( Roll on the Ram vs. Human table )
79	You're old ( Start at Middle Age +1D10 years )
80-81	Live in an exclusive neighborhood, but your neighbors hate you.
82-83	Met a guy who said "I'm Capt. James T. KiARGGGG" as he was run down by a car.

1d100	Result
84	You have a Circlet of Sensing.
85-86	Fortune teller said" You will die at the hands of...aach!" ( She had a heart attack )
87-88	Good aim ( +10 bonus with aimed shots )
89-90	Lost two arms, a leg and an eye in an explosion.
91-92	Inherited Granny's stuffed body, and you can't dispose of it by the terms of the will.
93-94	You have a Black Market contact.
95	A Sau-Bau once spared your life...
96	You own a mint condition CD copy of the Misfits "Walk Among Us".
97-98	Orphan with no memories of your first 13 years.
99	You're a clone.
100	Suffering from a terminal illness. Have 60 hours to live. Oops! Should have told you yesterday.

## Skills

Skill	S	L	T	\$	PS	JA	M	JS	BC
<b>PHYSICAL SKILLS</b>									
<b>Constitution</b>	3	7	1mo	50	-	-	-	-	-
<b>Lightsleeping</b>	2	25	2wk	5	IN	-	10	-	-
<b>Manual Dexterity</b>	3	7	1mo	50	-	-	-	-	-
<b>Aikido</b>	3	25	1mo	10	AG	-	10	-	-
<b>Boxing</b>	2	25	3wk	4	AG	-	10	-	-
<b>Capoiera</b>	4	25	2mo	10	AG	-	10	-	-
<b>Catongi</b>	2	25	1mo	*	AG	-	10	-	-
<b>Jeet Kun Do</b>	3	25	4wk	8	AG	-	10	-	-
<b>Jujitsu</b>	2	25	3wk	4	AG	-	10	-	-
<b>Karate</b>	2	25	4wk	5	AG	-	10	-	-
<b>Kung Fu</b>	2	25	4wk	5	AG	-	10	-	-
<b>Savate</b>	2	25	4wk	5	AG	-	10	-	-
<b>Tae Kwon Do</b>	2	25	3wk	5	AG	-	10	-	-
<b>Tai Chi Ch'uan</b>	2	25	1mo	5	AG	-	10	-	-
<b>ESPIONAGE SKILLS</b>									
<b>Body Language</b>	2	25	6wk	8	IN	-	10	-	-
<b>WEAPON SKILLS</b>									
<b>Duel Quick Draw</b>	3	15	1mo	3	-	-	12	-	-
<b>Quick Draw</b>	3	5	1mo	3	-	-	12	-	-
<b>Sharpshooting</b>	4	20	1mo	5	MD	-	12	-	-
<b>Snapshot</b>	3	20	1mo	5	MD	-	12	-	-

### PHYSICAL SKILLS

**Constitution:** (This is intended to replace the skill "Body Points"). Each level of this skill adds +3% to Constitution. Body Points can be increased by either raising Constitution, or by drugs (as per the Body Points skill).

**Lightsleeping:** This skill allows the character to sleep soundly while maintaining a sense of awareness. He can react to slight disturbances, and if awakened suddenly, he will not suffer any initiative penalties on the next segment.

**Manual Dexterity:** Through intense training techniques, the character is able to increase his Manual Dexterity score. Each level of skill adds +3% to the score. Manual Dexterity can also be increased by using the drug HFA-30. Each injection costs 7,500 credits, and adds +3%. Up to two injections per month may be taken safely.

**Aikido:** Defensive art. Inflicts only one-half damage, but gains a +30% to Disarm, and a +20% to Defensive Modifier.

**Boxing:** Pretty standard hand-to-hand. Kicks are at one-half normal chance to hit.

**Capoiera:** Brazilian fighting style based on African tribal dances. Gain +1 Attack, and +2 damage with kicks.

**Catongi:** The Calemoran martial art. Gain +1 Attack and +1 damage.

**Jeet Kun Do:** Style developed by Bruce Lee in the 20<sup>th</sup> century. Gain +1 Attack and +1 damage.

**Jujitsu:** Heavy grappling style. Gain a +20% to all grappling maneuvers.

**Karate:** Gain either a +1 Attack or a +1 damage.

**Kung Fu:** Chinese boxing. Gain either a +1 Attack or a +1 damage.

**Savate:** French fighting stle. Kicks are only +1 initiative, and have +2 damage.

**Tae Kwon Do:** Standard hand-to-hand.

**Tai Chi Ch'uan:** Chinese exercise style. Gain +1 Attack, inflict one-half damage, gain +20% to disarm and +10% to Defensive Modifier.

## ESPIONAGE SKILLS

**Body Language:** The character is trained to observe and interpret the physical actions and reactions of others. He may be able to determine the subject's emotional state, and determine the veracity of any statements (determining a lie is a Level 10 difficulty).

## WEAPON SKILLS

**Duel Quick Draw:** This skill is used during quick-draw type duels (ala Gunfighters). Each level of skill subtracts -3% from the duelist's Intuition roll.

**Quick Draw:** Each level of this skill reduces the time required to draw a weapon by one second. This skill must be purchased separately for each type of weapon.

**Sharpshooting:** This skill is useful only with Aimed and Braced shots. Each level of skill grants the attacker a 5% chance to determine the Hit Location on the target.

**Snapshot:** Each level in this skill reduces the penalty for Snapshots by -2%.

## REVISED CRITICAL HIT TABLES

For any critical hit, roll on the Hit Area table, then roll on the appropriate Critical Table.

1D100 Roll	HIT AREA
1-10	Left Leg
11-20	Right Leg
21-52	Abdomen
53-85	Chest
86-90	Left Arm
91-95	Right Arm
96-100	Head

HEAD CRITICALS		SS	BP Loss	ATT. MOD	Other
1-13	Larynx	- 30	-	- 25 AG	Mute 2D6+12 days
14-26	Clean Neck	- 45	-3/min	- 25 AG	10% Permanent Mute
27-39	Messy Neck	- 60	-6/min	- 35 AG	50% Permanent Mute
40-50	In/Out Mouth	- 0	-1/min	- 10 CH	Perm CH Loss
51-53	Face Partially Removed	KO	-3/min	- 20 CH	Perm CH Loss
54-56	Face Removed	KO	-8/min	- 60 CH	Perm CH Loss
57-60	Jaw Shattered	- 40	-	- 20 AG	Mute until Healed
61-63	In Eye, Out Skull	-	-	DEAD	DEAD
64-76	Clean Forehead	- 10	-3/min	- 10 I.Q., INT	Perm Loss, Concussion
77-89	Messy Forehead	KO	-6/min	- 20 I.Q., INT	Perm Loss, Concussion
90-92	Nose Removed	- 5	-2/min	- 10 AG, - 2 CH	Perm CH Loss
93-96	Temple Struck	- 80	-	- ½ I.Q., INT	Concussion 2-3 days
97-98	Eye Punctured	- 50	-1/min	- ½ Vision	Perm Blindness
99	Top of Head Removed	-	-	DEAD	DEAD
100	Head Removed	-	-	DEAD	DEAD

ARM CRITICALS		SS	BP Loss	ATT. MOD	Other
1-11	Clean Shoulder	- 0	-1/2min	- 30 AG, - 40 MD	-
12-22	Messy Shoulder	- 0	-1/min	- 35 AG, - 45 MD	-
23-25	Broken Shoulder	- 2	-	- 40 AG, - 60 MD	-
26-36	Clean Upper Arm	- 0	-1/2min	- 10 AG, - 40 MD	-
37-47	Messy Upper Arm	- 0	-2/min	- 30 AG, - 45 MD	-
48-50	Elbow Shattered	- 5	-	- 20 AG, - 60 MD	-20 MD Permanent
51-61	Clean Lower Arm	- 0	-1/2min	- 10 AG, - 40 MD	-
62-72	Messy Lower Arm	- 0	-1/min	- 30 AG, - 45 MD	-
73-83	Clean Hand	- 0	-1/3min	- 15 MD	-
84-94	Messy Hand	- 0	-1/2min	- 30 MD	-
95-97	Shattered Hand	- 0	-	- 10 AG, - 60 MD	-10 MD Permanent
98	Hand Removed	- 20	-2/min	- 15 AG	Permanent Until Replaced
99	Arm Removed@Elbow	- 35	-3/min	- 25 AG	"
100	Arm Removed @Shoulder	- 50	-3/min	- 45 AG	"

CHEST CRITICALS		SS	BP Loss	ATT. MOD	Other
1-3	Lung Punctured	-65	-4/min	- 50 AG	Drown in Blood in D4 minutes
4-5	Spinal Cord Struck	-50	-	- 120 AG	See Below*
6	Spinal Cord Separated	-	-	DEAD	DEAD
7-11	Clean Heart	KO	-10/min	- 50 AG	-
12-13	Messy Heart	KO	-15/min	- 75 AG	-
14	Heart Blown Apart	-	-	DEAD	DEAD
15-16	Multiple Organs hit	-	-	DEAD	DEAD
17-56	1-6 Broken Ribs	-0	-	- 40 AG	-
57-65	Ribs Shattered	-30	-	- 50 AG	50% Lung Puncture with Movement
66-95	Collar Bone Broken	-0	-	- 30 AG	-
96	Collar Bone Shattered	-5	-	- 45 AG	-
97-98	Broken Sternum	-10	-	- 65 AG	-10 Permanent
99	Sternum Shattered	-50	-	- 95 AG	-25 Permanent
100	Chest Go Splat!	-	-	DEAD	DEAD

\* Roll 1D100: 1-50 is Nothing, 51-75 is Paralyzation from the waist down, 76-100 is Total Paralysis

ABDOMEN CRITICALS		SS	BP Loss	ATT. MOD	Other
1-11	Clean Groin	- 20	-3/min	- 70 AG	-15 AG Permanent
12-22	Groin Removed	- 60	-4/min	- 100 AG	-35 AG Permanent
23-33	Lower Abs: Clean	- 10	-	- 35 AG	-
34-44	Lower Abs: Messy	- 20	-1/min	- 45 AG	-
45-55	Ruptured Stomach	- 25	-3/min	- 35 AG	Poison SMR or Dead in 2D4 minutes
56-66	Ruptured Stomach	- 25	-3/min	- 35 AG	Poison SMR or Dead in D4 minutes
67-76	Liver	- 0	-4/min	-	Poison SMR or DEAD in 2D6 minutes
77-86	Liver	- 0	-6/min	-	Poison SMR or Dead in D6 minutes
87-96	Intestines	- 0	-4/min	- 35 AG	Poison SMR or Dead in D6 minutes
97	Multiple Organs	-	-	DEAD	DEAD
98	Lower Spine	- 50	-	- 120 AG	See Paralysis Above
99	Kidney Ruptured	- 0	-4/min	-	Poison SMR or Dead in D4+1 minutes
100	Abdomen Blown open	- 65	-5/min	- 150 AG	You're Screwed

LEG CRITICALS		SS	BP Loss	ATT. MOD	Other
1-2	Foot Shattered	- 0	-	- 35 AG	-
3-21	Clean Calf	- 0	-	- 15 AG	-
22-40	Messy Calf	- 0	-1/min	- 20 AG	-
41-42	Shin Shattered	- 0	-	- 45 AG	-
43-45	Broken Knee	- 0	-	- 35 AG	-5 AG Permanent
46-48	Shattered Knee	- 5	-	- 60 AG	-10 AG Permanent

<b>LEG CRITICALS</b>		<b>SS</b>	<b>BP Loss</b>	<b>ATT. MOD</b>	<b>Other</b>
49-50	Calf Artery	- 0	-2/min	- 25 AG	-
51-69	Clean Thigh	- 0	-	- 25 AG	-
70-87	Messy Thigh	- 0	-1/min	- 30 AG	-
88-89	Thigh Shattered	- 5	-	- 60 AG	-
90-91	Thigh Artery	- 0	-2/min	- 25 AG	-
92-94	Hip Chipped	- 0	-	- 30 AG	-
95-97	Hip Shattered	- 5	-	- 60 AG	-
98	Foot Removed	- 20	-3/min	- 50 AG	Perm Until Replaced
99	Lower Leg Removed	- 40	-4/min	- 95 AG	"
100	Leg Removed	- 60	-5/min	- 120 AG	"