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Mature
Themes & Language

DYSTOPIA™

THE CORP. SERIES: AMERICA 2155AD



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Games

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RESIST
MOTHER
A ROLEPLAYING GAME
BY GAVIN HADALLER



Introduction

Have you ever played Cops and Robbers as a kid? Remember make-believe? That was roleplaying. You have known how to roleplay since you were very young but those games were simple. You needed to use your imagination but you probably didn't think about the almost infinite complexities of reality, physics or high caliber explosive rounds.

Most kids would make shit up on the spur of the moment and forget about it a few minutes later. The point is that imagination was the most important element of these childhood games. The game itself always changed.

Now, as adults, we demand more from our games. We will not accept "Because I said so" as a valid argument

anymore. We need reason and common sense. There are so many variables to account for that it becomes necessary to advance the game beyond the simplicity and innocence of make-believe. In order to account for these variables and transfer some semblance of reality into any game, be it a video game, board, or roleplaying game, we need a system. We need some form of rules, regulations, or structure that is predetermined in order to settle disputes, level the playing field, and make the game fair. We need a system that will account for multiple elements and resolve any conflict that may arise. To account for random and variable elements you need something that can handle these elements as well as give you a finite and definite result.

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DYSTOPIA™ [THE CORP. SERIES]

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Dice

D10 represents a 10-sided die.

The system for Dystopia is a simple 1 to 10 system using a D10 (or ten-sided die). All that you will need to play the game is your character sheet, a pencil, and a single D10. The concept behind the use of a single die is simplicity. The simpler the system the quicker the combat and since Dystopia is a combat intensive game simplicity is paramount. Every roll that you make as the player or the game master will be effected by one or more modifiers that will raise or lower your chance of success. This takes the system beyond only 1 through 10 and allows a manipulatable and controllable aspect for the game master to use to direct the story.

Characters

Player Characters (or PCs) represent make believe characters that are controlled by a player)

Non-Player Characters (or NPCs) represent make believe characters that are controlled by the game master)

The character is the soul of the game. This character is your designated persona that you try to keep alive and advance in life (or make believe as the case may be). It is the responsibility of the player to give the character life, make decisions, to act out and become that persona within the game.

Your character should grow and develop as the game and storylines progress, unless of course your character dies. Even if you character should meet his/her maker, take the big dirt nap. Push up daisies, feed the worms, or even snuff it himself, you can always make another and continue with the story.

A character or non-player character (NPC) will have a preset chance of success at any given task depending on his or her stats and skills. This preset chance or base will be modified (at the game master's discretion) by many different outside factors ranging from low light to wounds sustained. Many times a combination of

modifiers will be present to raise or lower you base chance of success. This modifier should be taken in to account when determining your level of success or failure.

Game Master

The storyteller and referee.

The game master (or storyteller) is in control of the world in which your character lives. He or she dictates reality within the game. You contribute to the story by playing your character and responding to the storyteller's narrative. When all elements come together it makes for a highly enjoyable game and story. In the end this is why we play.

The stories that you will participate in are what make roleplaying worthwhile. Since the dawn of time people have told stories. From hunting adventures and tall tales to popular fiction and multimedia entertainment we have all been swept away at one point or another by a good story. Storytelling has become a major part of our lives, we use it to communicate and we use it to entertain. Roleplaying is simply interactive storytelling.





America 2155AD

The corporate class has pushed the common man down for far too long. Their overbearing demand for more money, more control, more everything, has all but broken the back of the average American citizen. The middle class is an extinct species having been transformed into indentured servants and the separation of classes has become complete with the absolute polarization of the rich and poor. The rich are filthy rich and the poor make do by building their homes from scratch, scrounging for food and living in squalor. The only middle ground is to be subjected to corporate slavery. The constitution of this once great land has been rewritten and defiled to the point of illegibility and the rights and responsibilities once deemed inalienable are now only vague concepts that are used to sell the latest consumer fad.

Freedom of Speech?



"Freedom of speech? Sure, if you're talkin' about what they want to hear. But if ya want to just speak your mind, ya better think about who you're talkin' to. There ain't no freedom of speech anymore, there ain't even freedom of thought. The Corps. are watchin' ya every minute of the day, every day of the week. They know who you are, where you live, what programs you watch and how you feel when you watch them. They own everything — the land, your car, your kids, the sky — they even own the

fucking moon. Whose idea was all this anyway?"

"People wonder who 'They' are but nobody knows. When you ask, the only answer that you get is what corporation or subsidiary is fuckin' you this time. The laws are made and never followed except when there is money to be made by following them or enforcing them."

"Oh sure, the Corps. provide schools, hospitals, computer and communication networks, and police 'protection' for everyone, but you have to sell them your soul in order to get any of these things. You have to live the life of an indentured servant, a slave to easy credit. You have to watch out because once that little piece of plastic that's embedded in your wrist gets corporate backing, you start chargin' your rent, your bills, and buying all kinds of new stuff. Before you realize what's happening, you owe more than you could ever pay back in a lifetime and the subsidiary that you're workin' for doesn't pay you shit."

"The Corporations have created a virtual overseer to run and monitor all aspects of city life, from the vid-mail on your cell phone to the holo-servants at the zoo and in your home — Mother. Mother is an artificial intelligence capable of running every thing in the corporate sector. Mother is wise, Mother is good, Mother is there to keep you safe. So don't worry about anything. The sky is not falling. Mother will protect you from the acid rains and the vile subversives and anarchists. Come, little child, and let Mother embrace you. Know the truth. Mother

cares for all of her children and those who care about Mother. The corporations are our friends and whatever they do, they do because Mother cares about her children — and nobody can take her children away.”

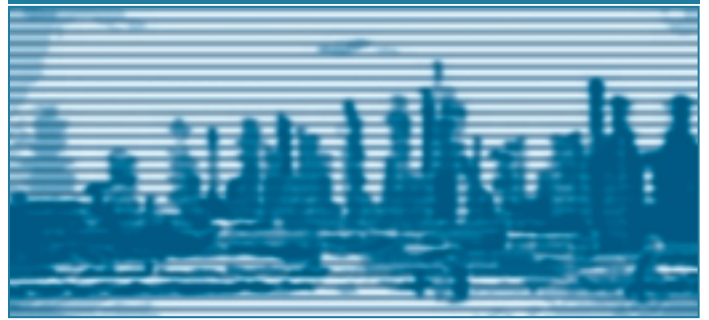
The Corps. are pitted against each other in ruthless warfare for control of the natural, human, and marketing resources of the North American continent. The NAFTA countries of old were joined by those countries that wished for the corporate and economic protection of the Multilateral Agreement on Investment passed in 2020. The MAI led to the Global Corporate Rights act of 2050, and that led to the independent, multinational, mega-corporations usurping power from the governments of the world. The American corporations have a death grip on most of the western world and use this control to gain more resources to further their dystopian ideal of perpetual growth. As a result of this growth, is the existence of independent corporate warlords, fiefdoms, and baronies have come into existence within our national boundaries. They fight over territory, they fight over trademarks and copyrights, and some of the corporate zones have been warring against each other for so long that neither side remembers why they were fighting in the first place.

The corps. don't care!



“Those of us who are living on the edge of the corporate empires have seen the dark side of the Corps. Our homes, here at the precipice, are not safe. The corporate wars sometimes come so close to where we live that we can see the flashes of weaponry and the light from burning machinery on the horizon. Sometimes the rockets and drones miss their targets and come crashing into our unstable neighborhoods. Sometimes we see the battles played out only a few miles away. Sometimes people die. But the Corps. — they don't care. They're fightin' over somethin' real important, like distribution rights or maybe settlin' something out of court.”

The World



The world of 2155 is much different than that of the present day. The technology has advanced a bit too fast for everyone to keep up, hence, the upper class has all of the newest toys, devices, and luxuries of the elite and the lower class is a hundred years behind. The difference in technology between the corporate zones and the surrounding sprawl is unbelievable. It is a Digital Divide of vast proportions.

Advertising is everywhere. Not just in bathrooms, on billboards, on the holo-vid, and in newspapers, it is everywhere. Every vertical space that is not being used up by something else and most horizontal spaces too. If an item does not have a logo on it it is against the law to have. The ads are constantly being projected on almost everything; even the sky is an ad. Massive projectors in the heart of the corporate sector project images onto the surrounding atmosphere. The night sky is a turmoil of colors and shapes and the stars never peek through. The daytime smog of the inner Sprawl is the perfect backdrop for the atmospheric advertisements and even on good days you will rarely get a glimpse of the sun.

The multinational corporations of the 21st century gripped the world in a fist of gold. The oligarchy that was the corporate megalith controlled the movement of food, medicines, products, and water across the global economic community. The privatization of the world's fresh water left the population defenseless against the Council. By controlling the water, the corporations controlled the world. The corporations forced everyone into submission and their word was law. After the first brutal corporate wars of 2080 collapsed the Worldwide

Tribunal Order, the mega-corps. scrambled to claim as much marketing territory as possible and eventually lay claim to all the cities and states of the world. The five massive wars that followed, spanning three decades, virtually destroyed the natural balance of our planet. The lands of Eastern Europe and Asia laid in radioactive ruin. Russia closed its borders to all commerce and suffered her own destruction for it. Africa became a place of desolate landfills and nuclear dumping grounds, a strip-mined septic land devoid of all life.

On the other side of the planet, as the old world lay smoking, the continents of North and South America stood untouched by all but the fallout from the wars and their own wastes. After having leveled the playing field in distant lands, the corporations turned their attention on the Americas for the natural and human resources that their existence required. The people were sublimated and herded into immense cities controlled by the corps. They worked for the controlling corp. for the rest of their lives in blissful, pampered ignorance. By 2155 everything was running smoothly again. Or so they thought.

The People



Due to massive overpopulation, every male child born is now sterilized at birth. Only after he has been given proper corporate authorization to breed is the process reversed. Almost all children are given Toxic Level Enzyme (T.L.E.) shots when they are born. These enzymes keep the level of toxic substances in the blood stream at an acceptable level.

The government keeps track of everyone's location,

information, and reproduction records by means of L.I.R. chips, small biochip systems embedded in the wrist of almost every baby. They are hooked up to a vast global satellite system capable of transmitting your exact location, your personal information (including credit, criminal history, and personal background), and reproduction record, which is used, for tax purposes, to track how many children you have produced. Nine out of ten people have a L.I.R. chip implant.

The overpopulation of the lower class led the corporations to institute laws governing the breeding rights of "Non-productive" peoples. The Corps. don't care who is breeding as long as they are productive corporate citizens. Many times they give their own workers tax cuts with which to create more productive people. But if you live in the sprawl or are unemployed (that is to say that you don't work for a corporate entity), you will be taxed to death if you have a child.

There are some people, namely those who are fighting the corporate oppression, who choose to live without a L.I.R. chip. Many times the procedure for removing the chip comes down to simply removing the wrist that the chip was in. A small price to pay, for some, to become a "Ghost". Unfortunately, since all monetary and credit systems are run off of the L.I.R. network, this makes it incredibly difficult for a "Ghost" to obtain anything legally.

The L.I.R. chip credit network is the only form of currency used in the corporate controlled areas (i.e. almost everywhere). However, at the edge of the sprawl near the Testing Zones, where people are not so dominated by the corporate empires, illegal trade and barter is safe, lucrative, and leaves no data trail.

Living without L.I.R.s

Characters that start the game without a L.I.R. chip have not received the T.L.E. shots nor have they been sterilized and must wear a respirator or other filtration device at all times to protect their lungs and bloodstream from the outside air.

Depending on your Childhood, roll a D10 during character creation to determine if your character has one. If you decide to remove your chip without professional medical supervision, by whatever means, you will suffer a (-1) to CONSTITUTION permanently.

The Net & the Testing Zones ▾



Characters who don't have a Constitution plus Determination equaling 10 or more will have to wear a respirator to go outside regardless of where they live.

Some people believe that all of the information in the world is contained in the Net, a computer network linking the entire world. This three-dimensional neural electronic telecommunication web contains every corporate program on the planet. From the stock market and bank accounts to pizza delivery (ten minutes or it's free in the corporate zone) and holo-vid games. Every service is of course charged to your L.I.R. chip account.

Between the Testing Zones and the last, small, undefiled, stands of nature, lies the area in which the Corps. do all their dirty work. The strip mining, the clear cutting, the landfills, the biological and radioactive waste dumps - the list goes on and on and on until you are too sick to see. When the winds blow over these areas, the radiation and pollution are dispersed across the globe.

Government & The Corps. ▾



The federal government of the United States of America has become a baby-sitter for the corporations. It

builds roads and utility systems for the Corps. and supplies them with fat grants to keep them on Uncle Sam's side. Almost all of the tax money that is collected from the American people goes to the corporations, and the rest goes to weapons and the space program. The money that the corporations receive goes straight to the corporate CEOs who deal out the funds as they see fit. This government has ceased to take care of its country's internal issues and, instead, leaves them to the Corps. while Uncle Sam takes care of things overseas. When a situation arises in the US that the Corps. can't take care of the National Guard moves in with intent to kill. The less time it takes the highly trained Guard to take care of a situation, the less costly it is to Uncle Sam, who cares only about equity and how to acquire more. Each area of the United States is designated as being under a specific corporation's control. The Corps. constantly fight over territory and marketing rights. This allows them to gain more resources as well as test out their new war machines and weapon designs.

Officially, the corporations are businesses who have taken measures to protect their holdings and this is how good ole' Uncle Sam recognizes them. Realistically, the Corps. are independent fiefdoms and baronies that use the populace of the US as serfs and plebeians to work in their sweatshops and refineries. The corporations are truly warring within our own country, hell-bent on raping the planet for every red cent that they can rip from her soil.

There are numerous factions fighting the corporations. Some are merely small bands of neighborhood riffraff who are sick of the Corps.' shit. Others are large organized movements who work in many parts of the country to topple the corporate entities. Among these movements there is a paranoia that runs deep. If the Corps. or the government gets their hands on any members of these groups, the consequences are dire. Many of the more organized factions employ suicide devices in the event of capture. These methods of voluntary self-elimination are wide ranging, from cyanide capsules to exploding L.I.R. chips.

No free water!



"The goddamn Corps. have taken our water. They said that it was for the good of the people but it was just another way to make a buck. The privatization of the North American water supply led to the corporate control of the world's water supply. Now, if ya' want a sip of good ole' H2O, ya' gotta' pay the Man. If ya' ain't got a water account on your chip, or a ration card, you're screwed. Ya' either hafta' gather rainwater, which I would not recommend, or drink the water from a fuel cell. There is one in every hydro car but it tastes like plastic and it's illegal. Ya' gonna spend some time in Florida if ya' get caught stealin' water. Some people don't have the money at the end of the month to pay their water tax so the Corp. shuts them off. It's a sorry sight to see a man begging for water."



A Note about the Corps.



All of the Corporations that control the North American continent are American corporations. But due to a blatantly obvious constitutional deviancy in our countrys laws I can not name these beasts of the capitalist empire in this text. Let it be known that all of the corporations in Dystopia are entities that exist today.

I can't single them out and specify that this company or that one is the corp. that runs, say, Chicago. I can not say that a certain corporation that used to make shoes and athletic equipment bought military weapons contracts in the early twenty first and now controls the production of all of the National Guards weapons of mass destruction. And that this same corp. whose name rhymes with epilepsy but contains two less syllables, controls the Mother that runs Des Moines and wages perpetual war with another company whose name sounds like joke.

The point is that you can put names to these power hungry corps. and spend large portions of their leisure time trying to burn them to the ground. Put a name to the beast and we will be one step closer to killing it. But keep in mind that the Hydra has many heads.

Cloning



The corps. own the rights and patents to every genetic code that man has yet been able to decipher and the science of cloning has reached a level where almost any organic item can be duplicated, manipulated, and changed. Livestock, organs, paper, plants, people, and other cloned commodities flood the market. It is hard to find real meat nowadays and if you do, it is costly. In a world where trash is a commodity, cloning takes "disposable youth" to a new level. Clones are everywhere but some have gone wild. The wild clones that breed spawn monstrosities, viscous deformed mutants that only vaguely resemble their species. There are vast groves of cloned trees and plants, stretching hundreds of miles. The cloned plants crowd out all native life and choke the natural ecosystems of the planet. When the clones take root they grow in preprogrammed lines, like an orchard or field, and continue to expand their area until they are harvested or destroyed. People have cloned pets that are designed to die at a certain time. They eat cloned food so that they never have to shit. They are the perfect pets and servants for this world of over affluence and high-speed living. The clones are disposable and there are no moral or ethical ramifications in murdering a cloned person or animal. They are just another commodity, another possession. Clones are everywhere - your burger, the beer - even the neighbor's cat.

Kill the animals?



"They killed all of the animals to make room for more people. They started a long time ago and they started with the animals that most people perceived as vicious or

dangerous. The wolf, the bear, the coyote, snakes, and many others. For a time, they were happy to be rid of only the animals that fed off of their food but it soon became evident that still more animals would have to die to make room for an ever-increasing amount of people. Deer, moose, the birds, almost all land wildlife had to go to make room for a growing human population. The land is silent now, but for the incessant drone of machines and man. The skies are bereft of all life and, instead, are adorned with man's creations and clones, carrying precious resources and goods from one place to another to keep the rich happy and the poor quiet.

They killed all that I was to inherit. The water, the wild, the land. They defiled beauty in the name of progress and left me with no recourse but to retaliate. Clones have replaced the trees, the water must be purified before you drink it, and the warm, summer rain is no longer pleasant. It burns the skin, the land, the heart and the mind. They have given me no option but to try to carve away a small section of their mass - to take their lives and end my own."

Downtown



"There is room at the top they are telling you still, but first you must learn how to smile as you kill"

JOHN LENNON
WORKING CLASS HERO

The Downtown Megalopolises of the corporate sectors are megalithic shrines of human potential. They embody all that our species is capable of, from the most advanced technological achievements to the complex social structures needed to move the corporate machine. Each city contains, at its heart, a neural electronic, organic

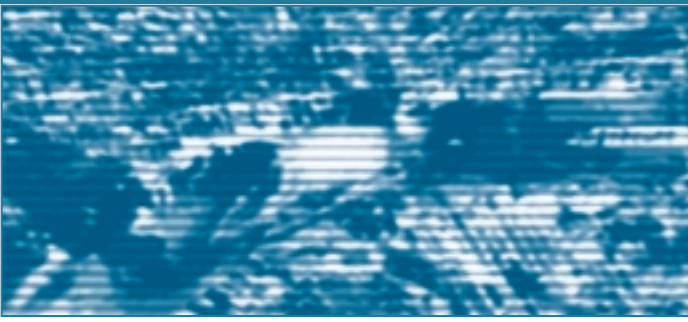
mainframe capable of trillions of simultaneous applications. These Mothers are the heart and soul of the 22nd century corporate beast. Each Megalopolis is linked together via the Net in a complex array of systems and hyper evolved programs that allow the citizens of corporate America to connect to their cities and communities. The inhabitants of these cities and the Mothers controlling them are working for one ruling corporation per city. The Mega-cities are controlled by a single corporate entity with numerous subsidiaries and branch divisions designed to provide all the services and goods needed to sustain themselves as well as further the progress and consumption of the corporate beast.

The Downtown areas are monitored by the L.I.R. system, holo cameras, and police patrols for non-pros and subversives and are closed to any individuals without the proper corporate clearance. These areas house the elite of the corporate infrastructure. The mile high structures of Downtown are self-contained organisms unto themselves. Their upper level shuttle bays and landing ports receive the resources extracted from the moon and corporate food supplies grown on Mars. The factories and production plants then convert the raw materials into consumer goods for sale on the corporate mass market.

Resources taken from the Earth itself from mines, farms, and forests are combined with off planet resources to allow the corporate beasts to operate well beyond what is required to support their populations. The excess resources and materials entitle the corporate elite to live as gods in their penthouses and enclosed terrariums while the poor and destitute suffer at their expense.



The Inner Sprawl



"They give you this, but you pay for that."

NEIL YOUNG
MY MY HEY HEY

Suburbs to the nth degree. The American dream gone bad. Identical houses on identical streets in identical neighborhoods where everyone is safe and everyone is happy, whether they like it or not. Two children, a dog, three vehicles, a job with the corporation, and unbearable monotony. The populations of the Inner Sprawls are the secondary consumers and primary producers of the corporate system. The cars, people and animals of these areas are all heavily monitored and no rival corporate goods are ever seen. The controlling corporation produces all the shoes, holo visions, vehicles, clothes, and food. Anyone caught with a rival corps. products are quickly apprehended and either executed, depending on their crime, or denied their citizenship and exiled to the Outer Sprawl and the Zone.

Many of these areas are not even real. A living space that resembles a nice park area or neighborhood with trees and birds is simulated. The people live in giant holographic warehouses, miles long and sometimes many stories tall. The homes and streets are real enough, as are most of the people, but the trees are clones and the sky is only fifty feet above your head. The birds are holograms and the lawns are covered in bio-engineered grass. The horizon isn't really there.

The Outer Sprawl

"If it wasn't for bad luck, I wouldn't have no luck at all"

ERIC CLAPTON
BORN UNDER A BAD SIGN

The corporations need an excess population supply in order to harvest the prime human resources that our species has to offer. The Outer Sprawl is where these excess populations reside - they are Non-Productive People. Heavily armed and armored corporate police squads patrol these areas and criminal punishment is dealt out without judgment or due process. A Non-productive person is not afforded the rights of citizenship and is considered guilty until proven otherwise. Non-pros of the Outer Sprawl work for the corps. because they have to but are not fully reimbursed for their labor and the Outer Sprawl reflects this. Its dusty, trash-strewn streets and desperate denizens lend to the chaos and disorder of the Outer Sprawl. The quick-marts, bars, stores, and entertainment facilities of these areas are all heavily guarded by automated security drones and are designed to strip the Non-pros of what small incomes they have.

The Zone

"Feeling like a dead duck, spitting out pieces of his broken luck"

IAN ANDERSON
AQUALUNG

A concrete desert inhabited by the lowest forms of human life and the dangerous wild clones. The habitat of the outcasts and scavengers, the insane and the mutated. The inhabitants of this polluted maze of bombed out buildings and handmade dwellings are forced to do anything to survive. Theft, murder, cannibalism - anything. Their homes are temporary and they are constantly being bombarded by stray mortars, rockets, bombs, and other munitions of destruction that rain in at times from the corporate wars that rage off and on in the heart of the Testing Zones. Many come here to escape corporate rule but they soon find that even in the Zone they are not free from the oppressive reach of the corporate empire, for the only water that is safe to consume comes from the corporate purifiers. The only way to avoid paying for water, if you can, is to construct your own purifier, which is punishable by death, or drink

the water cell from a hydro-electric vehicle, if you can find one, and suffer from the runs for a week and a half as a result. Needless to say, life is difficult enough as it is; you wouldn't want to live here.

Where are you going?

"You work your fingers to the bone. You listen to what they have to say. You do what they tell you and you allow yourself to be carried along the tidal wave of progress. Where are you going? I'm watching from the rocks of human evolution. I used to think that my vantagepoint atop the natural world was solid. But now, as I see the wave break against my foundations, I realize that the very ground that I stand upon is in danger of being washed out from under me. The wave of progress doesn't care about the natural; it's more concerned about market rates and the bottom line. Who can stand against something that has been building its force for so long?"





Character Creation

First, ya' put your left foot in, ya' put your left foot out, ya' do the...um... wrong game. Let's see, you should have a character sheet in front of you. See the space designated Name ? Guess what goes there. Fill in your character's name, age, sex, height, weight, and description. Fill these in for your character, not you.

Stats

Strength (STR)
Determination (DET)
Constitution (CON)
Dexterity (DEX)
Intelligence (INT)
Perception (PER)

Second is Stats. There are six Stats that will range 2 through 10. These numbers represent your character's strengths and weaknesses.

- **STRENGTH** represents your character's physique and raw physical strength.
- **DETERMINATION** is your character's mental and physical endurance. This represents your ability to keep going even after half your vital signs have flat lined.
- **CONSTITUTION** is your body's resilience to physical and immunological damage.

- **DEXTERITY** is your character's agility and manual prowess.
- **INTELLIGENCE** represents your character's ability to reason and his IQ . This number times two is how many Skill Picks you get during character creation.
- **PERCEPTION** represents the strength of your five senses. Do you see it? What does it feel like? How does it taste? ... cough.. .cough.. .choke... die...

Wound Points (WP)

Strength + Determination + Constitution

Next are your **WOUND POINTS**, or **WPs**, which represent your character's life force. If these ever reach 0 then your character is dead and you have to make a new one, after the proper P.C. burial rights are observed of course. If you are playing the game properly, you will probably die a lot. But that's ok, it's the price you pay to fuck shit up. It is easy to die in this game so don't get all bleary eyed and throw a fit - in less than ten minutes you should have a new character. Your WPs will be regained at 1 WP per six hours of restful slumber. This is only relevant to those characters that survive long enough to get a night's sleep.

Initiative

one half of
Dexterity
+ Intelligence

INITIATIVE is how quickly you react in the face of adversity. For example, someone shoves a gun in your face - Do you just blink and die? Or do you bust out with a move you once saw in an old kung-fu movie and fuck the guy up?

Intuition

one half of
Initiative

INTUITION is part of Initiative except that it pertains to when you are caught completely off guard. Let's say that you are sittin' on the shitter in some gas station out in the middle of nowhere. You're sittin' there just mindin' your own business, lost in thought, and the stall door flies open. There are three big motherfuckers standin' there just waiting to use your pancreas as a basketball. Your Intuition is how fast you would respond in this situation. Most people would empty their bowels (if they haven't already) and proceed to be turned into a fine bloody paste smeared on the walls. If you make your Intuition, you might have time to pull up your pants before you die. The Combat Section explains the mechanics of Initiative if you want to know more.

Dodge

| | |
|--|--|
| <p>Projectile Dodge <i>one half of</i> Dexterity + Perception</p> | <p>Melee Dodge <i>one half of</i> Dexterity + Determination</p> |
|--|--|

DODGE is separated into two types in this game, **PROJECTILE** and **MELEE**. Melee Dodge is used in hand-to-hand fights, knife fights, and any time two or more cats get together with large inanimate objects to make human salsa. Projectile Dodge is a little different than

Melee Dodge. Not in system, but in concept. In Melee Dodge, you are sidestepping and then moving back in for an attack. Projectiles, such as bullets or arrows, move faster than a sword or a fist and, therefore, require different methods of dodging. When dodging projectiles you can't just sidestep, mainly because it is hard to see something moving that fast. It's even harder when you don't know that it's coming. Instead, you must dive for cover, if cover exists, hit the ground, or something else that would effectively remove you from the line of fire and the immediate vicinity. The modifiers and mechanics for dodge are covered in the Combat Section.

Combat



Weapons

Class
Range
Options

Armor

Type
Block
Location

COMBAT on your character sheet is separated into Weapons and Armor. Weapons is where you will list your weapons and their characteristics and Armor is where you will list your armor and its characteristics. Pretty easy, huh?

Weapons. Class is the specific damage range in which the weapon falls into. Range is how far the weapon will travel before it ceases to become effective. Last, but not least, Options is where you will list things like extra damage, silencers, semi auto, auto fire and three round burst if the weapon doesn't already have these capabilities.

Armor. You will list the different types of armor that your character is wearing, how much damage it can block, and what part of the body that it is covering. Your Block

number should also be written on the Little Man in the proper area to show where your character is wearing his armor.

Skills

These are your character's, abilities and talents. They are broken down into four categories: Weapon Skills is self explanatory; Technical Skills is all the technical knowledge that your character posses; Knowledge Skills is book smarts (I can read readin' but I jus' can't read writin'); and Urban Skills is your character's street smarts. All of these Skills are described in the Skills chapter.

Making Your Character



Let's get down to business. In order to make your character you must first determine your Stats. These provide a framework on which to build your character. You will roll a D10 six times in order to get six Stats ranging from 2 to 10 (re-roll 1s). Place these rolls into your Stats as you see fit. Or, if your G.M. allows it, you may use the allocation method. You will have a base of 35 points to allocate to your Stats as you see fit. After you

have your Stats; figure out your WPs, Initiative and Intuition, your Skill Bonus, and your two Dodges. The formulas for these numbers are in the Quick Character section at the end of this chapter.

In order to have a real character, one that will hopefully survive and excel in this world of shit, you must have at least two Stats of 7 or above. If your character does not meet this requirement, reroll your Stats until it does.

The amount of Skills that you start with is determined by your Intelligence. Everyone starts the game with 25 Skill Picks and then you will get two Skill Picks for every point of Intelligence that your character possesses. Every Skill Pick is a +1 to whatever Skill you decide to allocate it to. You may put as many Skill Picks into a Skill as you want, up to your maximum number of Skill Picks, and the effects are cumulative.

Example

Your character has an Intelligence of 5; you will start with 10 Skill Picks. So you put one Skill Pick into Pistol (+1), one into Rifle (+1), and the rest you put into Electrical Repair (+8). You will still have 25 points to distribute.

Skill Bonus

one third of
Dexterity + Intelligence + Perception - 15

All of the Skills will start out at your Skill Bonus. The Skill Picks that you put into individual Skills will be added to your Skill Bonus. If your Skill Bonus comes to less than 1 during character creation, then it starts at 1.

Example

If your Skill Bonus is a 3, then the Pistol (+1) and Rifle (+1) Skills from the example above will both be 4's and your Electrical Repair will be an 11. All other Skills (except those raised by your Lifestyle and Childhood) will be at a 3.

Childhoods

Childhood

- 1 Rich
- 2 Yuppie
- 3 Poor
- 4-8 Sprawler
- 9 Zone Baby
- 10 Wretched

Next, you will roll for your Childhood. The social classes of the twenty-second century are not very diverse. You have your rich who are filthy rich, there's your "Wannabes" who have sold their souls to the Corps., and then you've got the poor. Almost all of the characters created for Dystopia. come from a poor and destitute childhood. Those who don't have turned their back on the corporate regime for one reason or another or have had their citizenship revoked for some crime. To get your childhood background, roll a D10 on the table above.

Rich

- (+1) Corporate Knowledge
- (+1) Computer Operation
- (+1) any Knowledge Skill

\$100,000 L.I.R. Chip Credit

May not choose Punk or Disgruntled Average Joe lifestyles.

You come from the middle of the corporate empire. Born and raised on the mega-hype and brain washing of "normal" society. You were pampered your entire childhood - went the finest schools, the best parties, and ate at the most expensive restaurants. The servants hated you, but that's ok, because if they ever tried to touch you your father would send them to the Vat to be turned into amniotic fluid to clone a new servant. Your character will start the game with an extra (+1) to your Corporate Knowledge skill, a (+1) to Computer

Operation, and (+1) to allocate to any Knowledge Skill. You do not get a chance to roll for a L.I.R. chip; you have one, deal with it. Your L.I.R. chip credit limit at the start of the game is 100,000 dollars. The rich may not choose Punk or Average Joe as lifestyles.

Roll a D10 on the chart below to determine your relationship with Corporate America.

1. You are on good terms with the corporate elite. You are known by the major players of the corporate regime and are friends with a few. You start the game with a Downtown penthouse and corporate clearance to operate in almost all areas of the City Center. (+2) to Corporate Knowledge.

2-4. You are on general terms with the Corps. They don't know who you are but will respect your citizenship and take you seriously, at first, because of your family's background. You start with an apartment at the edge of Downtown and you have limited corporate clearance to operate in certain areas of the City Center. (+1) to Corporate Knowledge.

5-10. You are on unfriendly terms with the corporate plutocracy. You most likely have a bench warrant or are wanted for one reason or another. You have no home and no respectability with the Corps.

Yuppie

- (+1) Corporate Knowledge
- (+1) any Technical Skill

\$5,000 L.I.R. Chip Credit

May not choose Disgruntled Average Joe lifestyle.

Your parents were yuppies. You grew up with everything that you needed and most of what you

wanted. You rarely ever saw your parents. They were too busy trying to work off their debt to the corporation to spend any time with you. They said that they were doing it for you, for the house and the car, for the new holo-stereo and the holo-vid games. They were never there, and when they were, they were too tired to talk to you. You never understood why daddy drank himself to death or why mommy had to take all of those pills to make her sleep at night. You have a L.I.R. chip, your parents made sure of that. They wanted you to be a good little corporate goon. Yuppie characters gain an extra (+1) to Corporate Knowledge and (+1) to allocate to any Tech Skill. Your L.I.R. chip credit account starts at 5,000 dollars. Yuppies may not choose the Disgruntled Average Joe lifestyle.

Poor

- (+1) Survival
- (+1) any Technical Skill
- (+1) Streetwise

- 1-9 \$1,000 L.I.R. Chip Credit
- 10 No L.I.R. Chip

You came from a poor family on the outskirts of a Megalopolis. Your family worked in the factories and mines of the Corp.. They tried their best and you almost never went hungry. The ground scores were good and the dumpster diving in your neighborhood was even better. Poor characters gain an extra (+1) to Survival, a (+1) to any Tech Skill of their choice, and a (+1) to Streetwise. Roll a D10 for a L.I.R. chip - on a roll of a 10 you have no chip. Otherwise, your L.I.R. chip credit limit is 1,000 dollars.

Sprawler

- (+1) Survival
- (+1) Streetwise

- 1-9 \$500 L.I.R. Chip Credit
- 10 No L.I.R. Chip

You grew up in the dusty concrete sprawl at the far

edge of the corporate boundaries. You lived in a small room with three other families where everyone fought to survive. The trash of the upper classes in the mega-city became your belongings and everything that you ever owned was at least fifty years old. Sprawlers gain an extra (+1) to Survival and a (+1) to Streetwise. Roll for L.I.R. chip - on a roll of a 10, you have no chip. Otherwise, your L.I.R. chip credit limit is 500 dollars.

Zone Baby

- (+1) Survival
- (+1) Hustle

- 1-8 \$100 L.I.R. Chip Credit
- 9-10 No L.I.R. Chip

May not choose Disgruntled Average Joe lifestyle.

Your family never quite got the hang of the whole survival thing. The only place that your parents could find to live was on the edge of the Testing Zone, outside the corporate boundaries. Your dog was killed by stray mortar fire - but that's ok, he was going to die from the radiation anyway. Zone Babies gain an extra (+1) to Survival and a (+1) to Hustle. Roll for L.I.R. chip and on a roll of a 9 or a 10 you have no chip. Otherwise, your L.I.R. chip credit limit is 100 dollars. Zone Babies may not choose Average Joe as a Lifestyle.

Wretched

- (+1) Survival
- (+1) Hustle
- (+1) any Urban Skill

- No L.I.R. Chip
- Debt of d10 x \$500

May not choose Disgruntled Average Joe or Veteran lifestyles.

You were abandoned and left for dead. Nobody wanted you - you were just another mouth to feed and a tax burden. You were born behind a dumpster and raised by rats and crazy old bums. You were never given anything.

Everything that you ever owned was either stolen or pried from someone's cold, dead hands. Wretched characters gain an extra (+1) to Survival, a (+1) to Hustle and a (+1) to be allocated to any Urban skill. You have no L.I.R. chip - nobody cared enough about you to give you one - and you owe D10 times 500 dollars at the start of the game to someone of the G.M.'s choosing. Wretched may not choose Average Joe or Veteran as a Lifestyle.

RESIST



MOTHER



Lifestyles

Look at the lifestyles on the next few pages, determine what type of character you want to play, and fill in the appropriate area on your character sheet.

Available Lifestyles

Nomad
 Hippie
 Veteran
 Eco-Warrior
 Punk
 Disgruntled Average Joe
 Religious Fanatic
 Gangster

All I want is a little peace.

"You corporate fucks got it all. The "Man" paid your way through school, gave you everything that you wanted. The new car, the net-ware hardwired to your cerebral cortex, the holo-servants, the automated housing, and the penthouse crib in the heart of the

digital suburbs. I can't take it any more. I have had to struggle for every little thing that I have ever owned. I kill myself with an eighty-hour workweek, every week, just to have half of it ripped away from me by the government taxes and corporate levies. After it's all said and done, I have just enough for water and food. Most of the time, I spend what extra hours I have in a day scrounging through your trash lookin' for something to sell. If I'm caught I go to jail. I've been to Florida six times and I can tell ya' that it ain't no vacation. And still you look down on me. You call me a non-pro and a waste of genetic material. Well, I'm sick of your shit. I'm sick of your pompous, high and mighty attitude. All I want is a little peace, a little food, a little water, and a little respect. So I bought an old gun off a friend a' mine and I stole some bullets from some local punks. Now I'm comin' for ya'. I'm comin' to take back what you stole from me - my freedom, my water, and my humanity. I don't care which one of you I get, but if I just take a couple of ya' with me before I'm shot down by your corporate gestapo I'll have had a good day."



Nomads



"And the Earth becomes my throne...I adapt to the unknown...Under wandering stars I've grown...By myself but not alone...I ask no one!"

JAMES HETFIELD
WHERE EVER I MAY ROAM

The Nomads are the wanderers, the gypsies, those who have tossed away their structures and rooftops. They have taken to the road on caravans of motorcycles, vans, and busses. They live their life free of corporate boundaries. Yet the Corps. are everywhere, and regularly imprison and kill innocent Nomads for sitting around campfires sharing stories because they're on "Corporate land".

Nomads start the game with the clothes on their back, a vehicle (G.M.'s call), a bedroll, 2 fuel cells (100 miles apiece in a Gas/electric), and a basic tool set. They receive a (+3) to Vehicle Operation and a (+2) to Mechanical or Electrical Repair.

What it means to be free.

"Ya' get sick and tired o' starin' at da' same ole' walls ya' know. Why sit in artificial air, all plugged into the holo-vid, when ders' a million miles o' untamed roads jus' waitin' ta' be found? Da' Corps. don' give ya' too much trouble on da' open road, as long as you're jus' a' movin' on. Ya' get so far out an' dey afraid ta' follow. Afraid o' da' radiation or da' clones. Either way, dey' ain't out der'. As long as ya' got a water purifier, da' only thing ya' gotta' worry about out der' is da' Testin' Zones and da' corp. machinery. Dey' don' like us an' we don' like dem', but when da' time comes ta' kick ass, well, ya' jus' gotta' fight wit' alla' dat' pent up rage and show doz bastards jus' what it means ta' be free!"

Hippies



"Love oh love is a killing thing"

CASEY NEILL
KILLING THING

The Hippie revival of the 22nd century is part of a larger counterculture revolution. The Revivalists are dedicated to reliving various time periods of the past. Most revivalists use implant and holographic technology to immerse themselves in their chosen time. The Hippies are different. They have taken a more holistic approach in their movement, refusing the use of both implants and holo-tech. They tend to band into large groups, gather in obscure places and do a lot of illegal drugs. These gatherings will go on for weeks and sometimes months at a time. That is, until the Corps. move in and start macing, beating, and arresting all of the harmless, drugged up hippies. Unfortunately for the Corps., there are a lot of Hippies who do some silly shit when they're all zooped up, especially when they outnumber the Corps. fifty to one.

Hippies start with a good backpack, the clothes on their back, a bedroll, a drum or a cloned dog, and a small amount of drugs (G.M.'s discretion). They receive a (+3) to Streetwise and a (+2) to Vehicle Operation.

They want to drag me back.

"Hey man, look, I left the city to get away from the corrupt Babylonian system, and those assholes want to drag me right back. So when they come to break up our peace and harmony, well, they break it good. And that's when all of those agro kids just go ape shit and start gunnin' people down. Sometimes ya just need a good old fashioned tea party to get their attention, ya dig?"

Veterans



"Strict observance of the written law is doubtless one of the highest duties of a good citizen, but it is not the highest. To lose our country by a strict adherence to the written law would be to lose the law itself."

THOMAS JEFFERSON
PERSONAL WRITINGS TO JOHN ADAMS

Not all Veterans go rogue. Many of them become corporate goons. But the enlightened few who have seen what corporate culture has done to human kind, who have witnessed or taken part in the ruthless killings and barely concealed terrorism of the Mega-Corporations fighting for territory and resource rights, have turned their backs on it. They have decided to do their true sworn duty regardless of the law. To protect our country from all enemies external or internal.

Veterans start the game with a pistol or combat knife (G.M.'s discretion), a ruck sack or sea bag, the clothes on their back, their uniform, and a first aid kit. They receive a (+2) to Pistol and a (+3) to Rifle.

I do it for pleasure.

"I kill for a living. I used to do it for money and felt guilty. Now I do it for pleasure 'cause I've found the right people to kill. Semper fi or die!"

Eco-Warrios



"You think you're safe with your money and your plans...you think you're safe with your corporate owned lands...you think you're safe but all of this depends...on my will to ignore you...my will to allow you...my will to forgive you...well I forgive you no more!"

WILLIAM SNAEL
WAR OATH

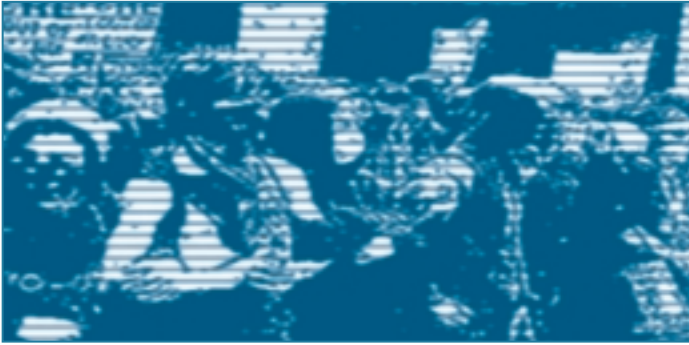
The monkey wrenchers, eco-terrorists, and diehard tree huggers. They have seen enough destruction caused by deforestation, pollution, overpopulation, and ozone depletion. They are fighting back. Fighting against the ruthless devastation caused by the corporations. Fighting in the name of Mother Earth.

Eco-Warriors start the game with running shoes, the clothes on their back, a set of dark clothing (their "working clothes") a compass and topographical maps of nearby wild lands. They receive a (+2) to Science, a (+1) to Survival, and a (+2) to Subterfuge.

Brothers of the wolf.

"We are the defenders of the forest. Brothers to the wolf. Protectors of the leviathan from the harpoon. It is our duty to keep the Earth wild or die trying. I mean, c'mon people. Two point five million years of evolution fucked by the cattle prod of progress. It took us forty million years just to develop a thumb, don't you think it's about time that we took it out of our ass?"

Punks



"Fuck you!...People tell me what to say, what to think, and what to pray...I say go fuck yourself - Go fuck yourself...You piece of shit, why don't you go and kill yourself!"

MAYNARD JAMES KEENAN
HUSH

The Punks are the street kids; survivors and vandals inhabiting the alleys and parks. They live within the corporate zones and do their damage from the inside. Tagging, burning, looting, and other fun filled activities are their favorite pastimes.

Punks start the game with the clothes on their back, an improvised weapon (G.M.'s discretion), unusual hair, multiple piercings and cosmetic manipulations, and steel toed boots. They receive a (+2) to Streetwise, a (+1) to Info gather, and a (+2) to Hustle

Pigs!

"Fuck off you corporate pig before I rip out your spine and floss with it!"

Disgruntled Average Joe



"I'm afraid...I can't tell the truth...I don't have the courage."

WILLEM DAFOE
THE LAST TEMPTATION OF CHRIST

A working class hero. Working for The Man, day in and day out, can test the limits of sanity. You have been brain washed and lied to every day, and there's no way to tell truth from fiction. Your heart says one thing and Mother says another.

The Disgruntled Average Joe starts out with his tools (basic tool set), overalls with corporate logo, and a lot of pent up anger. They receive a (+1) to Mechanical Repair, a (+2) to Jerry Rig and a (+2) to Corporate Knowledge.

What have I worked for?

"I've worked my fingers to the bone, I've broken my back for the Corporation, and for what? They own my house, my car, my clothes... Shit! They even own my kids! But daddy's gone now. Maybe to make the world a better place for my children, maybe to make up for all of that lost time behind a machine, ...maybe not."



Religious Fanatics



"There shall be no peace in America until we live it in Palestine"

OSAMA BIN LADEN
AL-JAZEERA

Religious freedom has been trampled by the Corps. with their, "Feel free to worship how you want, but if you disagree with us, we'll kill you," attitude. Well, the monotheists and some few others have survived, but Allah, Buddha, Jesus, and all of those other cats would have never wanted this.

Religious Fanatics start the game with their holy writings, a religious icon with which to smite the unholy, and a set of robes. They receive a (+2) to Hustle, a (+1) to Medicine and a (+2) to Languages.

The holy war has begun!



"The holy war has started my brothers! The Corporate demons shall feel the burn of our divine wrath! We will win by any means necessary, for it is foretold. Harken unto me, my brothers, and raise your fists in holy rage!"

Gangsters



"Say hello to my little friend!"

AL PACINO
SCARFACE

A lowly member of organized crime, including small time thugs and hired goons wanted by the authorities and debt collectors. Once you commit the first felony, you're on the run forever. But you need a job, right?

Gangsters start the game with a criminal record. They also have some basic criminal contacts that are stable enough for acquiring simple black market substances, items, and information (G.M.'s discretion). Everything else you have to beg, borrow, or steal. They receive a (+2) in Melee, a (+1) to Pistol and a (+2) in Streetwise.

An offer you can't refuse.



"We know about your little secret Mr. Taylor, and I'm sure that you don't want any of your esteemed colleagues in the Capitol to find out about it. My boss thinks that you are ready to negotiate. I'm certain that you will agree that your reputation is worth protecting and we are willing to provide that service, for a price. Unless, of course, you want us to send Vinnie in to have another "talk" with you."

Skills

The Skills in this game are very wide ranging and cover many areas within themselves. Skills are things that you have learned or have been taught to you. Quantum Physics is a Skill, holding your breath is not.

If you are attempting an action that is not covered by a Skill, chances are that it is not a skilled action. Things like holding your breath are determined by your Stats. When trying to accomplish an action that is not covered by a Skill, the G.M. will determine what Stat the action falls under. For example, if you were trying to jump from a second story window without breaking both legs, you would roll under your Dex. If you were trying to hold your breath, you would roll under Det. Swim; Dex. Remember something; Int. See long distances or something with small detail; Per. Pick up your fat brother-in-law; Str. I think you get the idea.

Making Skill Rolls

When you roll Skills (and Stats), you will roll a D10 and try to get a number lower than your skill rating. If you are trying to do something that someone else is resisting, like arm wrestling, fighting (excluding ranged combat), tracking, or playing chess, then whoever makes the roll by more wins. In the event of a tie, it is up to the G.M. to make the call but a good rule of thumb in such a case is that the person with the higher base skill is the winner. There are times when modifiers will effect the outcome of a roll, and in these cases the modifier will be incorporated into the results.

Example

Let's say that you are trying to Hustle someone out of his or her new shoes. We'll say that this person is under the influence of liquid bread (bars are great places to find people who will believe anything, especially after happy hour). We will appoint a modifier of 3 to the roll (this is an arbitrary modifier but it represents the level of drunkenness that the target has acquired. He isn't too drunk but he has tossed back a couple. A modifier of a 10 would represent a complete drunken stupor, but then you could just take the fucker's shoes and it wouldn't really matter.)

So, you would get a +3 to your Hustle or the target would get a -3 to his Intelligence, either way works. You would then roll your Hustle and try to get a number lower than your Hustle rating on the D10 and the drunkard would roll his Intelligence to resist the Hustle. If you make your roll by more than the drunk (with the +3 or -3), then he is successfully hustled and you just got a used pair of shoes.

Botches & Critical Successes

A roll of a 10 in any given situation results in a Botch and a roll of a 1 is a Critical Success. A Botch could be anything from a jammed gun or lost weapon, to a backfire or serious accident, depending on what you are trying to accomplish. If a Botch is rolled, the player (or

G.M.) will reroll to determine the severity of the Botch. Keep in mind that a serious enough Botch can, if the roll dictates, seriously injure or kill a character. The G.M. has final say, as always.

If a 1 is rolled on the Botch severity roll, then nothing happens. The Botch is canceled out by the 1 and becomes a simple failure. A roll of a 2-9 will vary in severity with the lightest penalties incurred by a 2 and the most severe by a 9. If a 10 is rolled on the Botch severity roll then the Botch becomes a Double Botch. Double Botches can quickly kill you. Reroll the D10 to determine the severity of the Double Botch. If a third 10 is rolled, you have accidentally or intentionally killed yourself.

Critical Successes work much the same way as a Botch. If you roll a Critical Success you (or the G.M.) will reroll to determine the level of success. If a second 1 is rolled, the roll becomes a Double Critical Success, and a third 1 represents divine intervention in which a miracle occurs. The difference between a Botch and a Critical Success, besides the obvious distinction between good and bad effects, is that with a Critical Success, the amount that the roll is made by, after taking into account the effect of the success, is added to the skill roll for determining the outcome of resisted rolls or damage rolls.

Combat Skills

Brawling
Melee
Bows/Crossbows
Pistols
Rifles
Automatic Weapons
Heavy Weapons
Thrown Weapons

The mechanics of Combat are explained in the appropriate section.

Brawling. The use of the body in combat. This skill tells you how good you are at unarmed arts. Are you Jackie Chan or Pee Wee Herman? This skill covers parry as well.

Melee. The use of any non-projectile, non-explosive weapon in combat. Everything from swords and baseball bats to broken bottles and girl scouts. This skill covers parry as well.

Bows/Crossbows. This skill covers the use, repair, and maintenance of bows and crossbows of any size.

Pistols. The use, basic repair, and maintenance of pistols of all sizes.

Rifles. The use, basic repair, and maintenance of all size rifles.

Automatic Weapons. The use, basic repair, and maintenance of all size automatic machine guns.

Heavy Weapons. The use, basic repair, and maintenance of mortars, heavy machine guns, rocket launchers, bazookas, and other weapons of mass destruction.

Thrown Weapons. This skill pertains to anything that can be picked up and winged at someone else, such as rocks, bottles, grenades, throwing stars, small children and midgets.

Technical Skills

Mechanical Repair
Electrical Repair
Design
Jerry Rig
Computer Operation
Construction

Tech skills are your technical knowledge and ability. A lot of what you can do with this class of skills depends on your rating. For instance, if your Mechanical Repair is a 1, you aren't going to be able to replace an engine and are likely to screw up an oil change. The G.M. will decide if you have a chance of accomplishing your task or not.

Mechanical Repair. The repair, maintenance, and knowledge of mechanical devices. Automobiles, hydraulics, geomagnetic, welding, etc...

Electrical Repair. The repair, maintenance, and knowledge of electrical components and systems. Computers, micro-electronics, nano-tech, guidance systems, calculators, etc...

Design. Blueprint design, drafting, 3-dimensional design, inventing, and putting together prototypes with the help of Construction and Electrical and Mechanical Repair.

Jerry Rig. Is your car broke? Duct tape fixes anything!

This is the MacGuyver skill.

Computer Operation. Graphics, layout, programming, info systems and the Net. Allows you to operate and program various computer systems.

Construction. Building things, from a Birdhouse to a bunker. Allows knowledge of building supplies, materials, techniques and procedures.

Knowledge Skills

Language
Science
Writing
Medicine
Survival
Art
Corporate Knowledge
History

Knowledge skills are book-learned. You must read a book or be taught them by someone else in order to use them effectively.

Language. This skill is your ability to develop, speak, understand, and write languages other than your native tongue. You may want to write the languages that you learn somewhere on your character sheet for reference.

Science. All basic scientific fields. Biology, ecology, micro-biology, bio-tech, chemistry, geology, mathematics, physics, etc...

Writing. All knowledge about writing, mythology, storytelling and composition, calligraphy, literature, poetry, spelling, scripting, non-fiction, fiction, and editing. If you do not have a 3 or higher then your character can't spell for shit, nor can he/she read more than one syllable words without difficulty.

Medicine. The healing arts. Dentistry, first aid, surgery, knowledge of medicines and procedures.

Survival. The ability to survive in less than hospitable environments and situations. This skill allows you the skills of an outdoorsman.

Art. This covers drawing, painting, sculpting, photography, ceramics, music, theater, comics and history of art.

Corporate Knowledge. This covers knowledge of how

corporations and the government work. Structures and procedures, accounting, law, management, finance, marketing, sales, advertising, police procedure, and so on and so forth.

History. You know what has happened, why, when, where, and how.

Urban Skills

Streetwise
Subterfuge
Vehicle Operation
Hustle
Information Gathering

Urban skills do not require study to learn, yet everyone has at least minimal proficiency in each.

Streetwise. The essentials of urban life. Information sources, contacts and hook ups, your ability to operate in the underworld.

Subterfuge. Everything from picking locks and breaking and entering to hiding and moving silently. This skill covers all of the sneaky, sneaky stuff.

Vehicle Operation. Piloting, maneuvering and navigating all kinds of vehicles, from scooters to military hovercraft.

Hustle. This is your ability to convince people to give you things or do things for you. Cheating at games (especially when money is involved), making up extravagant yet believable lies, and pulling fast ones are all covered by this skill.

Information Gathering. This is the ability to find out about anyone or anything on the streets.

Skill Specialties

A player may choose to have his character specialize in a specific area in any given field. This specialization represents a dedication to a single aspect of a larger category of skill. Of course, by specializing in a specific aspect, the rest of the category suffers as the character dedicates more of his time to any given specialization.

Example



The Hustle skill contains a large number of ways in which a character can hustle another person but if the player were to want to specialize in a specific type of Hustle, perhaps cards, then he would be a better card shark than a fraud-artist or con man.

To represent this specialization in Skills, the player will write the character's specialty beside the Skill group. The Skill as a whole will lose a point and the area of specialty will gain one.

Example



To return to the above example, let us assume that the character had a 5 in his Hustle Skill to begin with. The resulting Skill modification would look like this (4/6), with the 6 representing the character's ability with cards and the 4 being his talent with any other area of hustling.

In order to specialize, you must have at least 2 skill points in the Skill that you are trying to specialize in. A player may specialize as many times in a Skill as he has points always leaving 1 for the Skill in general and adjusting the subsequent specialties to the new overall rating. (up to 9 different specializations in any Skill category).

Example



The above character's skill in Cards is a six, but if he were to specialize in another skill, the new specialty would be based off of his overall rating of 4.

The G.M. will always have the authority to decline a request for a specialization if he feels that you have not used the Skill in the way that you are trying to specialize or that it is out of line with your character concept at character creation. If you want to Double Specialize (which means adding 2 points for a specialty instead of one) then you must subtract 3 points from your overall

Skill level. This also restricts the maximum number of specializations that you can have in any one Skill.

Advancement



- Rolling a one increases the Skill by one.
- Rolling ten ones increases the Stat by one.

If your character survives the first couple of adventures you will undoubtedly begin to worry about the advancement of your Skills and Stats. It is not easy to survive but those who do have the potential to become a very powerful force of change in the world. In other words, if you live you will eventually become one kick-ass motherfucker. Advancement is simple and relies upon your character using his skills and abilities. The only time that you will be able to raise a Skill or Stat without using it is during character creation. After the game begins if you don't use a skill it will never advance. The process is simple though slightly different for Skills and Stats.

Skills. Every time you roll a 1 while using a skill you will add 1 point to that skill. This includes rolling a second 1 when determining the level of a critical success. Your skills can advance past 10.

Stats. Every time you roll a 1 you will place a checkmark beside that Stat. When you have ten checkmarks, erase them and add a point to that Stat. Stats may advance past 10.

Also, when you acquire 10s in all of the skills in any skill category (Weapon, Tech, Knowledge, or Urban) you will receive a free Stat point to be distributed into any Stat that you wish.

Combat

Combat in this game is designed to be quick and easy. Everything that you roll will always be rolled on a single D10. You roll your Initiative (unless you were surprised, then you roll off of Intuition), roll to hit, your opponent Dodges or Parries, and, depending on whether or not any damage was sustained, determine Armor and Damage.

It goes like this Dark alley, dark figure walking towards you with a gun. You blink and crouch, fire your revolver and dive behind a dumpster — next initiative.

Everyone has 1 Attack, 1 Defend, and 1 Basic Action per turn. You may use any of these in any combination after your Initiative. You may exchange your basic action for another Attack or another Defend.

Steps in Combat

1. Determine Order of Initiative
2. Attacker Rolls to Hit
3. Defender Rolls to Dodge or Parry
4. Determine Damage

Repeat Step 2 for each combatant in the order determined in Step 1.

These are the four basic steps to combat:

1. Initiative: Roll a D10+Initiative or Intuition. This will determine turn order. The person with the highest Initiative has the first chance to act. He may decide not to act until later in the turn.

2. Hit: (rolled by the attacker) Roll a D10 under (Skill+any bonuses+ all applicable modifiers). Determine damage if attack hits.

3. Dodge or Parry: Roll a D10 under (Skill+ any bonuses+ all applicable modifiers)

4. Armor and Damage: Subtract the armor's block on the part of the body being hit from the amount of damage being done to said body part and subtract the remainder, if any, from WPs, mark off that many boxes from that part of the body on the Little Man

Initiative & Intuition

Initiative determines order of combat as well as reaction to the unexpected. To determine order of Combat, the players will roll a D10 and add it to their Initiative. The G.M. will do the same for N.P.C.s (Non-Player Characters) and the character with the highest Initiative will act first. If one or more characters are taken by surprise then their D10 roll will be added to their character's Intuition.

Modifiers for Initiative are determined by the G.M. If a character is influenced by a drug then his modifiers should reflect this. The amount of damage and wounds that the character has sustained should also be taken into account.

Dodging & Parrying



The only times that you can parry instead of dodge are when you are involved in a fight against someone using a melee weapon or unarmed combat. You may use the Melee Skill to parry another melee weapon or Unarmed attack if you have a melee weapon. If you parry an unarmed attack with a melee weapon and succeed, the attacker sustains half your weapon's total damage. If you are parrying a melee attack and succeed, you receive no damage.

Dodging, as I have already mentioned, is broken into two different types. Melee and Projectile. Melee dodge is used in close quarters combat and Projectile is used in ranged combat. The modifiers that effect both are dependent on your immediate surroundings. If you are fighting with melee weapons on an I-beam or a small hallway, your ability to get out of the way of your opponent is severely limited. You will receive a minus to dodge or your opponent will receive a bonus to hit in a situation such as this. If you are dodging gunfire or an arrow, the modifier is based on weather or not you have the room to dive out of the way or if there is cover to hide behind. In the instance that you are trapped in a dead end alleyway and someone has opened fire on you with an automatic weapon then your chances of survival are severely limited. If you just happen to have a dumpster or box of fortune cookies to hide behind then your chances improve somewhat.

Hit Location & Damage

Location: D10, called shot, or torso.
WPs: Armor Block - Damage.

When sustaining damage from an attack you must first know where the attack is landing. This is done in one of three ways. First is to roll randomly (this is good for auto fire or shrapnel). The roll of a D10 can tell where the attack landed (see the Little Man on next page). The second is a called shot, wherein the attacker names the area of the body intended to receive the damage. The third way is for all uncalled shots to hit the torso.

The Armor in the area being hit is subtracted from the Damage being sustained. The remaining damage is subtracted from your WPs as well as filled in as boxes in the area hit.

Example

You're taking 10 points to your left arm. You just happen to have armor with a block of 5. You are taking 5 points of damage. That damage is subtracted from your WPs and five boxes are filled in on the left arm of the Little Man. You have sustained a minor wound.

Damage taken to any part of the body cannot exceed 10. If you take more than 10 points to any body part and live, you not only lose a permanent point of Constitution, you lose that body part (unless said body part is reattached quickly and you receive immediate medical attention). If you take more than 10 points to the torso, you have a gaping chest wound or have been disemboweled. If you take more than 10 points to the head then that's it, it's over, you're dead, make a new character.

Minor Wounds

+1 WP per turn until treated..

Minor wounds are things like severe bruising, open wounds, a paper cut on the tip of your tongue, things that hurt like hell but won't usually kill you. You will die eventually if you are losing blood. You lose 1 WP per turn due to blood loss if you do not perform first aid to stop the bleeding.

Major Wounds

+2 WP per major wound, per turn.

Major wounds are taken when you receive 10 or more points of damage. You may notice that the boxes beside the little man only go up to ten. This is because that is all that a body part can sustain before it becomes useless. Major wounds are things like compound fractures, severed arteries (spurt...purt...die), lost limbs, being skewered by a hot poker, you get the idea. Things that hurt like hell, send you into shock and might possibly end your sorry existence on this ball of mud. You will lose 2 WPs per turn for each major wound due to blood loss.

Modifiers

- 3 Called Shots
- +1 Aiming (per turn; max is 3)
- +2 3 round burst
- +3 Full auto

- 1 physical rolls; per minor wound
- 3 physical rolls; per major wound

Modifiers for all rolls work on a 1 to 10 system. 1 being a slight penalty caused by low light, a rash or other things equally benign. A modifier of 10 would be something along the lines of being on fire or falling while trying to accomplish a task. You can receive multiple modifiers for different things (decided upon by the G.M.). If you're on fire and falling, it makes it harder to shoot back, or do anything for that matter.

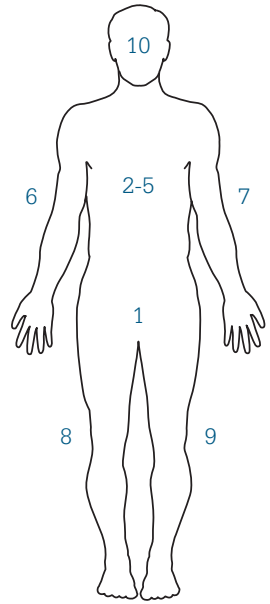
Sample Modifiers

| | |
|-------------------|---|
| Called shots | -3 to hit |
| Aimed shots | +1 for every turn spent aiming up to +3 |
| Three round burst | +2 to hit with no called shot |
| Full Auto | +3 to hit with no chance to aim or make a called shot |
| Minor wounds | -1 to all physical rolls for each |
| Major wounds | -3 to all physical rolls for each |

The Little Man

Hit Location (D10)

| | | |
|-----|-----------|---------|
| 1 | Groin | (+2 WP) |
| 2-5 | Torso | |
| 6 | Right Arm | (-2 WP) |
| 7 | Left Arm | (-2 WP) |
| 8 | Right Leg | (-2 WP) |
| 9 | Left Leg | (-2 WP) |
| 10 | Head | (+2 WP) |



You will notice that on the side of the combat roster sheet there is a small humanoid shape with a bunch of lines, numbers and boxes. The numbers are for random hit location (roll a D10 and find that number on the Little Man, that's where you hit).

You must modify the damage being taken, after it gets through your armor, depending on where you were hit. If you were hit in the torso, the damage is normal. Any damage taken to the arms or legs will have 2 points subtracted from it and any damage taken to the head or groin will have 2 points added to it. The lines are for the armor that your character is wearing. Write the armor's Block number on the line that corresponds with the area of the body where the character is wearing that piece. The boxes are there to represent the amount of damage that a single body part can sustain.

You may be able to lose both arms and still survive, but only if you receive immediate medical supervision. The damage sustained to individual parts of the body is cumulative. This means that if you take 3 points to your right arm (after the -2) and then receive another 3 points to the same arm at a later date, then you have a minor wound (3+3=6, 6 boxes filled in, a minor wound). When all 10 boxes are filled in on any specific body part then that body part becomes useless. On the plus side, you

will take no more than 10 pts. to any body part. Your arm is tattered and torn. Your leg is crushed or missing. You have been impaled or have a sucking chest wound. If you take 10 points to the head, you are dead, and your character is now just a fading memory.

Weapons



A weapon is anything that is used to inflict harm on something or someone else. Throughout time, man has become quite adept at killing things. We can't help it. We try to be good but somehow, somewhere along the lines, something goes wrong and people get killed. It is human nature to kill so it is natural that our weapons have evolved along with us. It starts with a stick, the stick becomes a gun shaped stick, the neighbor kid is dead and you're after the cat with your stick. It's O.K., it's natural.

The human arsenal has grown considerably since ancient times. The club is still around but it has nothing over a 10 gauge shotgun. In this game weapons range from a fist or a broken bottle to the high technology, military and corporate toys. Unfortunately, the Corps. don't let the people have anything that can kill quickly

and efficiently and the people, namely the Player Characters, have to make do with anything that they can find. A rifle is rare and if you do manage to get your hands on one, good luck finding ammo for it. If the players can find a good black market hook up then they are fine, but the Corps. have all of the really neat weapons, things that can punch through damn near anything and kill quickly. They have the guns. They have the armor. And they have the law on their side. If you want to go at some corporate cop with an improvised weapon, be my guest. Good-bye.

To determine damage after you have connected you will need to roll a D10 and add in any applicable modifiers such as the Class bonus of the weapon, your Strength (Melee), 1/2 your Strength (thrown), Bow Strength (bows/crossbows), location, and anything else the G.M. deems necessary. The amount that your initial skill roll is made by is also added into damage. This represents the accuracy and placement of the attack.

The dice do not vary from weapon to weapon, it is always a D10. The G.M. will give a Class Damage rating for each weapon depending on what weapon Class the weapon falls into. Below is a list of the classes and the bonus ranges of each class. The G.M. will give a +x to any given weapon.

Class 1 Weapons

Punches, Kicks

D10 + Strength (or half Strength)

Weapons that will not receive any bonuses other than those inherent in the weapon. Unarmed combat and small-improvised weapons usually fall into Class 1 categorization.

Class 2 Weapons

Knife, Bottle, Bow, Sledge Hammer

D10 + Strength + (1 to 10)

These weapons will range from +1 to +10 to damage.

If someone tried, they could kill you with a Class 2 weapon. When using Class 2 melee weapons keep in mind that your STR is still added to the damage. Lead pipes, broken bottles, baseball bats, prosthetic limbs, small bows, and other small to medium Melee weapons are usually Class 2 weapons.

| | |
|---------------|--|
| Small | A pocket knife or broken bottle (+1 to +3) |
| Medium | a fighting knife or alloy baseball bat (+4 to +6) |
| Large | a bow or sledge hammer (+7 to +10) |

Class 3 Weapons

Swords, Large Bows, Pistols, Submachine Guns
D10 + (11 to 20)

These weapons will range from +11 to +20. These weapons will definitely kill you if they are used properly. Small guns, most bows and crossbows, and large melee weapons fall into class 3. Keep in mind that firearms will not receive a STR bonus.

| | |
|---------------|---|
| Small | swords and large bows (+11 to +13) |
| Medium | compound bows and small guns (+14 to +16) |
| Large | medium hand guns, SMGs and small rifles (+17 to +20) |

Class 4 Weapons

Rifles, Light Grenades, Assault Rifles, Shotguns
D10 + (21 to 30)

Small grenade and the AK47, favorites with terrorists and third world countries. The M16, the cornfield peashooter and the .44 Desert Eagle. But nothing works

better in a tight situation than a good old Remington with a sawed off barrel and a shortened stock. Class 4 weapons contain most rifles, automatics, and generally any "boom stick" of medium to large size. Class 4 weapons will range from +21 to +30 so don't get hit with one of them. Even though any body part can only sustain 10 points of damage from a single wound, some of these weapons have auto fire.

| | |
|---------------|---|
| Small | large handguns, medium auto, and medium rifles (+21 to +23) |
| Medium | large rifles and small grenades (+24 to +26) |
| Large | assault rifles, large auto and sawed off shotguns (+27 to +30) |

Class 5 Weapons

Grenades, Machine Guns, Mines, Mortars
D10 + (31 to 40)

These are not toys. They must be handled properly or everyone around you is in danger. Fragmentation grenades, mines, mortars, and other happy things that go boom. Class 5 weapons range from +31 to +40 and usually effect more than one part of the body at a time so be careful.

| | |
|---------------|--|
| Small | medium grenades and heavy machine guns (+31 to +33) |
| Medium | large grenades and mines (+34 to +36) |
| Large | mortars and small artillery (+37 to +40) |

Class 6 Weapons and Above

Military and Corporate Weapons.

These weapons are Military and Corporate grade weapons and are not fit for human consumption.

Bows/Crossbows

All damage rolls are +Bow Strength (determined by G.M.) If a bow Strength is twice your character's Strength it may not be used. If a crossbow is three times your character's Strength it may not be used. The arrows or bolts that are used with the bow or crossbow, respectively, may influence your total damage at the G.M.'s discretion.

| Type | Class | Range |
|-------------------------|-------|-------------------------|
| Small Bow | 2 | Bow Strength x 2 yards |
| Medium Bow | 2 | Bow Strength x 5 yards |
| Small Crossbow | 2 | Bow Strength x 5 yards |
| Large Bow | 2 | Bow Strength x 10 yards |
| Medium Crossbow | 2 | Bow Strength x 10 yards |
| Large Crossbow | 3 | Bow Strength x 5 yards |
| Compound Bow | 3 | Bow Strength x 10 yards |
| Large Compound Crossbow | 3 | Bow Strength x 10 yards |

Pistols

| Type | Clip Size | Class | Range |
|--------|-------------|-------|----------|
| Small | 1-6 rounds | 3 | 25 yards |
| Medium | 6-24 rounds | 3 | 35 yards |
| Large | 4-8 rounds | 4 | 55 yards |

Rifles

| Type | Clip Size | Class | Range |
|--------|-------------|-------|-----------|
| Small | 1-10 rounds | 3 | 200 yards |
| Medium | 1-8 rounds | 4 | 300 yards |
| Large | 16 rounds | 4 | 400 yards |

Automatic Weapons

These weapons are capable of three round burst and/or full automatic fire. Full auto unloads the full clip in one

turn (unless the weapon is chain fed.) Multiply the damage rolled by how many rounds hit the target. Determine hit location randomly. The amount that the roll was made by is how many rounds hit the target in full auto. If the roll for three round burst was made by 3 or more then all three rounds hit.

| Type | Clip Size | Class | Range |
|--------|---------------|-------|----------|
| Small | 20-35 rounds | 3 | 30 yards |
| Medium | 15- 30 rounds | 4 | 60 yards |
| Large | 10-20 rounds | 4 | 90 yards |

Heavy Weapons

Grenades effect an area in a radius around the point of detonation. The effect radius depends on the type of grenade.

| Type | Class | Range |
|-----------------------------------|-------|---|
| Fragmentation | 5 | Radius 20 ft |
| Concussion | 4 | Radius 15 ft (Roll Constitution-1/2 Damage for knockout) |
| Flash | 3 | Radius 5 ft (target blind for D10 turns) |
| Smoke | 2 | Radius 30 ft (if touched) |
| Mines | 4+ | Radius effect |
| Heavy Machine Guns (full auto) | 5 | 100 yards |
| Mortars | 5+ | Radius effect |
| Rockets | 5+ | Radius effect |

Weapon Options

Options are things that have been added to a weapon. There are many more options than are listed here. These are but examples of common options which the gamemaster can assign to weapons.

| | |
|--------------------------|---|
| Silencer | no noise but a -2 to hit past close range. |
| Scopes | +1 through +3 to hit |
| Extra Damage | |
| Extra Range | |
| Three Round Burst | |
| Full Auto | |
| Modified Ammo | +1 and up to damage |
| Semi-auto | Can sacrifice your Dodge or movement action for another shot. |

| Material | Value |
|-----------------|--------------|
| Leather | 1 |
| Mixed Material | 5-20 |
| Metal | 10 |
| Plastic | 20 |
| Alloy | 30 |

Age. Organic materials age faster than synthetics. The ratings are listed as x(x), synthetic (organics).

| Age | Values |
|------------------|-------------------|
| 1 to 5 years | 0 (-1) |
| 5 to 10 years | -1 (-2) |
| 11 to 20 years | -2 (-4) |
| 21 to 40 years | -3 (-8) |
| 41 to 80 years | -4 (-16) |
| 81 to 100+ years | -5+ (-32 or more) |

Quality. Ranges from 1 to 10, G.M.'s call.

Armor ▼

Defined by: Weight+ Materials+ Age+ Quality

A few things decide how effective your armor is — the material that is used, the age, the quality, and the weight. The cumulative total of these numbers is added to a D10 roll for actual damage blocked. Every time your armor is hit for more than one-tenth (1/10) of its Block, regardless of damage taken, its Total Block will be reduced by 1.

Example ←

Your character is wearing medium Kevlar with a Total Block of 35 (it is old and has seen some action). Any time that you receive more than 4 points of damage (round mathematically), the Total Block will be reduced by 1.

The Total Block of the Armor is the cumulative total from the lists below.

| Weight | Value |
|---------------|--------------|
| Light | 10 |
| Medium | 30 |
| Heavy | 50 |

Example ←

Lets say that you have recently acquired an old Viet Nam flack jacket and want to know what the Block of it is. It is a non-organic (it's not leather or cotton), but this is the 22nd century, so it is over a hundred years old. It is medium armor and made from metal and nylon. Your flack jacket looks like this

| | |
|--------------|----------------------------------|
| Medium | +30 |
| Metal | +8 |
| Age 100+ | -5 |
| Quality | +5 (Arbitrary quality; D10 roll) |
| Total | =38 |

Your jacket only covers the torso. If you want additional armor on other parts of your body first acquire them and then list their Block in the appropriate area on the Little Man.

Combat Cheat Sheet

Steps in Combat

- Determine Order of Initiative**
D10 + Initiative or Intuition
- Attacker Rolls to Hit**
D10 must be less than skill + bonuses + modifiers
- Defender Rolls to Dodge or Parry**
D10 must be less than skill + bonuses + modifiers
- Determine Damage**
Damage - Armor Block at hit location

Actions

Each character gets
1 Attack, 1 Defend, and 1 Basic Action

The basic action can be exchanged for an extra attack or defend

Attack Modifiers

| | |
|------------------------------------|-----------------|
| Called Shots | -3 |
| Aiming (per turn; max is 3) | +1 |
| 3 Round Burst | +2 |
| Full Auto | +3 |
| Minor Wound (for each one) | -1 |
| Major Wound (for each one) | -3 |
| Silencer (past close range) | -2 |
| Scope | +1 to +3 |

Weapon Classes

Class 1

Punches, Kicks

Class 2

Knives, Bottles, Bows, etc.

Class 3

Swords, Pistols, Submachine Guns

Class 4

Rifles, Light Grenades, Assault Rifles

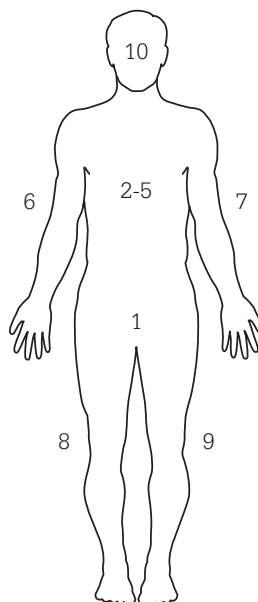
Class 5

Grenades, Machine Guns, Mines, Mortars

Class 6

Military and Corporate Weapons

Hit Location



Roll D10

| | |
|-----|------------------|
| 1 | Groin |
| 2-5 | Torso |
| 6 | Right Arm |
| 7 | Left Arm |
| 8 | Right Leg |
| 9 | Left Leg |
| 10 | Head |

Groin hits produce +2 WP

Arm and Leg hits produce -2 WP

Head hits produce +2 WP

Damage

Roll D10 and add to Class Damage

Class damage depends on actual weapon and is determined by the gamemaster.

| | |
|----------------|-------------------------------|
| Class 1 | strength/half strength |
| Class 2 | strength + (1-10) |
| Class 3 | (11-20) |
| Class 4 | (21-30) |
| Class 5 | (31-40) |
| Class 6 | forget it |

Minor Wound **1 WP per turn**

Major Wound **2 WP per turn**

Specific body parts cannot sustain more than 10 WP. Once 10 WP is exceeded the body part becomes useless, severed, or a fine bloody pulp.

Quick Character Creation

A. Childhood

Roll D10.

1. Rich

(+3) Corporate Knowledge
(+2) Computer Operation
(+2) any Knowledge Skill
\$100,000 Credit Limit

Roll D10 for corporate relationship.

1 (+2) Corporate Knowledge
2-4 (+1) Corporate Knowledge
5-10 no bonus

2. Yuppie

(+2) Corporate Knowledge
(+2) any Technical Skill
\$5,000 Credit Limit

3. Poor

(+1) Survival
(+1) Streetwise
(+1) any Technical Skill
1-9: \$1,000 Credit Limit
10: No Chip

4-8. Sprawler

(+2) Survival
(+2) Streetwise
1-9: \$5000 Credit Limit
10: No Chip

9. Zone Baby

(+3) Survival
(+1) Hustle
1-8: \$100 Credit Limit
9-10: No Chip

10. Wretched

(+2) Survival
(+2) Hustle
(+1) any Urban Skill
No Chip; Owe D10 x \$500

B. Main Stats

Roll D10 for each Stat; re-roll 10s, or allocate 35 points between them.

Strength

Determination

Constitution

Dexterity

Intelligence

Perception

D. Lifestyle

Choose one.

Nomad

(+3) Vehicle Operation
(+2) Mechanical or Electrical Repair

Hippie

(+3) Streetwise
(+2) Vehicle Operation

Veteran

(+3) Rifle
(+2) Pistol

Eco-Warrior

(+2) Science
(+2) Subterfuge
(+1) Survival

Punk

(+2) Streetwise
(+2) Hustle
(+1) Information Gathering

Disgruntled Average Joe

(+2) Jerry Rig
(+2) Corporate Knowledge
(+1) Mechanical Repair

Religious Fanatic

(+2) Hustle
(+2) Language
(+1) Medicine

Gangster

(+2) Melee
(+2) Streetwise
(+1) Pistol

DYSTOPIA

C. Other Stats

Determine other Stats using the formulas below.

Initiative

$(\text{Dexterity} + \text{Intelligence}) \div 2$

Intuition

$\text{Initiative} \div 2$

Wound Points

$\text{Strength} + \text{Determination} + \text{Constitution}$

Melee Dodge

$(\text{Dexterity} + \text{Determination}) \div 2$

Projectile Dodge

$(\text{Dexterity} + \text{Perception}) \div 2$

Skill Bonus

$(\text{Intelligence} + \text{Dexterity} + \text{Perception} - 15) \div 3$



Name:

Alias:

Credit:

Childhood:

CASUALTY SHEET

Debt:

Lifestyle:

Stats

| | | |
|----------------------|----------|----------------------|
| <input type="text"/> | □□□□□□□□ | Strength |
| <input type="text"/> | □□□□□□□□ | Determination |
| <input type="text"/> | □□□□□□□□ | Constitution |
| <input type="text"/> | □□□□□□□□ | Dexterity |
| <input type="text"/> | □□□□□□□□ | Intelligence |
| <input type="text"/> | □□□□□□□□ | Perception |

Wound Points

| | | | | |
|---|---|---|---|---|
| □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ |

| | | |
|------------------------------------|----------------------|---------------------|
| $(Dex+Int) \div 2$ | <input type="text"/> | Initiative |
| $Initiative \div 2$ | <input type="text"/> | Intuition |
| $(Dex+Det) \div 2$ | <input type="text"/> | Melee Dodge |
| $(Dex+Per) \div 2$ | <input type="text"/> | Proj. Dodge |
| $Str+Det+Con$ | <input type="text"/> | Wound Points |
| $[(Int-5)+(Dex-5)+(Per-5)] \div 3$ | <input type="text"/> | Skill Bonus |

Combat Skills

| | |
|-------------------|-------|
| Brawling | _____ |
| Melee | _____ |
| Bows/Crossbows | _____ |
| Thrown Weapons | _____ |
| Pistols | _____ |
| Rifles | _____ |
| Automatic Weapons | _____ |
| Heavy Weapons | _____ |

Knowledge Skills

| | |
|---------------------|-------|
| Language | _____ |
| Science | _____ |
| Writing | _____ |
| Medicine | _____ |
| Survival | _____ |
| Art | _____ |
| Corporate Knowledge | _____ |
| History | _____ |

Weapon

Class

Range

Options

Armor

Block

Location

Equipment

Notes

Technical Skills

| | |
|--------------------|-------|
| Mechanical Repair | _____ |
| Electrical Repair | _____ |
| Design | _____ |
| Jerry Rig | _____ |
| Computer Operation | _____ |
| Construction | _____ |

Urban Skills

| | |
|-----------------------|-------|
| Streetwise | _____ |
| Subterfuge | _____ |
| Vehicle Operation | _____ |
| Hustle | _____ |
| Information Gathering | _____ |

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RESIST



MOTHER