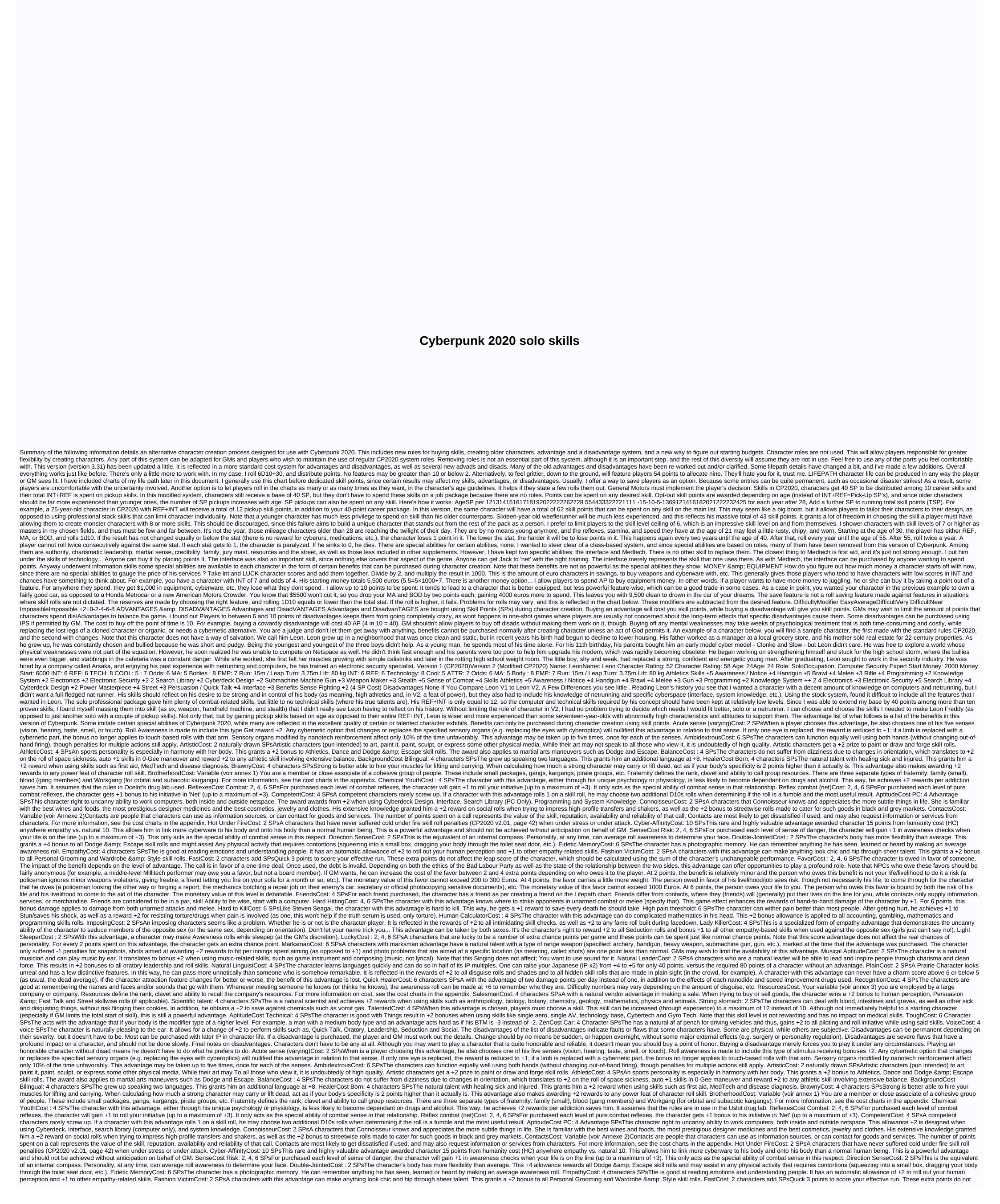
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affect the leap score of the character, which should be calculated using the sum of the character's unchangeable performance. : 2, 4, 6 SPsThe character is owed in favor of a one-time deal. Once used, the debt is invalid. Depending on both the ethics of the Bad
Labour Party as well as the state of the relationship between the two sides, this advantage can offer opportunities to play a profound role. Note that NPCs who owe these favor, but not a board member). If GM wants, he can increase the cost of the favor
between 2 and 4 extra points depending on who owes it to the player. At 2 points, the benefit is relatively minor and the person who owes this benefit is not your life/livelihood to do it a risk (a policeman ignores minor weapons violations, giving freebie, a friend letting you fire on your sofa for a month or so, etc.). The monetary value of this favor cannot exceed
200 to 300 Euros. At 4 points, the favor carries a little more weight. The person owed in favor of his livelihood/job sees risk, though not necessarily his life, to come through for the character that he owes (a policeman looking the other way or forging a report, the mechanics botching a repair job on their enemy's car, secretary or official photocopying sensitive
documents), etc. The monetary value of this favor cannot exceed 1000 Euros. At 6 points, the person owes your life to you. The person who owes this favor is bound by both the risk of his livelihood to come to the aid of the character has a
friend as per creating a friend on the Lifepath chart. Friends differ from contacts, where they (friends) will (generally) put their lives on the line for you, while contacts only supply information, services, or merchandise. Friends are considered to be in a par, skill and ability-wise, starting with a computer. Hard HittingCost: 4, 6 SPsThe character with this
advantage knows where to strike opponents in unarmed combat or melee (specify that). This game effect enhances the rewards of hand-to-hand damage from both unarmed attacks and melee. Hard to KillCost: 6 SPsLike Steven Seagal, the character with this advantage is hard to
kill. This way, he gets a +1 reward to save every death he should take. High pain threshold: 6 SPsThe character can wither pain better than most people. After getting hurt, he achieves +1 to Stun/saves his shock, as well as a reward +2 for resisting torture/drugs when pain is involved (as one, this won't help if the truth serum is used, only torture). Human
CalculatorCost: 4 SPsThe character with this advantage can do complicated mathematics in his head. This Bonus +2 to all accounting, gambling, mathematics and programming skills roll. ImposingCost: 2 SPsAn imposing characters seems like a problem. Whether he is or not is the character player. It is reflected in the rewards of +2 to all intimidating skill
checks, as well as +2 to any fame roll built during facedown. Lady KillerCost: 4 SPsThis is a specialized form of empathy advantage that demonstrates the uncanny ability of the character to seduce members of the opposite sex (or the same sex, depending on orientation). Don't let your name trick you... This advantage can be taken by both sexes. It's the
character's right to reward +2 to all Seduction rolls and bonus +1 to all other empathy-based skills when used against the opposite sex (girls just can't say no!). Light SleeperCost: 2 SPsWith this advantage, a character may make Awareness rolls while sleepep (at the GM's discretion). LuckyCost: 2, 4, 6 SPsA characters that are lucky to be a number of
extra chance points per game and these points can be spent just like normal chance points. Note that this score advantage does not affect the real chances of personality. For every 2 points spent on this advantage have a natural talent with a type of
range weapon (specified: archery, handgun, heavy weapon, submachine gun, gun, etc.), marked at the time that the advantage was purchased. The character only suffered -1 penalties for snapshots, shots aimed at a specific location (as meaning,
called shots) are one point less than normal. GMs may wish to limit the availability of this advantage. Musical AptitudeCost: 2 SPsThe character is a natural musician and composing (music, not lyrical). Note that this doesn't affect singing; you want
to use sound for it. Natural LeaderCost: 2 SPsA characters who are a natural leader will be able to lead and inspire people through charisma and clean force. This results in +2 bonuses to all oratory leadership and roll skills. Natural LinguistCost: 4 SPsThe character learns languages quickly and can do so in half of its IP multiples. One can raise your
Japanese (IP x2) from +4 to +5 for only 40 points, versus the required 80 points of a character without an advantage. PlainCost: 2 SPsA Prairie Character looks unreal and has a few distinctive features. In this way, he can pass more unnotically than someone who is somehow remarkable. It is reflected in the rewards of +2 to all disguise rolls and shades and
to all hidden skill rolls that are made in plain sight (in the crowd, for example). A character with this advantage of two damage points
per day instead of one, in addition to the effects of each nanodide and speed improvement drugs used. RecognitionCost: 4 SPsThe characters are good at remembering the names and faces and/or sounds that go with them. Whenever meeting someone he knows (or thinks he knows), the awareness roll can be made at +6 to remember who they are.
Difficulty numbers may vary depending on the amount of disguise, etc. ResourcesCost: Your variable (voir annex 3) you are employed by a large company or company. Resources define the rank, clavet and ability to recall the company or company or company or company. Resources define the rank, clavet and ability to recall the company or company or company.
natural vendor advantage in making a sale. When trying to buy or sell goods, the character wins a +2 bonus to human perception, Persuasion & anthropology, biology, botany, chemistry,
geology, mathematics, physics and animals. Strong stomach: 2 SPsThe characters can deal with blood, intestines and graves, as well as other sick and disgusting things, without risk flinging their cookies. In addition, he obtains a +2 to save against chemicals such as vomit gas. TalentedCost: 4 SPsWhen this advantage is chosen, players must choose a
skill. This skill can be increased (through experience) to a maximum of 12 instead of 10. Although not immediately helpful to a starting character (especially if GM limits the total start of skill), this is still a powerful advantage. Technical AptitudeCost: 4 character SPsThe is good with fixing things and thus earns +2 bonuses when using skills like a single aero,
AV technology, technology base, Cybertech and Gyro Tech. Note that this skill level is not rewarding and has no impact on medical skills. ToughCost: 6 Character SPsThe acts with the advantage that if your body is the modifier type of a higher level. For example, a man with a medium body type and an advantage acts hard as if his BTM is -3 instead of -2.
ZenCost Car: 4 Character SPsThe has a natural af af pench for driving vehicles and thus, gains +2 to all piloting and roll initiative while using said skills. VoiceCost: 4 voice SPsThe character is naturally pleasing to the ear. It allows for a change of +2 to perform skills such as, Quick Talk, Oratory, Leadership, Seduction and Social. AllergiesCost: -2, -4, -8
Character SPsThe sensitivity to some material or else :in -2, the character must save the body -2, or he will experience unpleasant symptoms such as sneezing, itching etc. This may change skill rolls (asie, -2 to handguns for bites, eye water, etc.). At -4, the personality will experience more severe symptoms including high fever and respiratory distress. The
character must have a body save at -4. If the roll fails, all skills will be cut in half until the substance causing the attack is removed. At -8, the personality may have more severe reactions (as meaning, coma, vomiting and death). Savers should be made as per -4 allergic disadvantages, but in modifier -6. The results are the same, but a failed result will also
cause 1 damage point and the character must save stun/shock or fall into a coma. Damage will occur every hour to lift the substance that causes the attack. Bad TemperCost: -2, -4 character must save against your cool stat under certain conditions to avoid losing your mood. The severity of the situation should be reflected in the modifiers to this roll.
For example, a minor harassment may be awarded a +2 reward to the cold reserve, while a stimulating situation (Fender Port on the freeway during rush hour traffic) may impose a -2 penalty. The mood tantrums last 1d10 rounds, then grump time can unmodified cold save attempts once per turn in order to calm down. In -2, the character's temper is
represented by a barrage of swearing, shouting and screaming. At -4, the character becomes violent when he loses his temper, lashing out at the purpose of his harassment with every appropriate weapon (typically his body, but if he is holding a weapon of some kind, all bets are off). BlindnessCost: -4, -6, -8, or -12 character SPsThe is blind in one or both
eyes. At -4 and -6, Corey is limited to one eye of character selection. This damage can be bought off at -4 (this involves replacing the eye through organic or cybernetic parts), but not at -6. Having only one eye incurs a penalty of -2 to each action involves understanding depth. In -8 SPs, blindness is in total and can be bought off using IPs, but it should also
be associated with surgery. If purchased in -12 SPs, blindness is permanent (nerve degradation, etc.) and cannot be repaired by any medical means. Close TieCost Personal: -2, -4 character is obliged to do everything in his power to help his
personal tie. If a personal tie dies, or becomes an enemy, severe emotional distress may occur at GM's discretion. At -2, the personal tie is able to take care of itself. At -4, the tie relies entirely on computers for care. ClumsyCost: -4, -6 SPsThe character is a klutz. In -4 SPs, it only affects manual skill (good work tuned by hand, shooting, etc.), or whole-body
agility (dancing, Art, running, etc.). In -6 SPs, it affects both (the character is a total clod). As a result, the character automatically fumbles on a normal roll of 1 (as it means, he can't go to the second d10 roll for a 1-5 result before fumbling after rolling 1). In addition, during stress times (as meaning, disarming bombs, or walking through an antique shop), the
character must store against the cold, or break something (he is nervous because he knows he is oaf.) forcing Kost: -2, -4, -6 SPsA characters with this disadvantage do something compulsory. Such activities may include innocent things like cleaning after other people, or they may be more destructive yourself, such as gambling or sexual addiction. At -2
points, compulsion is more of a quirk than anything else. There is no need to disrupt the character's life too much and can usually be played. If it becomes a matter of concern, the player will have to make a modest save versus Cool to withstand the momentum of indulgence in his compulsion. At -4 points, coercion is a serious psychological flaw. Whenever
presented with the goal of your obsession, the character must save the cool front at -2 or have to pursue your compulsion. In -6 coercion is a big problem, evident to all met characters. When faced with conditions related to self-coercion, a character must save cold at -4 to withstand temptation. Even if it resists, it will obviously be upset until it is exposed to
this situation. Mandatory LiarCost: -6 character SPsThe will lie to hear your talk. He takes a kick out of spinning stories, and it doesn't even matter to find anyone who believes him at all (as one, the little boy who cried wolf). This may mean as much a change as -5
to skills like quick talk, deductions and Oratory if people he is trying to avoid his disorder. If the player wants his character to tell the truth, he or she will have to save against Cole (at -2), or he will automatically lie. CowardiceCost: -4 SPsAny time the character tries to accomplish a job that may cause him physical damage, he must make the save against the
cold at -2 in order to show some guts and sticks around. If it fails, it must escape or hide, each easier. Criminal RecordCost: -2, -4 or -6 SPsA character with this disad has been convicted of a crime sometime in his life. At level -2, it's a black mark on his past and may prevent him from getting certain jobs (employers don't want former negatives). Also, since
he is in a criminal database somewhere, he may not be a suspect in other crimes, whether or not he committed them. It also gives the police reason to harass the character for no reason. At -4, the character is still on parole. He had to go to his parole officer once a month, one. Test each visit and keep a steady (legitimate) job. At -6, the character of a convict
is a fugitive, most likely shot in sight by any policeman who recognizes him. Being caught by the police would mean another pen trip for an even longer period of time. Look at appendix 5 for more information on the way to prison. Cyber-RejectionCost: -10 SPsThe character with this disadvage cannot have any cyberware grafted onto or into his body or his
immune system will violently reject it. If the save is made against the body (at -4), Cybernetics will not work and the character must save death once an hour until the cyberware is either deleted or the character dies, in addition
to getting 2 damage points a day. Debt (financial) cost: -2, -4, -6 SPsThe character in question owes someone money. The nature of the debt is up to the player and GM to decide, but it shouldn't be the amount the player can pay immediately. This debt does not require money, but on equipment that was previously lost or damaged (the car that wrecked the
computer, the money owed in the court settlement, child protection or nageh, etc.). The character does not need to pay all the money at once, but it should be a constant drain on your resources. Failure to make regular payments can lead to a high-end credit rating, re-burial of equipment or property, and arrests. Debt sums are instructions, subject to the
whimsy and approval of GM. For additional -2 SPs, the debt to a less than scrupulous party is happily causing character anguish if he fails to pay on time (e.g., a mob bookie who sends three thugs to break a character needs to buy off debt with IP before he can fully pay off debt. At -2, the
character must pay 200 eurodollars a month for one year, or 300 eurodollars a month for one year, or 600 eurodollars a month for two years, before the debt is paid. At -6, the character must pay 1000 eurodollars a month for one year, or 600 eurodollars a month for two years, before the debt is paid. Deep
SleeperCost: -2 SPsThe character is hard to wake up once he sleeps. Deep should succeed in storing intelligence with the -4 modifier in order to wake up under normal conditions (your alarm clock is being turned off, for example). Loud voices or shaking may reduce this penalty, but it will never be awarded a reward. For every consecutive round where
disruption continues, the penalty is reduced by one point to at least +0. Divided loyalty: -4 character SPsThe has a deep-seated loyalty for someone other than their current employer (or controller or whatever) may always be in the interests of
other PCs. General Motors should discuss the details before the game with the player and then plan accordingly. Ignoring this disadvantage is a good way for a computer to end deep trouble. Unlike tying a personal tie, this disadvantage is a good way for a computer to end deep trouble. Unlike tying a personal tie, this disadvantage is a good way for a computer to end deep trouble.
circumstances, it can). DomineeringCost: -2 SPsA character with this disadvantage likes to be responsible and will attempt to fill a leadership role in each group. He is the boss, unforgivable of failure, and expects those below him to follow his orders to the letter. Dominating people are typically not liked by their underlings. It is reflected in a -2 penalty to each
leadership roll made by the hegemonic character against the NPCs who are familiar with him. Drug addiction: Variable (-2 à-10) costs for drug addiction based on the legality of the substance and the risks involved in keeping your habit greatly
increased. Likewise, what you can buy in the corner market for five dollars is going to be easier to buy. When determining the cost of the substance in the chart below: CostLegal/CommonPrescriptionType CType BType A1-150 euro151-300 euro301-450 euro451-600 euro601-750+
euro-2-750 3-4- 5-6-2-3-4-5-6-4-6-7-8-9-6-7-8-9-6-7-8-9-6-7-8-9-6-7-8-9-10 SignatureCost: -2 SPsThe character must leave a contact card behind, even during sensitive operations. It can be chewed into a piece of white lace, a silver bullet, a flower, or a tooth stick. Deliberately leaving behind such clues raises the possibility that the identity of the character will eventually be
discovered. EnemiesCost: -2 SPsFor every -2 points spent enemies, players gets to roll up enemies in the friends and enemies section of Lifepath. EstrangedCost: -4 SPsAn strange character difficulty in shaping close personal relationships. This is reflected in a -2 penalty to most inter-people skills (GM discretion). A character who is strange cannot benefit
from empathy. FlashbacksCost: -2, -4, -6 character SPsThe suffered flashbacks from a traumatic experience he had early in life. Similar situations or straggered for a round. At -4, he must save -2, or be staggered for round 1D5. At -6, the character must save
-4, or he begins to hallucinate, to think that the current situation is, in fact, the old one. He should save every 1D10 minutes to snap out of it, with +1 changing each Roll until he recovers. This disadvantage can be bought off with IPs if psychological counseling is sought by the character. JawCost Glass: -2 SPsA character with this disadvantage is easily
eliminated by blows to the head and thus suffered -2 to save Stun after getting such injuries. GreedyCost: -4 SPsThe is a selfish, miserable character and obsessed with money. When offering bribes, the reserve against the cold must be made in modifier -2 in order not to accept it. In addition, people of this type are known to betray friends for a few dollars
and this may affect fame as well. Hearing loss/hearing loss/hearing loss/hearing loss/hearing loss in one ear (-4 to all rolls of hearing-related awareness and damage can be purchased off. In -4/-6 SPs, the character experiences total deafness in one ear (-4 to all rolls of hearing-related awareness).
If at -6, this damage cannot be bought off. In -8 SPs, the character is quite deaf in both ears. However, this disad can be purchased off as long as costly surgery (including bio or cyber-advancement) is also done. In -10 SPs, the character is completely deaf in both ears and this damage cannot be bought off, no matter what. Hemophilia Cost: -6 SPsA
character with this blood weakness is not clotting very well. Once injured, the character will continue while the character will be a continue while the charac
points, the character will never behave improperly in any way, although it may be elusive. HonorCost: -2, -4 SPsAt -2 points, the character will do anything to accomplish your task, including putting your life at risk. If it appears that his actions will bring certain death, he can go back. At -4 points, the character will go as far as dying if it accomplishes its mission.
IlliteracyCost: -4 character SPsThe cannot read or write and has problems with simple math. DiseaseCost: -4, -6, -10 SPsA personality with this disadvantage has a chronic condition that cannot be treated through conventional medicine. These diseases can include osteoarthritis, migraines, muscle and neurological disorders, diabetes, cancer,
etc. Symptoms of certain diseases should be reflected through the game. Caring for the medical and trauma team may be somewhat more expensive for a character with a chronic condition, as his condition, as his condition, as his condition requires that special steps be taken when treating him. Diseases can be bought off if proper treatment is sought during the game. At -4 points, the
disease is minor and can be controlled through de-prescribed medications regularly, which can be quite expensive (GM option). what if Not taken, symptoms will manifest within 1d6 hours. Symptoms can include pain and/or fatique and should be reflected in -2 to all skill rolls due to distraction and feelings of patient health. At -6 points, the disease is
somewhat worse. Medication should still be taken to ease symptoms, but either the drug does not completely inhibit the symptoms or the drug itself causes undesirable side effects. If the drug is not taken, the symptoms or the drug itself causes undesirable side effects. If the drug is not taken, the symptoms or the drug itself causes undesirable side effects. If the drug itself causes undesirable side effects.
initiative, as well as relates to every other roll that GM knows. At -10 points, personality illness is terminal and he doesn't have much longer (on the moon) the character suffers as at -4 point point. When half this time has passed, your situation deteriorates
to the point of -6 point and no longer viable for the standard game. When the time expires, he'll do the same. VisionCost disorder: -2 SPsThe personality is a victim of close vision, video, or
astigmatism. This can be corrected using contact lenses or glasses. Defects cannot be completely repaired (as means, cybereyes or organic alternatives, or surgery) unless disad is bought off using IPS. Impulsive: -2 characterSImpulsive find talking and planning to waste boring time, rather than preferring to go out and get the job done. They are generally
impatient (though this need is not always the case) and grow agitated if things don't seem to be moving as fast as they'd like. GMs should feel free to tempt impulsive thief who does anything he thinks he can get away with theft. What's more, he may not even realize that he
steals anything until he's caught. When faced with an opportunity for thieves, the player (or GM, secretly) must make a Save vs Cool at -2. If the reserve fails, the character must make an attempt to swipe the object in question (a string of faux pearls or a diamond ring). Failure of robbery rolls can lead to imprisonment or violent death. LecheryCost: -2, -4
SPsAt -2 points, characters to the opposite sex like butterflies are flame-drawn. Seductive rolls are made against this character in a +2 bonus to see objects of his desire to bed. The character also gets -2 penalties to all empathy-based skills when dealing with
Sex because of roving eyes and attitudes. (Note: If the character sare hemo or bisexual, this disadvantage can also be related to the feelings of the same sex.) Masochism Cost: -2 SPsThe character is a masochist and derives pleasure from his suffering. He will receive +2 to resist the torture roll, but may actually get out of his way in order to get hurt. Such
 methods may include self-reproduction, kinky sex, etc. Missing LimbsCost: -4 PCs par membre SPsThe character, through defects, mishap, or violence, lost limbs (the extent of deformation/damage is subject to debate and may more or less grant SPs). Normal cybernetic tissues and vat grown can be grafted onto the character only after he bought off a
disadvantage with IPs, though non-cybernetic prostheses can be used. Moral QualmCost: -2, -4 SPsThere is something that the character will not actively engage in such activities, he will allow other PCs to include. In -4, the character is so out
of activity that it takes steps to prevent it from happening at all and won't think much of those who do it. MuteCost: -4, -6 character SPsThe can not speak, because of defects, injuries, mental problems, etc. In -4 SPs, this disad can be purchased off using IPs (surgery may be necessary, as well). At -6, the defect is permanent. NightmaresCost: -2 character
SPsThe is prone to nightmares. Every time the character tries to sleep, he has to roll 1D10. As a result of 1 or 2, he is experiencing a nightmare that will be of intensity to wake him up. he couldnt sleep until the end of the night. The next nights have performance nightmares and may also be modifiers to ratios and skill rolls due to incurred fatigue. Painless
ToleranceCost: -6 SPsWhen character takes damage, your numb/shock reserve should be made with -2 modifier. If the roll fails, the character is struck by unconscious or incapacitated pain (as one, rolling around screaming on the floor). If such a character is the subject of torture, he is likely to snap like a branch (-4 to resist torture). Old InjuryCost: -4
SPsThe characters must roll in random damage charts and suffer any consequences to arise. The effects of the damage, regardless of severity, cannot be corrected until the purchase loss is turned off. This disadvantage is a complete gamble and should not be taken lightly. Good GMs may allow players to roll for injury before getting a disadvantage.
OverconfidenceCost: -4 sees his SPsThe character as better than he really does. In his eyes he can take over anything and come out without scratches. This can cause the character will No circumstances will kill anyone on purpose,
unintentional killing will make them feel guilty. The character may still harm the opposition, either knock them unconsciously or paralyze them. At -6, the character anguish and killing anyone may cause total mental breakdown. ParanoiaCost: -6 character SPsThe suffers from paranoid
hallucinations. Everyone and anyone could be out to get him, even you and he don't trust any, it's a very strong illusion that he wants a good role to play. GMS is encouraged to be Feindish and feed the paranoia of the character. PhobiaCost: -2, -4, -6 SPsAt -2 points, the character has a minor fear of an object, animal, or condition. When faced with the goal
of his fear, the character must save in front of cool or he will refuse to face his fears. At -4 points, the character must make the save vs. COOL with a change of -4. If the result fails, the character may be understated or hysterical. More rolls may be
needed as the situation dictates. Poor sense (varies)Cost: -2 SPsWhen This is a taken weakness, the player must either specify his sense of suffering -2 penalties. RebelliousCost: -2 SPsOne features a trilogy of stereotypical cyberpoon characters. The rogue character
suffers -2 to all roll out inter-personality skills when dealing with authority figures (police, government officials, corporate officers, etc.). RivalCost: -2, -4 SPsYou is a competitor, someone offering legitimate competition in the field of their expertise. Your competitor must be a fully developed character, with skills and abilities that are equal (or in some cases,
more than) yourself. Your competition does not require a hostile one depending on the point cost of the disadvantage. At -2, your rivalry with this competitor is almost friendly and tainted with professional courtesy. While you two are not friends, you are certainly not enemies. Business, after all, is business. At -4, your competitor has taken a personal interest in
ensuring his success at your expense. He sees you as an obstacle to dominance and he will get out of his way (illegally, if needed) to eclipse you, outstem contracts and make your business life generally unpleasant. The competition usually fall short of murder, though he may take this as an option if the risks are high enough. SadismCost: -4 character
SPsThe gets kicked out of inflicting pain. This type of character is capable of extreme violence and should keep the reserve in front of COOL-2 from trying to hurt (emotionally or physically) anyone who has direct power over. SterileCost: -2, -4 SPsFor Whatever the reason the character is To scare kids at -2, the character can still function sexually and
maintain all the wishes of adults and their sexual drive. At -4, the character does not have Carney's tendencies and is unable to function that may play with his confidence devastated. On the plus side, a character with this form of sterility is immune to any attempt at Seduction. UncouthCost: -4 SPsThe characters are losing in any social situation, whether it's
meeting a new person or having dinner with their local Arasaka branch manager. This represents in the -2 shifter to skills like Oratory, interviews, leadership, deficits, social debate and fast.' Unmistakable features: The -2 character SPsThe has birthmarks, scars, tattoos, or other unusual features that make him easily identifiable to others. Note that this can
include having an identical twin, or looking just like Marlon Brando. This can be purchased using IPS, but it should be accompanied by cosmetic surgery. VendettaCost: -2, -4, -6 character SPsThe has the score to settle with someone. The way he settles the score doesn't matter, but he should seek revenge if his opportunity is presented unless he makes a
save against his COOL-2.At-2 SPs, the goal of hostility is the character of a single person, or a small group of people (as meaning, a rival operations team, a small gang, etc.). At -4, it's a medium band, small package, company, or organization. At -6, he is after only the largest and/or most powerful group (as was the former, Arasaka, IRA, or LEDiv). Weak
stomach: -4 SPsAnytime character sees anything disgusting or gross, he should make the save in front of the cold. If he fails, it will be nauseating, suffering -4 to all skills until he is out of sight offending. Just seeing his blood gives him +2 to his cool, but things like decapitated heads and bodies can create a -4 (or worse) modifier. The chart charts below have
been designed for use by players in the flesh from the background of their characters, and can be used by GM and its players to generate random dates
for player characters. A roll should be made on the charts in years, starting at the age of 16. Follow the instructions, and continue below the appropriate charts. If a particular result does not match the concept of a player's personality, feel free to disregard it and roll (or pick) again. Events of Life - Table 1A (Roll 1D20) 1 to 3: You're Lucky (Table 2A) 4 to 6:
Disaster Strike! (Table 3A) 7 to 9: Friend (Table 4A) 10 to 12: Enemy (Table 5A) 13 to 16: Romantic Conflict (Table 6A) 17 to 20: Find Sensei
(+2/+1 to martial arts) 21 to 25: Find trainer (+2/+1 to Non-Skill REF Martial Arts) 26 to 30: Find Teacher (+2/+1 to ATT skill) 31 to 35: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Teacher Technical (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 36 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 37 to 40: Find Trainer (+2/+1 to BOD Skill or Athletics) 37 to 40: Find Trainer (+2
Language learning New (+2/+1 in languages) 51 - 55: Learning new language (+2/+1 in languages) 55 60 - 60: Learning netrunning basics (+2/+1 to interface) 61 to 65: Street Life (+2/+1 to interface)
with SPs) 76 to 80: Gain a Contact (2 SP Contact, can be raised with SPs, Production on fe& c table) 86 to 90: Creating a new friend (production in FE& c table) 91 to 95: The enemy disappears/ dies (choose one; if no enemies, roll again) 96 to 00: Pull off something impressive
(+2 Pos. REP) disaster strike! - TABLE 3A (Roll 1D100 and Pray) 01 - 05 : Financial Loss (1d5 x 100 Euro) 06 - 10 : In Debt (1d10 x 100 Euro) 06 - 10 : In Debt (1d10 x 100 Euro - Pay Now, or Pay Later!) 11 - 15 : Contract Bioplague; Random features reduced 1 16 to 20: addiction; INT, REF, BODY, يا 24 - 25 : آسيب (را يک رول در جدول 31 EMP ع) يا 25 - 21 : آسيب (را يک رول در جدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول 31 EMP ع) يا 26 - 30 : آسيب (عدول
D10هفته در زندان) 56 - 60 : دستگیر و جریمه به جرم جزئی (D5 1 2 تماس با مَا می میرد / ناپدید دُشُمن مَخُفی) 40 - 50 : خیانت توسط دوست (دوست دشمن می شود) 11 - 51 51 : دستگیر و محکوم نشده (M 2 تماس با مَا می میرد / ناپدید می شود (انتخاب یک تصادفی CM 3) کسی می خواهد شما مرده : 45 - 14 51 : دستگیر و محکوم نشده (M 2 تماس با مَا می میرد از کاب که تصادفی
FE& C table) 91 to 95: blame for something you did or didn't do (+1 Neg). REP) 96 to 00: Unscheduled pregnancy! Deal with it, Chumba Disaster Strike Table 3B - Random Damage Chart (or You Maimed!) (Roll 1D100) 01-05: Minor Burns *3*06-10: Serious Burns *1*3*11-15: S Woundtab(s) *3*16-20: Bullet Wound: Went Clean Through *3*21-25: Bullet
Wound: Lodged Projectile, Removal *3*26-30: Gunshot Wound: Projectile Lodge, Never Removed *2*3*31-35: Bullet Wound: Fragmented, Large Exit Wound *1*2*46-50: Skull Fracture: Minor Brain Injury 51-55: Skull Fracture: Major Brain Injury 56-60: Shrapnel Not Transferred
*2*61-65: Tooth *3* 66 - 70: Lost Fingers/Fingers *1* 71 - 75: Missing Eye *1* 76 - 80: Missing Ear *2* 3* 81 - 85: Missing Nose *3* 8 90 - 90: Amputation /hand/foot *1*91-95: Back injury *2*96-00: Dramatic wound *3* Notes: *1* Damage can be treated with cyberware or VAT growth replacement parts. *2 - Surgery can treat the disease by cutting something,
or removing obvious damage. *3 - Facial reconstruction and/or cosmetic surgery may resolve aspects of this injury. Using the CP2020 directive or improving att. damages that come about as a result of old point-of-weakness damage cannot be fixed unless disad is bought off first. To learn more about specific damage and their effects, look at appendix 4.
Make a friend - Table 4A consult FE& C Chart 1.0 to see who your friend is, then use the chart below. How did you meet them? (Roll 1D100) 01-04: Partner 05-08: Peer 09 to 12: Call Us 13 to 16: Old Lover 17 to 20: Old Enemy 21 to 24: Old childhood friend 25 to 28: A relative 29 to 32: Meet through common interests 33 to 36: You saved your life 37 to
40: He saved his life 41 to 44: On A Party 45 to 48: Old employer 49 to 52: Old employee 53 to 56: Meet through Common Enemy 69 to 72: Meet at Concert 73 to 76: Meet at Bar 77 to 80: Meet at Mallplex 81 to 84: Meet Through Common Lover 85 to 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 FE& C Chart 1.0 to see WHO your enemy is, then use the following charts. Do you know them? (Roll 1D100) 01 to 10: Ex Friend 11 to 20: Former Lover 21 to 30: Relative 31 to 40: Employer
41 to 50: Employee 51 to 60: Partner/Colleague 61 to 00: Total Stranger Who Offending Party? (Roll 1D100) 01 - 50: You did it. 51 to 00: They did it. What did they do? (Roll 1D100) 01 - 50: You did it. 51 to 00: They did it. What did they do? (Roll 1D100) 01 to 04: Attempted Blackmail 09 to 12: Exposed Secret 13 to 16: Another Frame 17 to 20: Betrayal/Backstabbed 21 - 24: Injury threat 25 to 28:
Threatened death 29 to 32: causing property damage 33 to 36: causing direct/indirect personal injury 37 to 40: causing relative injury/friend/lover 4 48 to 48: Causing Loss of Friends 53 to 56: Causing Job Loss/ Contract 57 to 60: Reject romantic improvements 61 to 64: Thef
of property (1D10 x 10 euros worth) 65 to 68: stealing money (1D10 x 10 euros worth) 69 to 72: character clash 73 to 76: minor dispute 81 to 84: Relative Insult/Friend/Lover 85 to 88: Personal Insult or Charge 89 to 92: Made a Pass in Lover 93 to 96: Seduction Lover 97 to 00: Foil Plan Who PISSed Off? 1D100)
01 to 25: You're angry 26 to 50: They're angry 51 to 00: Mutual hatred what do you/they want to do about it? (If you're party injured, roll 1D10) 1: Talk smack about him behind him. 2: Take every chance you get verbally to abuse him. 3: Beat the bastard to within an inch of his life. 4: Kill the bastard in the first chance. 5: Avoid him like a plague. 6: Interfere
with your plans indirectly. 7: Make her life miserable (her frame, steal her friends, seduce her lover(s), etc.). 8: Hurt him the same way he hurt you (eye for eye). 9: Be friends with him, only to betray him when the time is right. 0: It's not worth your time to ignore him and pretend he doesn't exist. Romantic involvement - Table 6A consulted FE&C Chart 1.0 to
see who is your lover, then use the chart below. How did you meet them? (Roll 1D100) 01-05: Partner 06-10: Peer 11 to 15: Old Enemy 21 26 - 30: Old Lover 21 to 25: Old Enemy 21 26 - 30: Old childhood friend 31 to 35: Meet through common interests 36 to 40: You saved your life 41 to 45: He saved his life 46 to 50: at party 51 - 55: Old employer 56 to 60: Old
clerk 61 to 65: Meet through a mutual friend 66 to 70: Meet through blind date 71 to 75: went to school together 76 to 80: Met At A Mallplex 96-00: Met Through A Common Lover how did it work out ? (Roll 1D10) 1 to 4: Happy Love Affair 5: Tragic Love Affair (Goto 6B) 6 to
7: Love Affair With Problems (Goto 6C) 8 to 0: Affair Fasts and Hot Dates TRAGIC LOVE AFFAIR-TABLE 6B (Roll 1D100) 01 to 16: It just doesn't work 17 to 22: Your lover left John Dear note and jump 23 to 28: Lover on disease effect Incurable died 29 to 34: Lover died in crash 35 to 40: Lover disappeared/ Kidnapped 41 to 46: Personal purpose came
between you 47 to 52: Lover went crazy 53 to 58: Suicidal lover 59 to 64: Lover killed in fight 65 to 70: Prisoner lover (1D10 years) 71 to 76: Lover murdered by enemy (choose one) 83 to 88: Lover left you for the enemy (choose one) 89 to 94: The lover was just you at 95 to 00: Lover stole 1D10 x 100 euros
from you and split love relationship with problems - Table 6C (Roll 1D100) 01 to 07: Your beloved family hates you 08 - 14: Your friends hate your lover 29 to 35: The lover wants to see other people 36- 42: You want to see other people 43 to 49: You separate 50 to 56: You
constantly fight 57 to 62: One of you madly jealous 63 to 68: Your lover is messy around 69 to 74: You're dirty around 75 to 80: Ex-lover wants you dead 81 to 87: Chemical affiliation lover 88 to 93: Lover is in a coma 94 to 00: lover has married mutual feelings-table 6D 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 0: they love you, you hate them like, the enemy, and to flesh out
friends, enemies, and contacts. Follow the die-rolling instructions, or select an entry, and continue as shown below the charts. Determine NPC gender by rolling 1D10. On a weird roll, a man. On a roll even, it's a woman. 01 - 20 : Legally Employed (Roll 1D100):01 - 06 : Accountant07 - 13 : Clerk (Retail or Otherwise) 14 - 19 : Construction Worker20 - 25 :
Courier 26 - 31 : Doctor/Nurse32 - 37 : Engineer/Technician 38 - 44 : Janitor45 - 50 : Pilot 51 - 56 : Secretary57 - 61 : Scientist 62 - 68 : Social Worker69 - 75 : Student, College 88 - 93 : Teacher, College 88 - 93 : Teacher, K-1294 - 00 : Truck/Bus Driver 21 - 35 : Street Trash (Roll 1D100) :01 - 02 : Assassin03 - 07 : Bartender 08 - 11 :
Bodyguard12 - 15 : Bouncer 16 - 20 : Cab Driver21 - 23 : Con Man 24 - 26 : Convict27 - 28 : Counterfeiter 29 - 30 : Drug Cooker31 - 36 : Drug Dealer 37 - 40 : Ex-Convict41 - 44 : Fixer/Fence 45 - 49 : Gang Member50 - 53 : Hooker (Non-Licensed) 54 - 58 : Junkie59 - 62 : Mercenary 63 - 65 : Netrunner66 - 69 : Nomad 70 - 72 : Prostitute (Licensed) 73 - 74 :
Ripperdoc 75-78: Ronin79-82: Smuggler 83-88: Salesman St. 89-90: Techie 91-94: Thief/Burglar95-00: Vagrant 36-50: Legal/Emergency (Roll 1D 100):01- 05: Bounty Hunter06-20: Police (going under chart 1.1) 21 to 36: Fireman37-40: Lawyer 41 to 55: Paramedic56-61: Prison Guard 62 to 75: Private Investigationor 76 to 90: Police Rentals 91 to 95:
Retired Police (go below chart 1.1)96 to 00: Rebel 51 to 65: Organized Crime (Roll 1D10): 1: Assassin2-3: Bodyguard 4: Bookie5: Counterfeit 6 -8: Enforcer9: Minor Boss 0: Netrunner (Go to Subchart 1.2) 66 to 79: Corporate (Roll 1D10): 1: Assassin/Ninja2: Corp Cop/Security 3: Doctor/MedTech4-5: Employee (Clerk, Secretary, Etc.) 6: Executive Jr. 7:
Senior Executive 8: Netrunner9: Samurai 0: Technician (go below chart 1.3) 80 to 89: Fun (Roll 1D10): 1: Actor2-3: Artist 4: Athlete5: Disc Jockey 6: Media (Go Under chart 1.1) 1.5)2: Assassin 3 to 6: Military (going to Subchart 1.6)7: Netrunner 8:
(SIn) 34 - 35 : معاون 24 - 28 : معاون 24 - 28 : تحقيقات ويژه : 18 - 14 : A variety of police used only if the police used only if the police or retired police were rolling in 1.0 to determine who divides the NPC/with. (Roll 1D100) 01 to 03: Internal Affairs Department (IAD) 04 to 08: Administration 09 to 13: تحقيقات ويژه : 18 - 14 - 18 : معاون 24 - 28 : تحقيقات ويژه : 18 - 19 : المنات (Sin) 34 - 37
وابسته به. NPC استفاده می شود برای پیدا کُردن چه گروه . CSU، MaxTac, C-SWAT) 42 - 46 : Riot Section 47 - 50 : Airborne Patrol 68 - 82 : Traffic Patrol 99 - 00 : HiWay FE& C Subchart 1.2 - Organized Crime specifically West Coast Organizations. سلاح های ویژه و تاکتیک (سوات) 38 - 41 : سایبورگ واحد سرکوب
Roll 1D100) 01 - 03 : Arasaka (CP, CR1) 04 - 05 : BioMass Laboratories Group, GMbH (ERI) 06 - 08 : Biotechnicia (CP) 09 - 10 : Consolodated (چینی) 10 - 10 : Consolodated (چینی) 10 - 10 : PE&C Subchart 1.3 - تمافیا (در درجه اول ایتالیایی) 10 - 10 : Consolodated (کیا تا ایتالیای تا ایتالیای 10 : Consolodated (کیا تا ایتالیا 10 : Consolodated (کیا تا ایتالیا 10 : Consolodated
Agriculture (IF1.4) 11 - 13: Diverse Media Systems (RB) 14 - 16: Dornier AeroSpace (NO) 17 - 19: Euro-Business Machines Corporation (CR1, DS) 32 - 33: International Electric Corporation (CR1, DS) 32 - 33:
Kendachi (PRS) 34 - 35 : Lazarus Military Group (CR2) 36 - 37 : Matsushima-Kiroshi (PRS) 38 - 40 : Merrill, Asukaga, & (CP, RB) 53 - 54 : No-Ahme Caldwell Genetic Engineering & (PRS) 38 - 40 : Merrill, Asukaga, & (CP, RB) 53 - 54 : No-Ahme Caldwell Genetic Engineering & (PRS) 38 - 40 : Merrill, Asukaga, & (PRS) 38 - 
- NT) 78 (NT) 78 طوفان فن آوری های شرکت : 77 - 78 (CR3) 74 - 73 (CP) 60 - 61 (PRS) 74 - 75 (CR3) 65 - 67 (CR3) 60 - 61 (PRS) 74 - 73 (PRS) 74
(PRS) 82 - 81 : قاد - 88 (PRS) 82 - 81 : گروہ تٰانسون : 81 - 98 (PRS) 82 - 85 : آثر نوا : 81 - 98 (PRS) 82 - 85 : (PRS) 82 - 88 : Trauma Teám International (CP) 89 - 90 : Tsunami Design Bureau (ERI) 92 : Utopian Corporation (DS) 93 - 95 : خدمّات خبری جهانُی : 95 - 88 (PRS) گروہ تٰانسون : 81 - 98 (PRS) گروہ تٰانسون : 81 - 98 (PRS) گروہ تٰانسون : 81 - 98 (PRS) قرارش شرکت های ببر (روابط عمومی : 85 - 98 (PRS) عدمّات خبری جهانُی : 95 - 98 (PRS) قرارش شرکت های ببر (روابط عمومی : 95 - 98 (PRS) قرارش شرکت های ببر (روابط عمومی : 95 - 98 (PRS) قرارش شرکت های به نام در پرانتز دادہ می شود. مخفف زیر است (PRS) قرارش شرکت های به نام در پرانتز دادہ می شود. مخفف زیر است
Issue, respectively. FE& C Subchart 1.4 - انواع رسانه ها (Roll 1D10) 1: TV News Reporter 2-3: Journalist 4-5: Photojournalist 6: Anchor Person 7: Cameraman/-woman 8: Sound Technician 9: Sports Caster 0: Combat Reporter FE& C Subchart 1.5 - Types LEDiv Agents (Roll 1D10) 1: Administration 2: Corporate Investigation 3: Criminal
Investigation 4: Drug Enforcement 5: Intelligence 6: Organized Crime 7: Records 8: Science/Tech 9: Secret Service 0: Special Operations of Military NPC's. (Roll 1D100) 01 to 17: Air Force, Enlisted 18 - 20: Air Force, Officer 21 - 37: Army, Enlisted 38 to 40: Army, Officer 41 - 57: Marines,
Enlisted 58 - 60 : Marines, Officer 61 to 77: Navy, Register 78 to 80: Navy, Officer 81 to 97: Government Forces, Register 98 to 00: Government Forces, Register 98 to 00: Government Forces, Officer 81 to 97: Government Forces, Officer 81 to 97: Government Forces, Officer 81 to 97: Government Forces, Register 98 to 00: Government Forces, Officer 81 to 97: Government Forces, Offic
done, you will check the appropriate column (see below). Each type of fraternity has four different aspects, and each aspect has five levels, with zero rating through four. Choose which level you wish to take in every aspect, and add them together (you must spend at least 1 point). This will give you a SP fee of between 1 and 16 points. Depending on the
personality dependence on the group, and the relative strength of the group, this number can be relatively high or relatively h
determined by both GM as well as the player, although the word GM is final in any dispute. Below I have three different Akhavans and their different Akhavans and
in a well-respected clan2 You have several enemies in clan3 well liked by all4 tribes size (few members 201-300 members 201-30
your clan has some comfortable 2 resources - your clan gets rich with some spare3 - your clan has very few pressing need4 blood (certain bands) Rank Greenie0 Punk1 Homeboy2 Bloodboy3 Gang Lord4 Gang Fame You All 0 You Have Little Friends Inside Gang1 You Have Few Enemies Inside Band3 You Are All Ace Kool4 Gang Size Small Band (1-5)
Members)0 Small Band (6-10 Members)1 Band Average size (11-25 members)2 large bands (26-50 members)3 large bands (51-100 members)4 grass bands without lawn couple of building1 a city Blocks two or three city blocks four to six city Blocks Workgang (Workganger special) RankCost Clan Member0 Lieutenant 2 Captain3 Tribal Elder4 favors no
likes you0 you have a few friends inside clan1 well respected2 you have several enemies inside clan3 well by all4 Workgang small band (11-25 members)2 large bands (26-50 members)3 large bands (26-50 members)3 large bands (26-50 members)3 large bands (26-50 members)4
Resources Workgang Destitute - Several Skin Suits, Not So Much Else. Fight - Bond Owns a Fliter or Poor Work Module. Fand has old OTV.2 comfortable - Bond owns a small habitat and multi-craft. APPENDIX 2 - charts the cost of contacts for the four-aspect advantage that contacts are rated by.
When you buy a call, you choose one of four levels in each aspect. Once you've chosen which stat level you want, you add the whole point (SP) call fee, which will be between 1 and 12 points. Skill levels define the abilities of the contact in your chosen career. Unskilled calls
have very little training and/or ability in your chosen field, resulting in adds 5 to 1D10 rolls when using your basic skill(s). Intermediate audiences are trained, but far from experienced. They add 10 to the 1D10 rolls when using the skill. Professional calls are masters of their careers, and can make a comfortable life do whatever it is for them to do. They add 15
 to the 1D10 roll when using a skill. Experts are the best of the best and people who have their own skill levels are rare. They add 20 to the 1D10 roll when using a skill. Experts are the best of the best and people who have their own skill levels are rare. They add 20 to the 1D10 roll when using a skill. Experts are the best of the best and people who have their own skill levels are rare. They add 20 to the 1D10 roll when using a skill. Experts are the best of the best of the best and people who have their own skill levels are rare.
measures the status of a call in relation to what it does or is. The higher the reputation of a call, the more traction it may have in its business. While it can be seen as a rating measure, it can also be a measure of how popular, famous, or respected a call is. The reputation of a call can change, just like the power of a player character. This is usually done with
an increase in status, promotion, or well-publiced activity involving calls. Availability measures every now and then a call, or see if he is available, roll 1D10 and compare with the number should roll. If the number is equal to or exceeds the number, the call will be ready for
help. If not, he is out, and may (or may not) call, at his own convenience. Calls may be more or less available depending on many aspects, including your app (crowded contacts will be harder to reach), your desire to deal with computers (people you don't like tend to avoid talking to), and restrictions on your private life Who have been arrested or who spend
time in a hospital will be harder to keep taking). Through normal play, a GM can decide whether a call depending on the life of the call at the time has more or less reached it. Contacts who have had good relationships, businesses or otherwise would be more willing to talk or meet with PCs. Reliability is a measure of your contact loyalty to you. At this time of
changing the right loyalty and friendship, it's good to know who your real chums are. Reliability reflects the possibility that he will sell to opponents, reveal secrets about you to others, rats on you, lie to you, or otherwise turn against you. If a call is ever harassed by the police or (say) the mafia in relation to you, the chance to sell you for personal gains, or if
your loyalty is compromised in any other way, GM should secretly roll 1D10 and compare it to the rank of betrayal on its own. If the rolling number is equal to or exceeds the number, contacts are just unreliable bastards, and they won't go
out of their way to protect computers. The reliability of the call may feel used), and infidelity (such sentiments may result from extending the name of the call to your friends, or giving up his name to the police under investigation). Reliability can be raised
by bribing calls, helping him once in a while, or keeping in touch cordially. Unskilled LevelCost Skill (5+1D10)0 Medium (10+1D10)1 Professional (15+1D10)2 Expert (20+1D10)3 Reputation 0-20 3-51 6-82 9-103 Rarely (Should Roll 3-51 6-82 9-103) 9+)0 Sometimes (must roll 7+)1 often (should roll 5+)2 always (should roll 3+)3 unreliable reliability (betrayal in
3+)0 reliable (betrayal in 5+)1 very reliable (betrayal in 7+)2 ultra reliable (betrayal in 7+)2 ultra reliable (betrayal in 9+)3 APPENDIX 3 - chart Costing for advantage resources when creating a character with resources, and each aspect (except position) has five levels, zero
points through four. The position has ten levels, a score of zero to nine. Choose which level you wish to take in every aspect, and add them together (with at least 1 point). This will cost you SP between 1 and 16 (or up to 21, if the position is not limited). Depending on the personality dependence on the company, and the relative strength of the company, this
number can be relatively high or relatively low. Levels of separate aspects should be noted, and can only be changed through role-playing. No IP may be spent to increase It is determined by both GM as well as the player, although the word GM is final in any dispute. The
position is a rough value, equal to the rank of a company within its c
is largely up to GM's interpretation, and should be based on corporate respect, and both the company's financial situation and size. For example, the CEO of a local mom & amp; pop company that goes bankrupt can't afford to keep a single hit squad cracking in the maintainer. GMs are encouraged to limit characters from starting above the executive level.
Respect is a sign of how other employees in the company feel about you. The more people like you, the less likely you will be to stab you in the back, and the more likely you will be to lend help and support your efforts. However, no matter how much people think of you, there's always someone willing to put a cold piece of steel between your shoulder blades.
The size of the company should give you some idea how many company employees work for it in general. This abstract total includes all employees around the world, including soldiers, security, and undercover agents. The financial situation shows how well the company performs as far as earnings are concerned. A company that is bankrupt or struggling is
probably more likely to lay off employees than one that is stable. Sustainable companies are making enough of a profit to pay all their employees, with little remaining. Thriving and prosperous companies are more likely to open new offices, expand their current product lines and hire new employees. Also, each ranking lists a pay multiplier that is multiplied by
corporate salaries to take his total per year. For example, an executive working for a thriving company makes a little over $20,000 a year. Resource position (your rank in the company)slave fee wages - you share a chamber with someone, $20,000/year0 assistant manager - you
have your own chamber, $30,000/year1 Admin - You have a somewhat larger chamber, $45,000/year2 Executive Jr. - You share an office with someone, $55,000/year3 Department Chief - You have a Large Corner Office, $90,000/year6 Vice
President Jr. - You have a big office, $120,000/year7 Vice President/Executive Vice President - You have a giant office Corpus $150,000/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Vice President - You have a giant office Corpus $150,000/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor, $200,000+/year8 Chief Executive Officer — You'll respect your floor of the You'll respect you floor of the You'll respect you
all.4 corporate sizes (corporate influence) local Mom & Employees) 1 Large National Company (10+ Employees) 5 Small International Company (500+ Employees) 5 Small International Company (500+ Employees) 6 Small International Company (500+ Employees) 6 Small International Company (10+ Employees) 7 Small International Company (500+ Employees) 8 Small International Company (500+ Employees) 9 Small Inte
company is doing) almost bankrupt (pay multiple x 1/3)0 fight (pay multiple x 1/2)1 stable (multi-double payment x1)2 thriving (pay multiple x 1/2)1 stable (multi-double payment x2)4 appendix 4 - learn more about the specific damage their effects have rolled when repeating certain disadvantages are forced to buy out with IP in order to be
treated. However, damage can be treated during character creation, before the game begins, but this may cost the character some of the money that GM must determine based on the extent of the damage being repaired. The list of detailed minor burns the character has received minor burns at an accidental body location. The burns have healed properly
and the wound is minimal. If hitting the place of the roll leads to head/facial burns, reduce the character ATT by -2. Serious Burns has burned the place of the roll leads to head/facial burns, reduce the character ATT by -2. If a specific location
is rolled more than once, use the following instructions: If the location is limb, most muscle and sino have been burned. This will make the organ useless. Every good medical specialist recommends amputation. If the location is head/face, reduce att by -5 (to at least
1). The character cannot grow hair. Stab wound(s) character has been stabbed or cut by an edged weapon. Apart from dramatic cracks, though the character at times slug at a random body location, but it went right through him with
very little tissue impact. The character wounds as impressive on oscar rolls. Gunshot wound: The projectile surrendered, removed the character was shot and the bullet surrendered itself inside his body. Surgeons were later able to get the projectile out. The character was shot and the bullet surrendered itself inside his body. Surgeons were later able to get the projectile out. The character was shot and the bullet surrendered itself inside his body. Surgeons were later able to get the projectile out.
wound: The projectile surrendered, never removed the character was shot and his bullet was lodged inside an accidental body location. However, due to another reason or reason (dangerous location of wounds, medical care, etc.), the projectile was never removed. The bullets show up on X-rays, and may set up metal detectors. Gunshot Wounds Sliced, the
character's large exit wound is shot in a random place yet again. But this time, the round created a very large exit wound that collapsed on the other side. Either this, or shot ammunition to character has a dirty wound. If
the place is rolling limbs, it is useless. If the trunk or abdomen is rolled, the body reduces the personality to -1. Poor fractures improve the character of bone fractures in the arm or leg, and it has improved poorly. All skill rolls are made while using said limbs at -2. If the limb is one leg, reduce MA by -2 as well. Damaged internal organs through one of her
character's misdeeds is damaged and/or lost internal organ, or part of one. In the case of missing or somewhat missing limbs, the personality could have removed the kidney or lung, as well as parts of the intestines, liver, stomach, whatever. The exact detrimental effects are up to players and GM, though losing points of body characteristics is a good place
to start. For example, someone who has a dropped bladder may have to urinate frequently, or in worse cases, wear a catheter continuously, while people with a lung or kidney may act as normal, though missing the lung may reduce MA or body significantly. The damaged organs, on the other hand, indicate faulty organs that may (or may not) prolong the
character, and must be replaced if the destruction continues. Skull fracture: Minor brain injury will hit your head injury to something harder than your skull, resulting in major brain damage (-2 INT) and occasional blind headaches (5%
chance per day, non-cumulative). Shrapnel the unmoved character, for whatever reason, is carrying around pieces of glass. Although not serious (yet), such things may pose problems later in life, as well as possibly the launch of metal detectors. The
character's missing teeth has some teeth removed. Roll 1d10 and consult the following chart to see how many are lost: 1-3: One Tooth, 4-5: Two Teeth, 8: Four Teeth, 8: Four Teeth, 9: Five Teeth, 10: Six Teeth. Personality may be troubled by chewing solid foods. Missing fingers/character toes, via mishap or design, is missing 1d6 random fingers or
toes on the hands or toes. Fingers can reduce REF when hand eye coordination is required, while missing more than half of the toes in one leg can reduce MA -1. The missing eye lost the sight character in one of his eyes as disad in -4 blind. The ear is lost to the ear character, or your inner ear is seriously damaged enough to cause permanent damage. He
suffers from disbanded -4 hearing loss/deafness. The lost nose of the character is either physically lost to your nose (got it shot off, whatever), or severely damaged your sense of smell. In both cases, he loses his sense of smell. In the case of real physical nose loss, your ATT has been corrected by -2 as well. Amputation of limbs/hands/feet is lost through
misery, illness, or injury, the character of the hand, foot, arm, or leg. Effects disad on every missing limb. A back injury was achieved for one reason or another the character of the purposes of the game, the character is limited to using only half of
his body's characteristics when determining how much weight he can carry. Oscar has received impressive scarring somewhere on her body. Although the damage caused by the wound had little or no permanent effect, it acts as an unmistakable feature as at any disadvantage of the same name. Appendix 5 - Jailpath every year in prison a 1D10 roll
character on the table below. 1-3Nothing happens this year 4-7Luck, good or bad 8-0Make friend or enemy roll 1D20+ odds. If the result is +19 then you have had good luck, otherwise you took a hit. Good Luck (Roll 1D8) 1: You are undergoing braindance training. Get +2 to INT or skill-based technology so you have a useful skill in time for your release. 2:
Back to school. Earn +2 to have general education/knowledge or special knowledge skills. 3: Hard physical education. Earn +2 to one endurance, feat of strength, athletics, swimming, etc. 4: one year hard work. You work your ass for a year breaking stones or working in one of the nasty physical jobs they shaft bad prisoners with. Interest +1 BOD or STR. 5:
You pick up the new deputy. Obtain +2 to one of Streetwise, Pharma, Choice Lock, Pocket Selection, Gambling, Resistance to Torture/Drugs or Intimidation. 6: Someone owes you a favor. He's out now 7: You learned from weapons or cache equipment from someone else inside (probably left overs from DD. As soon as you're relieved you've collected the
D10 x 200 eb value. 8: early release, return to the normal Lifepath table and roll again for this year. 1: Horribly wounded or punished while being interrogated, or in a fight or brawl inside the prison. -1 ATTR. 2: BrainBurned. : Hate a barrage of authority figures (a cool roll at -2 not to freak out when authority comes down on you or attempt to deal with any
authority figures in day-to-day activities like security checks, etc.). 4 : (for injury or for some mental problems) for 1D10 months. 5: Drug addiction. You're stuck in what they're smuggling inside and your addiction has followed you to the outside world 6: You were the subject of a proper disease or chemical tests without your knowledge and consent (-1 REF or
BOD). 7: Serious injury, you lost limbs. If you can pay for it from your starting budget you can replace it with cyber organs, otherwise you had a transplant instead, not necessarily from the right skin of tone, etc. 8: collect debt. You managed to pick up sizeable debt this year (taking cigarettes, for bribing guards, keeping your habbit, etc.). You still owe D10 x
300 eb to someone who can collect even outside. Out.
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