

MARP: Modern Adventure Role Playing

This is a fan created role playing supplement for High Adventure Role Playing (HARP) by Iron Crown Enterprise. This supplement takes HARP from fantasy to modern era. The material here has taken much impression from numerous role playing games and systems, especially from other ICE games and official supplements such as Black Ops, Pulp Adventures and Spacemaster.

If you have any feedback about this supplement you can [send me email](#), but lets begin.

PROFESSIONS

Professions are not the careers or actual jobs the character has, instead they describe the progression and lifestyle of the character. There are no magic related professions in MARP and all magic related has been removed but as HARP is as flexible as it can be taking magic back to game is not a challenge. Back to business, here are seven professions of MARP.

ARTIST

Artists are people of creativity. They are rock-stars, painters, novelists and performers to name but a few. They are the most skilled in artistic skills and public speaking; they have no panic in front of any audience. Artists can be anything between deceptive con artists and cunning politicians. The one thing that matters is to have influence in.

FAVORED CATEGORIES:

Artistic: 6	General: 3
Combat: 2	Physical: 2
Influence: 5	Subterfuge: 2

KEY STATS: Reasoning, Insight, & Presence.

PROFESSIONAL ABILITIES: All Artists gain the special Artist Focus: Beginning at first level, and then every fifth level (5th, 10th, etc), Artists gain a +10 to any one Artistic or Influence skill of their choice. No skill may have greater than a +30 bonus from this ability. All Artists also have the Enhanced Senses and Artistic Talents.

CRIMINAL

A Criminal is a master of subterfuge and deception. Skilled in the arts of larceny, the Criminal makes relieving a multi-millionaire of his safe a simple task. Found in every corner of the world, Criminals are drawn to areas of commerce, but are quick to join in tasks and jobs to show

what they really are. Criminals are everything between burglars and hackers.

FAVORED CATEGORIES:

Athletic: 3	Influence: 2
Combat: 2	General: 3
Subterfuge: 8	Physical: 2

KEY STATS: Insight, Strength, & Agility.

PROFESSIONAL ABILITIES: All Criminals gain the special Criminal Focus: Beginning at first level, and then every fifth level (5th, 10th, etc), Criminals gain a +10 to any one Subterfuge skill of their choice. No skill may have greater than a +30 bonus from this ability. In addition Criminals gain the Subtle Talent.

EVERYMAN

Often regarded as a jack-of-all-trades, the Everyman is one of the most versatile characters of all. Everyman is generally skilled in completing tasks that no other dares a damn to complete, as tasks of everyday life. Everything to an Everyman is considered a challenge. Everyman can be anything between by passers and a spy.

FAVORED CATEGORIES:

Athletic: 3	General: 4
Combat: 3	Physical: 3
Subterfuge: 2	Outdoor: 3
Technical: 2	

KEY STATS: Insight, Strength, & Agility.

PROFESSIONAL ABILITIES: Everyman gain a special Everyman Focus: Beginning at first level, and then every third level thereafter (3rd, 6th, etc), Everyman gain a +5 bonus to any one skill from their Favoured Categories. No skill may have greater than a +25 bonus from this ability.

OUTDOORSMAN

At home in the wilderness, the Outdoorsman is a friend of nature. Many Outdoorsmen accept the role of wardens, guarding those who live in or travel through the hinterlands. Outdoorsmen have the skills necessary to survive indefinitely in the wild, and – in their element – can even move undetected. Although the nature is where they normally live, the urban surroundings are not unheard of to them. Outdoorsmen are anything from game wardens to special force commanders.

FAVORED CATEGORIES:

Athletic: 2	Subterfuge: 3
Combat: 4	Physical: 2
General: 3	Outdoor: 6

KEY STATS: Insight, Strength, & Agility.

PROFESSIONAL ABILITIES: All Outdoorsmen gains the Outdoorsman talent and the special

Outdoorsman Focus: Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Outdoorsman gain a +10 bonus to any one Outdoor skill of their choice. No skill may have greater than a +30 bonus from this ability.

ACADEMIC

Academics are people who seek the truth of the universe, that's what the science is all about. Academics are the creators of new world and technology, they seek to help mankind, or destroy it. Academics can be anything from teachers to doctors or scientists.

FAVORED CATEGORIES:

General: 4 Science: 8
Influence: 3 Physical: 3
Technical: 2

KEY STATS: Reasoning & Insight.

PROFESSIONAL ABILITIES: All Academics gain the special Academic Focus: Beginning at first level, and then every seventh level (7th, 14th, etc), Academic gain a +10 to any one Science skill of their choice. No skill may have greater than a +30 bonus from this ability. All Academics also have the Educated, Scholar and Physick Talents.

SOLDIER

The Soldier is a modern fighter. He is specialized in using developing combat skills. Soldier can be force recon, hitman, bodyguard, a normal cop, you name it. They can be found anywhere between underground activity and narrow way of law, and they judge themselves, what's justice and what's not.

FAVORED CATEGORIES:

Athletic: 2 General: 2
Combat: 8 Physical: 6
Outdoor: 2

KEY STATS: Strength, Agility,
Constitution & Quickness.

PROFESSIONAL ABILITIES: All Soldiers gain the Snapshot and Lightning Reflexes Talents. In addition they gain the special Soldier Focus: Beginning at first level and then every fifth level thereafter (5th, 10th, etc), Soldier gain a +10 bonus to any Weapon Skill or Combat Style of their choice. No skill can have more than a +30 bonus from this ability.

TECHNICIAN

Technicians are repairmen, engineers and city builders. There seems to be nothing that Technician couldn't repair or invent; they simple are the master of machinery and current

technology. Technicians can be anything from blue collar workers to inventors or machinists.

FAVORED CATEGORIES:

Athletic: 3 General: 3
Combat: 2 Physical: 4
Technical: 6 Science: 2

KEY STATS: Reasoning, Insight, & Agility.

PROFESSIONAL ABILITIES: All Technicians gain the special Technician Focus: Beginning at first level, and then every fifth level (5th, 10th, etc), Technician gain a +10 to any one Technical skill of their choice. No skill may have greater than a +30 bonus from this ability. All Technicians also have the Gearhead Talent.

RACE AND CULTURES

RACE: Modern Man

The most common race in MARP is human, called modern man. His average lifespan is around 80 years, although some individuals have exceeded the age of 100 years.

Modern man is very flexible and thus may divide 8 points to his stats to be his racial stat bonuses, no stat may have greater than +3 and lesser than +0. Modern man also has racial Endurance bonus of +30 and a +15 racial bonus in Resistance (stamina) and Resistance (will) skills.

Modern men also have following special abilities:

- Profession Adaptability
- Bonus Skill Ranks
- Skill Specialization

RACE: Android

Androids are humanoid robots and can be used as race in sci-fi games. Although androids doesn't have mind like humans does and they have artificial intelligent they are not stupid. In the manner of fact most of the humans are more stupid than any android. Androids have average operational lifespan of 200 years but it can vary according to android's purpose.

Androids have no racial stat bonuses and the one of the most important aspect why androids differ from humans is that they have no Self-Discipline stat. All androids have SD stat score of 0 but they won't suffer penalties due to low stat and if SD bonus is required in some maneuvers or skills it's always +0. At beginning all androids must create their stats using the option #2 or #3. Because androids doesn't have to set any of their points to SD stat all other stat will be slightly

greater than average humans have. All androids have +30 racial bonus in Resistance (stamina) skill.

Androids also have following special abilities:

- Profession Adaptability
- Android Body: All androids are built from durable material and they will have natural armor and very high endurance bonuses. According to construction section rules normal android body is CAV 5 and thus they will have natural armor DB of +50 and endurance skill bonus of +150. In addition all androids have ranks in their endurance skill according to their body mass: 1 rank per each portion of 50kg.

Despite of CAV body attack against androids will be resolved normally as for any other living being instead of construction and all other special rules for CAV armors are ignored.

- Artificial Intelligent: All androids have artificial intelligent and handling computers are for them the same as breathing air for humans. Thus all androids have +15 bonus to any computer related skill maneuvers.

Here are listed few special rules for android character:

- Androids will always pass Will resistance that deals with mental manipulation because of their high lie perception ability and lack of mind. Still androids can be cheated as any other living being. Mental spells won't affect on androids.
- Androids are built for specific reason and all data about it is written in their databases. Instead of selecting culture all androids may divide 20 ranks to any skills that would encompass their needs. The maximum is 3 ranks per skill. Androids also have two starting languages.
- Androids may not develop any spell, chi or supernatural skills. Also they are restricted not to purchase any mental or chi talents.
- Androids may not develop endurance skill. They will have fixed number of ranks in the skill according to their mass and that can't be altered after they are built.
- Androids have nano-bots that will repair any and all damages on androids automatically at the same rate as other living beings will heal naturally. Androids may not be healed by spells but they can be repaired using any proper engineering or technology skill.
- Android's AI is portable; it can be sifted from his body to another android body that has no AI. In new body, however android doesn't have any experience, ranks and

talents he had in his former body. Android may still train himself in new body and earn experience points and levels. If android sifts back to his former body he will have all his experience, ranks and talent back he achieved using the body.

Otherwise androids are the same as any other race. They may purchase ranks, talents, increase stats and any other options. Talents and stat increases are called "inner upgrades".

CULTURES

In modern world there are very few cultures, but there are many starting backgrounds. Character must select is he from Industrial or Third World countries, is he from Urban or Rural society and what is character's basic education level, is he High, Medium or Low educated?

SKILLS	Industrial Urban: High	Industrial Urban: Medium	Industrial Urban: Low	Third World Urban: High	Third World Urban: Medium	Third World Urban: Low	Third World Rural: Medium	Third World Rural: Low
	Animal Handling							1
Appraisal	2			1				
Climbing		1	1		1	1	1	1
Crafts †		1	1	1	2	3	3	3
Endurance	1	2	2	1	2	2	2	1
Healing	2	1	1	2	1	1	1	1
Horticulture							2	2
Jumping	1	1	1	1	1	1	1	1
Linguistics †	3	2	1	2	1	1		
Mundane Lore †	3	2	2	2	2	1	1	
Mundane Lore †	2	2		2	1			
Navigation							1	1
Perception	1	2	2	2	2	2	1	1
Riding †						1	1	1
Stalking & Hiding	1	1	2	1	2	2	1	1
Streetwise			3		1	2		
Swimming	1	1	1	1	1	1	1	1
Tracking							2	3
Trading	2	1		2				
Vehicle †	1	1	1	1	1			
Weapon Skill †		2	2	1	2	2	1	1

(† A skill that may be learned multiple times for a different specialization each time it is learned)

SKILLS

When campaign changes from fantasy to modern there must be made few changes in skills and categories as well.

Science and Technology categories are added when Concentration and Mystical Art categories are removed. Also new skills are added and presented here along with all skills that fit in modern era campaigns.

Artistic

Acting	Pr/In	All-or-Nothing
Dancing	Ag/Pr	All-or-Nothing
Mimicry	Pr/SD	All-or-Nothing
Play Instrument †	Pr/Ag	All-or-Nothing
Singing	Pr/In	All-or-Nothing
Storytelling	Pr/In	All-or-Nothing

Athletics

Acrobatics/Tumbling	Ag/SD	All-or-Nothing
Climbing	Ag/St	All-or-Nothing
Contortions	Ag/SD	All-or-Nothing
Flying/Gliding	Ag/SD	All-or-Nothing

Combat

Brawling	St/Ag	Combat
Combat Styles †	**/**	Varies
Martial Art Strikes	St/Ag	Combat
Martial Art Styles †	SD/**	Combat
Martial Art Sweeps	St/Ag	Combat
Weapon Skill †	St/Ag	Combat

General

Appraisal	Re/In	All-or-Nothing
Crafts †	Re/Ag	All-or-Nothing
Computer Using	In/Re	All-or-Nothing
Healing	Re/In	All-or-Nothing
Linguistics †	Re/In	Special
Mundane Lore †	Re/Re	Varies
Perception	In/SD	Percentage
Profession †	In/Re	Special
Resistance: Stamina	Co/Co	Special
Resistance: Will	SD/SD	Special
Signalling	Re/In	All-or-Nothing
Vehicles †	Ag/Ag	All-or-Nothing

Influence

Duping	Pr/In	RR
Public Speaking	Pr/In	All-or-Nothing
Trading	Pr/In	Percentage

Outdoor

Animal Handling †	Pr/In	All-or-Nothing
Beast Mastery	In/Pr	All-or-Nothing
Foraging/survival †	In/Re	All-or-Nothing
Horticulture	Re/In	All-or-Nothing
Navigation	Re/In	All-or-Nothing
Riding †	Ag/SD	All-or-Nothing
Sailing	Ag/Re	All-or-Nothing
Tracking	SD/In	All-or-Nothing

Physical

Armor	St/Ag	Special
Endurance	Co/SD	Special
Jumping	St/Ag	All-or-Nothing
Swimming	St/Ag	All-or-Nothing

Science

Academic Lore †	Re/Re	Varies
Medical †	Re/In	All-or-Nothing
Research	In/Re	All-or-Nothing
Scientific †	In/Re	All-or-Nothing

Subterfuge

Ambush	SD/Ag	All-or-Nothing
Demolitions	In/SD	All-or-Nothing
Dirty Fighting	Ag/In	All-or-Nothing
Disguise	Pr/SD	All-or-Nothing
Electronic Warfare	In/Re	All-or-Nothing
Forgery	In/Ag	All-or-Nothing
Hacking	In/Re	All-or-Nothing
Locks & Traps	In/Ag	All-or-Nothing
Pick Pockets	Ag/Qu	All-or-Nothing
Stalking & Hiding	SD/Ag	All-or-Nothing
Poisoning	In/SD	All-or-Nothing
Sniping	SD/Ag	All-or-Nothing
Streetwise	Pr/In	All-or-Nothing
Trickery	Pr/SD	RR

Technical

Engineering †	In/Re	All-or-Nothing
Mechanics	Re/In	All-or-Nothing
Technology †	Re/Ag	All-or-Nothing

COMBAT: Weapon Skill

These skills encompass proficiency in using weapons to defend oneself and to defeating others. Character must select one main weapon from category when developing it. All other weapons in the category have a -10 OB penalty. Special talent may be purchased to ignore the penalty for an additional weapon. See HARP rulebook for more information.

1-Handed Edged:

Axes
Long Blades
Short Blades
Thrusting Blades

Pole Arms:

Pole Arms

Thrown:

Pole Arms Thrown
Thrown Blades
Thrown Projectiles

2-Handed:

Great Blades
Great Chain
Long Spikes
Staves

1-Handed Concussion:

Chain Plus
Clubs

Missile:

Bows
Crossbows
Slings

Firearms:

Gunner
Hv. Machine Guns
Hv. Troop Weapon
Lt. Machine Guns
Muzzle Loaders
Rifles
Small Arms
Support Weapons

COMBAT: Combat Styles

Combat Styles are special combat abilities and actions to for advanced combatists.

Combat Pilot: Vehicle's main operative may use this combat to boost combat abilities. Each combat round character may use this skill in bonus column and received bonus (ignore negative scores) may be divide between vehicle's DB and OB. When bonus is set in OB it will apply to all attacks. This combat style must be learned separately for each type of vehicle. [In/Ag]

Gun-Fu: Character is not restricted in using firearms in melee combat and receives only a -50 OB penalty (instead of -100) and he will receive the point blank bonus normally. Character using this style may use his firearm OB to parry other's attacks when in melee range with them. Opponents may not use "disturb ranged weapon attacks in melee" maneuvers against gun-fu stylists. [Ag/In]

GENERAL: Crafts

Craft skills are used to create and/or repair items. The only limit in this skill is imagination and need for equipment.

Rope Master: The Rope Mastery skill encompasses knot recognition, knot-tying, braiding, and splicing ropes, or throwing a rope or other flexible line (throwing a lasso). This skill may also be used for performing maneuvers not covered by other skills (acrobatics/tumbling, climbing, etc.) when suspended from a rope or similar flexible line.

GENERAL: Healing

In addition to normal rules for healing skill in HARP rules this skill can be used to stabilize deadly wounds made by firearm attacks.

GENERAL: Computer Using

Ranks in this skill describe proficiency in using computer soft- and hardware. This skill can also be used to find some information via computer and may be used to receive a bonus to hacking maneuvers by rolling this skill on bonus column. The bonus or penalty is added to next hacking maneuver.

GENERAL: Mundane Lore

From basic knowledge to good-to-know information. Mundane Lore skills are Jack-of-all-trade's favourites.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Popular Culture: Popular music and personalities, genre films and books, urban

legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.

Fauna Lore: Animals, insects and such.

Flora Lore: Plants and herbs.

Lock Lore: Locks from padlocks to safes.

Health Care: One must know how to keep oneself in good health, fit and shape.

Heraldry: Anything from crest symbols and seals to military markings.

Law Enforcement: Local laws and police force knowledge.

GENERAL: Profession

This skill is used to perform real profession requirements, everything that's left out of other skills; paper works, serving other people, knowing how-to-manage situations involving customers etc. This skill also encompasses success in career. Each career related Training Package will have this skill.

GENERAL: Vehicles

This skill is for handling vehicles and maneuvering stuns and such.

AFVs: Armoured Fighting Vehicles, tanks for short. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Airplanes: Airplanes from jumbo jets to personal planes. To develop this skill freely player must have GMs permission. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Bikes: Motorcycles, bikes, this skill covers each two or three wheeled vehicle.

Cars: From cars to trucks and tractors.

Choppers: From personnel choppers to army-grade choppers. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

SCIENCE: Academic Lore

Depth in information and knowledge is reached when Academic lore comes around. These skills are used to research and develop societies and cultures.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Business: Business procedures, investment strategies, and corporate structures.

Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, forensics, practice, and experience.

SCIENCE: Medical

Doctors have promised to do all they can to help and aid their patients. These skills come in handy when filling the promise.

Diagnosis: Character can use diagnosis to discover diseases and poisons from his patient. Diagnosis includes autopsy knowledge. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Pharmaceuticals: This skill describes knowledge in pharmaceutical and drug area. Using this skill character can boost effect of any medical drug. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Surgery: This skill encompasses every medical operations, surgery and autopsy operations. This skill can save people from certain death! Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

SCIENCE: Research

Using Research skill character can use the knowledge he knows and create new scientific theories, fill or reinvent old ones or even receive new scientific breakthroughs.

SCIENCE: Scientific

The meaning of science is to reveal truth and help mankind. Scientifics include everything that academic lore doesn't include. Scientific is more experiment and practise directed science.

Behavioural Sciences: Psychology, sociology, and criminology.

Earth Sciences: Biology, botany, geology, and palaeontology.

Life Science: Medical Science, and genetics.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

SUBTERFUGE: Demolitions

This skill can be used to master explosives. To either disarm or arm them. The better succeed in this skill encompasses quicker time and/or more powerful demolition.

SUBTERFUGE: Electronic Warfare

Modern war is nothing without electronic warfare, spying communications, hacking others' systems and proofing own systems. Electronic warfare maneuvers usually require computer of some kind.

SUBTERFUGE: Forgery

This skill can be used to forgery items such as money and sculptures for example. The better succeed in the skill, the harder time noticing fake ness.

SUBTERFUGE: Hacking

Breaking security systems, breaking in banks without being there, stealing classified information without initial danger, welcome to hacking. Hacking skill encompasses proficiency in breaking into other computer and ability to do really nasty things bare handed.

TECHNICAL: Engineering

Designing and improving. Character must select main proficiency from category when developing it. Other than main proficiency will have a special penalty of -10 when used.

Chemical: Synthetic materials and alloys.

Cybernetics: Robotic parts and cybernetics.

Electronics: Electronic systems.

Environmental: Environments and outdoor.

Mechanical: Mechanical equipment and moving parts.

Power System: Power plants and generators.

Security: Everything against criminal activity.

Weapon: Creating and designing weapons.

Urban: From civil engineering to city design.

TECHNICAL: Mechanics

Basic knowledge in mechanics. This skill also encompasses gimmickry skill, ability to create totally new, using only vinyl tape and imagination.

TECHNICAL: Technical

Repairing and maintaining machines and equipment. Character must select main proficiency from category when developing it. Other than main proficiency will have a special penalty of -10 when used.

Cybernetics: Robotic parts and cybernetics.

Electronics: Electronic systems.

Mechanical: Mechanical equipment and moving parts.

Power System: Power plants and generators.

Weapon: Repairing and maintaining weapons.

Urban: From sewage pipes to building new buildings and roadways.

TALENTS AND STARTING OPTIONS

Talents give special boost to characters. Talents are special abilities and gifts. Below is a list of talent that will fit in modern era campaign. Few new talents are presented and described here.

Cost	Talent
10	Accelerated Healing
20	Additional Profession
20	Ambidexterity
15	Animal Affinity
10	Artistic
25	Assassin Ability
15	Athletic
15	Blazing Speed
10	Cautious
20	Chi Defence
20	Combat Awareness
30	Combat Pilot
15	Computer Wizard
15	Deceptive
25	Dense Musculature
15	Educated
10	Endurance
30	Enhanced Scent
10	Enhanced Senses
10	Extremely Nimble
15	Financial Wizard
20	Far Shot
20	Gearhead
30	Great Arm
40	Greater Resistance (Stamina)
40	Greater Resistance (Will)
15	Guide
40	Hammerhands
30	Instinctive Defence
20	Intuition
20	Lesser Resistance (Stamina)
20	Lesser Resistance (Will)
10	Lightning Reflexes
20	Martial Artist
15	Master Craftsman
10	Meticulous
30	Missile Deflection
5	Multiple Weapon Proficiency
15	Neutral Odor
25	Night Vision

20	Outdoorsman
10	Physick
20	Quickdraw
20	Quiet Stride
15	Reduce Sleep Requirement
10	Scholar
10	Shield Training
10	Skill Specialization
10	Snapshot
10	Speed Loader
20	Subtle
25	Sureshot
25	Swashbuckler
15	Toughness
10	Vehicle Expert
25	Wall Runner

ANIMAL AFFINITY [15]

The character has unique abilities in handling all sorts of animals. Character receives a special +15 bonus to any animal related skills and maneuvers.

ASSASSIN ABILITY [25]

The character receives a bonus of +10 to Ambush, Sniping and Poisoning skills. Character is now able to use the Sniping skill from the range of four Range Increments instead of two.

CAUTIOUS [10]

Character has learned to be extra-careful when handling devices such as bombs and locks. This doesn't mean he is slow in disabling devices, instead by removing the fear of inaccuracy he receives a bonus of +10 to Demolition and Locks & Traps skill.

CHI DEFENCE [20]

The character has great inner chi power that helps him to realize everything around him subconsciously when he is in combat situation. He receives a special bonus to his DB. Using the same progression rate as normal skills, the character gains a bonus equivalent to 1 rank for each of his level. This ability can only be used against close combat attacks and only when he is performing martial arts, that means he can't use any weapons, unless they belong to his martial art kata style. In addition he can't have encumbrance penalties or wear any armor that has greater than +20 base DB bonus.

COMBAT PILOT [30]

Character using vehicle dodge combat action will receive DB bonus of +1 per each

allocated +2 bonus from his vehicle skill, instead of normal rules.

COMPUTER WIZARD [15]

The character has specialized in using computers and knows everything of their ins and outs. Although the character is described as a nerd in majority he is much more. He receives a +10 bonus to Computer using, Electronic Warfare and Hacking skills. Character knows programming languages as his own mother tongue.

DECEPTIVE [15]

Because of your unique presence you receive a special bonus of +15 to your Duping and Disguise skills.

EDUCATED [15]

Character has high-education and quick brain working. Character receives a special bonus of +10 to his Academic Lore, Scientific and Research skills.

ENDURANCE [10]

Character has unnatural stamina. Character may double his constitution bonus when determining how long he will be able to run, thus character becomes exhausted slower. In addition character receives a special +10 bonus to his Swimming skill.

FAR SHOT [20]

The character has eyes of hawk and can make more precise shots further than normal ranges. All range increments are increased by 20' for firearms.

FINANCIAL WIZARD [15]

You have sixth sense of finance. You can sense the best option where to posit your money when you're making business. You receive a special bonus of +15 to Appraisal and Trading skills.

GEARHEAD [20]

Character has unique ability in handling and repairing machines and equipment. He receives a special +10 bonus to Mechanics and Technology skills and time requirement for repair is halved.

GUIDE [15]

The character has a unique geographical direction sense that he can't be lost while in outdoor. He receives a +15 bonus to Navigation and Foraging/Survival skills.

MARTIAL ARTIST [20]

Character is able to do Medium Martial Art attacks instead of Smalls. Character may also perform multiply strikes when using Martial Art attacks; by taking a modifier of -20 to all attacks he may attack twice and by taking a modification of -10 he may attack different enemy. These modifications are reduced by 5 for every 5 levels of the character.

METICULOUS [10]

Character has mastered the art of making fake items, the forgery. There is no such a thing the character couldn't fake. He receives a +15 bonus to Forgery skill.

QUICKDRAW [20]

Character can draw any small item such as pistol or a knife as a free action and suffers no initiative penalty from drawing items. Character may draw up to two items per round, one item per hand.

SNAPSHOT [10]

The character has improved ability to make quick firearm attacks. When the character doesn't use aiming or aimed burst combat actions he only receives a -10 OB instead of the -20, but he still suffers the other penalties.

VEHICLE EXPERT [10]

Character is an expert in handling all sorts of vehicles he has developed. He received a special bonus of +10 to all Vehicle skills.

WALL RUNNER [25]

Character using Wall Hiking combat action may use up to 5x BMR if he runs wall horizontally and up to 4x BMR if he runs wall vertically. This talent is only available in cinematic games.

SPECIAL STARTING OPTIONS

During character creation only, the player may also spend the character's Development Points on the acquisition of certain special starting options listed and described below:

Cost	Option
5	Bonus Item I
10	Fluent
5	Home
10	Vehicle
15	Wealth (minor)
30	Wealth (major)
50	Wealth (greater)

BONUS ITEM I [5]

The character has an item with a quality bonus of +5. This bonus applies to any skill or actions suited to the operation of the item. Bonus items' base cost may not be very high, and therefore the bonus item may not be a car for example.

FLUENT [10]

The character is fluent with many languages and may divide extra 10 ranks to any linguistics skills.

HOME [5]

At beginning of the game the character has a home. This can be anything from mortgage home or very-own palace according to character's starting wealth. GMs permission should be required to determine the home.

VEHICLE [10]

At the beginning character has a vehicle of chosen type. Player should be able to choose any type of vehicle but some vehicles (airplane, luxury sport car or a tank!) may require GMs permission.

WEALTH (MINOR) [15]

The character has achieved little bit extra wealth and he may have some source where he could get some more. When determining the starting wealth he receives an additional 20 ranks to his highest profession ranks.

WEALTH (MAJOR) [30]

The character is rich. He's incomings are above average wealth level. When determining the starting wealth he receives an additional 100 ranks to his highest profession ranks.

WEALTH (GREATER) [50]

The character is a millionaire. When determining the starting wealth he receives an additional 500 ranks to his highest profession ranks. The starting wealth is only the money he has left to his pocket's bottom as cash!

STARTING WEALTH

To determine the starting money each character may select any (and only) one profession skill or other appropriate skill (for example Streetwise for underworld member, but other than profession skills require GMs approval) that he will use. Each character will begin with 500\$ per ranks in the chosen skill plus d100\$.

COMBAT RULES

MARP combat rules concentrates in ranged attacks and attacks against vehicles and constructions. MARP also has eight new critical tables. Each critical table is created in Hack & Slash style. New critical tables are listed below:

- Firearms
- Firearms against Large
- Firearms against Huge
- Demolitions
- Vehicle/Crash
- Energy Weapons
- Energy Weapons against Large
- Energy Weapons against Huge

Combat rules for energy weapons are one and the same with firearms although rules only mention firearms.

FIREARM ATTACKS

Making a firearm attack is resolved as any other attack actions in HARP. Attack roll is rolled adding attacker's OB and subtracting targets DB. If the final attack score is more than zero the attack is a successful hit and damage is applied from firearm critical table according to the result.

All normal firearm attacks presume that the attack is single shot attack but many other forms of firearm attacks may be performed and they are presented in combat actions.

Special note: Unless character will use aiming combat actions his firearm attacks will always have the -20 penalty of not aiming. Also all range penalties are doubled if the firearm attack is considered not aimed.

GRENADE ATTACKS

To make a grenade attack character must roll normal attack roll using grenade thrown skill or his agility bonus twice and applying range penalties. Look the result from percentage column of maneuver table.

At the same time GM should roll d100 and see what direction and how far does the grenade land of the target. Tens will tell the direction (see HARP rulebook p.73) and ones will tell how many feet grenade missed. This distance will be altered by the grenade attack roll. Per each 10 points of success above the result 100, grenade lands 1' closer to target. Per each 10 points of failure below the result 100, grenade lands 10' further from the target. After grenade is armed it will explode in the third round, thus character has one round time to scout area and one round time to throw it. If target is moving then subtract any DB from attack roll he would get from moving.

Rocket launcher and other similar attacks will be resolved in the same way but attacking character must use more appropriate skill.

Damage: After determining grenade's position, grenade damage is rolled as normal attack roll but the only OB bonus or penalty is the distance between grenade and target (see Blast Radius below). Armors and hard covers will only give DB against grenade attacks. If the final attack score is more than zero a hit has occurred and damage is applied from Demolition Critical table normally.

Special note: Against Large or Huge opponents demolition attacks does the same damage as for medium sized because it's presumed that large and huge creatures have more size where shrapnel may hit in. Thus use normal demolition critical table against Large and Huge opponents.

Blast Radius:

Range	Tiny	Small	Medium	Large	Huge
0'	+80	+100	+150	+200	+300
5'	+60	+80	+130	+180	+280
10'	+40	+60	+110	+160	+260
15'	+20	+40	+90	+140	+240
20'	+0	+20	+70	+120	+220
25'	-20	+0	+50	+100	+200

Per each 5' above 25': -10

WEAPONS VS ARMORS

In each era when new weapons are invented new armors are also invented to protect from the weapon and thus in each era armors and weapons should be equally advanced. But what if a high technology weapon is used against primitive leather armor or vice versa?

In MARP each weapon and armor has a new statistic. When dealing with weapons it's called Piercing Value (PV) and in armors it's Armor Value (AV). Both values depend on what technology was used to create them. In HARP each weapon and armor is considered to have value of 1. Here are few examples of both, PVs and AVs:

PV Era/Weapon

- 1 Medieval weapons/Unarmed fighting
- 2 Muskets/High quality medieval weapon
- 3 Modern firearms
- 4 Energy Weapons/Futuristic weapons

AV Era/Armor

- 1 Medieval armors/Unarmored
- 2 Modern armors
- 3 Kinetic armors/Cyberpunk armors
- 4 Combat armors/Futuristic armors

To use PV and AV rules you must compare both values on each other:

- If PV is greater than AV the critical score will be increased by 5 per each PV point above AV.
- If AV is greater than PV the critical score will be reduced by 5 per each PV point above AV.
- If PV and AV are equal no changes are made.

Special note: By critical score I mean the number range given under the letter of the critical. For example N critical score is 61-65. Always start modifying critical from the low end of the range (in the example this is 61).

RANGE INCREMENTS

Range increment rules for firearms differ slightly from HARP rules and it was changed because original rules were difficult to use with firearms. Below is the new RI scale for range penalties, otherwise RI rules are the same as in HARP.

(PB)	+10	(point blank, half the RI: 0)
(RI: 0)	+0	(close range, half the RI: 1)
(RI: 1)	-10	(first whole RI)
(RI: 2)	-20	
(RI: 3)	-30	
(RI: 4)	-40	
(RI: 5)	-50	
(RI: 6)	-60	
(RI: 7)	-70	
(RI: 8)	-80	
(RI: 9)	-90	
(RI: 10)	-100	

COVER DEFENCE BONUSES

Characters using cover bonuses may attack without any special penalties and may use any appropriate combat actions. Shooting behind full covers usually include moving, stepping out from cover to fire and back to cover. Below is cover defence bonuses that can also be found in HARP:

Half "Soft" Cover +20
Full "Soft" Cover +40
Half "Hard" Cover +50
Full "Hard" Cover +100

EQUIPMENT: Weapons

Below is list of modern firearms, demolitions and futuristic energy weapons. Each weapon has following statistics: **DMG Size** = Damage Size; **ROF** = Rate of Fire, how much ammo may be fired in attack. Weapons marked with * may only be fired once per round; **PV** = Piercing Value; **RI** = Range Increment; **F#** = Fumble range.

Weapon	DMG Size	ROF	PV	RI	F#
Assault Rifle	Medium	15	3	100'	4
Sniping Rifle	Large	2	3	120'	4
Heavy Rifle	Huge	1*	3	120'	4
Heavy Pistol	Medium	2	3	40'	3
Medium Pistol	Small	2	3	40'	3
Light Pistol	Tiny	2	3	40'	3
Submachine Guns	Small	10	3	80'	4
Lt. Machine Gun	Medium	15	3	150'	5
Hv. Machine Gun	Large	15	3	150'	5
Shotgun	special	1*	3	50'	4
Hand Grenade	Small	-	2	10'	5
66mm HEAT	Medium	1*	10	200'	4
140mm RAW HE	Medium	1*	4	25'	5
Energy Pistol	Small	2	4	50'	4
Energy Assault	Medium	15	4	110'	5
Energy Sniping	Large	1*	4	130'	5

EQUIPMENT: Special rounds and Accessories

Characters may select to use special rounds instead of normal firearm rounds. Also he may use weapon accessories to improve his attack abilities. Few special rounds and weapon accessories are described below:

Armor Piercing: These rounds will act like normal bullets but has better piercing capabilities. Using these rounds attacker may reduce opponent's armor value (AV) by one (to minimum of 1).

Shotgun Shots: These are "normal" shotgun ammunition or at least the most common. Using these rounds will give a +20 OB bonus when they are shot up to RI: 1 range. Beyond the RI: 1 all range penalties are doubled per each RI beyond the RI: 1.

Also damage size of the attack will depend on how close the attacker is from his target:

- PB – Huge
- RI: 0 – Large
- RI: 1 – Medium
- RI: 2 – Small

Beyond RI: 2 the damage size is Tiny.

Shotgun shots have very low piercing capabilities and thus any armor DB may be doubled when calculating defence bonus against shotgun shots.

Slugs: Attacker may use slug rounds instead of normal shotgun shots. Slug rounds don't receive a +20 OB bonus from up to RI: 1 range but armors don't double their DB against slugs. Also Damage size is fixed to large size and it won't change according to range.

Laser-sight Unit: Laser-sight unit is used to shoot a red laser dot to the target to improve the aim. This accessory will give a +5 OB bonus but is only usable in darkened conditions.

Silencer: Silencer will lower the sound volume of firearm attack. This accessory is not usable with revolvers or other similar weapons. Using this accessory give a -10 OB as the silencer slows the bullet slightly.

EQUIPMENT: Armors

Below is list of modern and futuristic armors. Each weapon has following statistics: **DB** = Base Defence Bonus; **MaxMP** = Maximum Maneuver Penalty (if armor is unfitted double this penalty); **MinMP** = Minimum Penalty (if armor is unfitted double this penalty); **AV** = Armor Value; **IV** = Increment Value.

Armor	DB	MaxMP	MinMP	AV	IV
Kevlar Lt.	20	10	0	2	5
Kevlar Md.	30	25	0	2	5
Kevlar Hv.	50	60	10	2	5
Kinetic Lt.	40	20	0	3	5
Kinetic Md.	50	40	5	3	5
Kinetic Hv.	60	60	10	3	5
Futur. Lt.	50	40	10	4	5
Futur. Md.	70	80	15	4	5
Futur. Hv.	90	100	20	4	5

Armor Piece	DB	MaxMP	MinMP	AV	IV
Shirt	10	10	0	2	2
Jacket	15	15	3	2	2
Suit	10	15	3	2	2
Kin. Jacket	20	25	5	3	2
Light piece	2	2	0	2	.5
Med. piece	3	4	.5	2	.5
Heavy piece	4	6	1	2	.5

If character wishes layering armors he may do so, thus the DB and maneuver penalties will increase. DB of armors is simple added together. For maneuver penalties all armors become unfitted armors and penalties will be added together before armor skill is used to reduce moving maneuver penalty.

FUMBLES: The fact of cruel world

There fumbles are designed for firearms and energy weapons only. Any other fumbles should be handled using HARP rulebook.

Result

- 01-25 You drop your weapon while firing it! And guess what, you didn't hit.
- 26-50 Your weapon jams. Try using another weapon or fix it!
- 51-75 You drop your clip or ammunition from your weapon and even lost it! Searching will take a while because you're also stunned for 3 round.
- 76-00 You have just shot one of your own limbs! Way to go, roll d100 for the result.

VEHICLES AND CONSTRUCTIONS

Constructions are vehicles and buildings. Each construction has hit points equal to their material type bonus and their endurance ability. Note that constructions are not living beings (except androids), but their hit points are calculated as for any other living being. Material type bonus is from what material or technology was used to create them, this bonus represents racial endurance bonus for living beings. Also each construction has endurance ability (skill) that works the same way as for living beings except that each construction will have fixed amount of ranks in the ability (skill) and that can't be altered after construction is built. All other constructions except Androids have no stats or stat bonuses but if stats are required it's always presumed that the bonus is +0.

Type Bonus: Material type bonus for constructions is determined from Construction's Armor Value (CAV) which represents the AV of normal armors but it has one small difference explained later. To determine material type bonus simply multiply CAV by 30. Here are few examples of CAVs:

CAV	Era/Construction
1	Wooden Cart
2	Bike
3	Small Wooden Hut
4	Motorcycle
5	Android Body
6	Car/Truck/Van
7	Combat Android Body
8	Power Armor/Mecha
9	Modern Building
10	Tank
11	Bunker
12	Assault Spacecraft

Mass: Each construction has ranks in their endurance ability according to their mass. Per each portion of 50kg, construction has 1 rank in endurance ability. Endurance ability's total bonus is calculated the same way as normal endurance skill.

Example one: A car that weights 2000kg and has CAV of 6 will have Type bonus of 180 (CAV 6 x 30 = 180) and 40 ranks in endurance ability (2000kg / 50kg = 40). Car's total hits are his total endurance skill bonus of 270 (90 rank bonus + 180 Type bonus + 0 stats = 270).

Example two: A tank that weights 40'000kg and has CAV of 10 will have Type bonus of 300 (CAV 10 x 30 = 300) and 800 ranks in

endurance (40'000kg / 50kg = 800!!). Tank's total hits would be 1150. (850 rank bonus + 300 Type bonus + 0 stats = 1150).

Construction Armor Bonuses:

In addition to great amount of hit points each construction will also have great armor defensive bonus due to their core.

Each construction has armor bonus determined according to their Construction Armor Value. Simply just double construction's CAV and you have ranks in their armor ability. Calculate armor ability's total bonus normally and the total bonus will be construction's armor DB.

For example the tank above would have armor DB of 70 (CAV 10 x 2 = 20 ranks = +70 bonus) and car's armor DB would have been 54.

Construction Barriers:

These barriers are futuristic and only available in sci-fi game. Construction Barriers are force fields that will add an additional protective layer on constructions that gives extra DB. Barriers must be purchased and their cost will vary according to their effectiveness and size of the construction.

Construction Size:

All constructions have size like any other living being and in combat situations remember to use proper attack table if size would normally alter it.

CONSTRUCTIONS IN COMBAT:

Attacks against constructions:

To resolve any attack against vehicles or construction use normal attack tables to determine the damage but if a critical hit is delivered, instead of normal critical tables always use the vehicles critical table. Against buildings and other similar constructions only damage presented in criticals are delivered. Hit locations are also determined differently according to vehicles critical table.

Construction Armor Values (CAV):

CAVs will be compared to weapon's piercing value (PV) and will modify the critical delivered normally as explained in firearm combat section above. In addition per each point CAV is greater than PV an attack receives a -20 OB penalty. For example if PV 3 weapon is used to attack CAV 10 construction the critical score will be reduced by 35 in addition that there will be -140 OB penalty.

Special note: GM may rule that if CAV is equal or greater than PV by 5 (at least -100 OB) the attack will be completely ineffective against the construction.

Attacking personnel inside constructions:

Attacker may select to attack personnel inside construction and thus instead of damaging construction itself attack is rolled against personnel. It's presumed that missed or otherwise ineffective attacks against personnel will damage construction only slightly but no real damage is delivered. Personnel inside constructions will receive cover bonus and all other dodge and movement bonuses that vehicle received at the round attack was performed.

Damaging crew members:

When successful attack against construction occurred gamemaster should determine if there is a possibility that crew members could be injured due to attack. If there is a chance crew members will have the equal severity of appropriate critical. Explosive critical, for example which delivered result that vehicle is destroyed would deliver demolition critical to all it's crew members if the construction was a car but if the construction would be a tank crew member could survive unharmed.

COMBAT ACTIONS

Combat actions add the missing spice to any combat. All combat actions presented in HARP are allowed in MARP and below is new combat actions designed specially for firearm and vehicle combats. Due to speed of modern ranged weapons sudden dodge combat action may not be used against them, instead there is new take cover! combat action but it can't be used in vehicle combat.

If cinematic game is played rank requirements for scaled combat action should be halved. Thus 10 ranks would allow advanced combat action, 20 ranks expert and 30 legendary combat actions. Few combat actions will mention game characters; these are extras in cinematic game, weak or not important characters in the play.

* These combat actions are firearm attack actions and may be performed with any other combat actions that are not other firearm attack action.

† These combat actions are only available in cinematic games.

‡ These combat actions are re only available in cinematic games and may be used anytime with any other combat actions.

¥ These combat actions are for vehicle combat and are only usable when character is operating any vehicle.

BASIC: Aiming

This combat action is available for any firearm and it will double weapon's ROF value and cancel out the -20 OB penalty of not aiming. Also range penalties are not doubled when this combat action is used.

BASIC: Burst Fire *

This combat action is only usable with weapon that has rapid fire capabilities. To perform a burst fire attack, the attacker must have at least five rounds in the weapon. Attacker must choose how many rounds he will shoot in his burst up to weapon's ROF value; only one attack roll is made.

This combat action will increase weapon's damage size by one and attacker may add amount of rounds he fires in his burst to critical score. For example if character fires 10 rounds burst he may add 10 to his critical score. The drawback of burst fire is that the accuracy of the attack will suffer due to recoil.

Recoil Penalty: Recoil penalty is equal to 10 plus rounds in the burst. Attacker may use his strength bonus to reduce the recoil penalty to minimum of zero.

Range Penalty: Because of recoil, burst fire attacks will become very hard to hit to target if they are far away. Thus if range is beyond RI: 3, range penalties are doubled per each RI beyond the RI: 3.

This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

BASIC: Cinematic Disarming †

Character performing this combat action will replace his normal attack (but he may still parry) to disarming action. Character must roll on Resistance table using his Agility bonus plus ranks in his attack skill. The opponent must then resist the disarming attack using his whole attacking skill bonus. If opponent succeeds nothing happens but if he fails he has lost his weapon to disarming character's hand. Character who has achieved opponent's weapon may either throw it away in any direction he chooses or use it in following rounds. This combat action is only usable against game characters.

BASIC: Cinematic Disengage †

Character using this combat action receives a -50 OB penalty but he may perform either a tumbling or acrobatic maneuver such as somersault or back flip and attack the same time. No roll is required for acrobatic/tumbling

maneuver but the attack roll must be made. If character fumbles he fumbles normally and nothing happens but if the final result is any other than fumble he has moved his BMR distance to any direction except toward opponent. At the following round initiative must be rolled and if character performing this combat action wins he may use full move and be disengaged from combat or he may perform any other maneuver that he would not be able to do in close combat. If character won't win the initiative he is still engaged in combat.

BASIC: Cinematic Parry †

Character may use this combat action only against game characters. Per each portion of 10 ranks in his attack skill character may parry against one game character (16 ranks would allow him to parry against 3 opponents). Character must divide his parrying OB between each opponent he will parry. Character receives no special penalties or conditions when using this combat action and may attack normally using the remaining OB. This combat is part of an attack action and may be used with any other combat action.

BASIC: Cinematic Reflexes ‡

Character may use this combat action anytime although he would be using other combat actions. Using this combat action character may choose either to have +50 DB against one attack or +25 DB against all attacks in that round. This combat action is only usable against game characters.

BASIC: Combat Piloting ¥

This combat action is available when character is operating in any vehicle. Character may roll on bonus column and use bonus equal to his ranks in vehicle skill. Negative result may be ignored and positive result may be divided between vehicle's DB and OB. When bonus is set in OB this bonus will apply to all attacks. Note that there is a combat style with the same name. This combat action may be used by anyone but is less successful when compared to the combat style. This combat action is part of an attack and character may attack while using this combat action.

BASIC: Defensive Drive ¥

This combat action is available when character is operating in any vehicle. No attacks are allowed in the round this combat action was used. The benefit of this combat action is that vehicle's DB will be increased by 20 plus

any DB bonus received from combat pilot maneuver may be doubled.

BASIC: Evasion

A character may increase his Defence Bonus against one attack by moving rapidly. Character receives a +25 DB bonus if the attacker is using firearm and is at close range or +50 DB bonus if he's further than that. If the attacking opponent is using melee weapon or primitive ranged weapon such as bow the bonus is always +50 DB. Character using this combat action may perform his firearm attack normally without extra penalties but remember that using this combat action he may not use aiming combat action. This combat action may only be used against firearm attacks if attacker is further than point blank range.

BASIC: Full-Burst *

This combat action is similar to burst fire combat action but it focuses in shooting as much as weapon's magazine lasts. This combat action is only usable with weapon that has rapid fire capabilities. This is especially used with machine guns and other heavy weapons. Character using this combat action must have at least five rounds left and he may not move at all, character may select to lay down on ground and suspend his firearm recoil or if character has firm firearm support equipment such as tripod he may use it to perform this combat action. This combat action will take the whole round and characters using this combat action receive no Quickness DB. Attacker must choose how many rounds he will shoot in his burst up to weapon's ROF value; only one attack roll is made. The benefit of this combat action compared to burst fire is that recoil penalties and range penalties due to recoil may be ignored. In addition as with burst fire, damage size is increased by one and amount of rounds shoot in the burst may be added to critical score. Because this combat action requires staying still, evasion combat action may not be performed when using this combat action. This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

BASIC: Multiple Tapping *

This combat action can only be used with weapon that has capabilities in firing more than one time per combat round. Using this combat action gives a +5 OB bonus per each

ammo beyond the first, used in performing firearm attack. This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

BASIC: Peripheral Vision ‡

Character using this combat action may negate any and all position bonuses that his opponents would get against him. For example if foe is attacking from rear he would not receive the +20 bonus of attacking rear when the character is using this combat action. This combat action is only usable against game characters but may be used anytime and with any other combat actions. This combat action won't negate surprise bonuses.

BASIC: Suppression Fire *

Using random spread bursts to cover an area may confuse your enemy and force them behind covers. This Combat Action requires a lot of ammunition, minimum of 5 and must be located at specific range (up to RI: 1). All targets in the area must roll Will resistance, RR (100) or be forced to use take cover! Combat action. If a target passes the Will resistance he may elect to use take cover! Combat Action or act normally. If he acts normally he will be in danger of getting hit. Resolve the attack against him normally with a special OB modification of -50 plus rounds used to perform this Combat Action, weapons damage size is also reduced by one. Those who used take cover! combat action are not attacked. To successfully use a Suppression Fire, make a d100 roll. If the result falls within the fumble range of the wielding weapon a fumble has occurred and no benefits are gained using this combat action. If the result falls within the open-ended high range, another roll is made. The total of both rolls is treated as an attack against random target in the area with no OB, lucky bastard! This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

BASIC: Take Cover!

This combat action is only usable at anytime, but only when character is near some sort of cover (usually within 10'). If the character has not taken his action for the round, he may change that action from what has been declared to this action. If he has already taken his action for the round, he may still elect to perform this combat action. However in doing so, he has lost his next round and is not able to do anything. The character

performing take cover! makes a sudden drawback to cover and receive a half of the cover's DB plus he makes a maneuver roll on bonus column using either 2x Agility or Acrobatics/Tumbling skill. Ignore the negative result and add the positive on DB received from cover. The total Take Cover DB may not exceed normal cover's DB. If no real cover is nearby character performing, this combat action may be used to throw oneself to ground and receive a fixed +10 DB.

BASIC: Three-round Burst *

This combat action can only be used with weapon that has 3-burst capabilities. This combat action is the simplest and cleanest among other firearm attack combat actions. It only requires that weapon has at least 3 bullets left and it gives a special +20 OB bonus and no other special condition modifiers. This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

BASIC: Vehicle Charge ¥

This combat action is available when character is operating in any vehicle and is willing to set the whole crew's life on edge! This combat action is may be the simplest but also the most dangerous maneuver ever. Simply said the main idea is to crash to other vehicle. The level of danger can be determined due to how this combat action is performed, there are many possibilities and here are presented only few of them: Head-on collision (the most dangerous one), flank collision and rear collision. To perform a successful vehicle charge the attacker must roll his vehicle skill maneuver on Resistance column, if the maneuver is a fumble nothing happens but attacker is very badly embarrassed or if it's possible the attacker will take the whole honour to take damage because he crashed his vehicle. If the target is willing to dodge the charge attempt he may do so and must roll his vehicle skill and beat attacker's result from RR column. The difficulty to resist the charge will vary according to charge type: Head-on collision (+0), Flank collision (+20), rear collision (+40). If the resistance is a failure a crash has occurred and a single d100 attack roll is made for both vehicles but then both attacks will be resolved separately. Crash OB bonus will be determined from speed and mass of vehicles. The vehicle that has greater mass will have the benefit of mass against the other vehicle as lesser vehicle's mass will be

subtracted from greater vehicle's mass and the difference is divided by 100 and applied only against lesser vehicle. The second aspect is speed (in kph) and it will be always applied against both opponents: If the charge is head-on collision both vehicles' speeds are added together and divided by 2, and applied to OB. In flank collision use only attacker's speed divided by 2, and applies it to OB. In rear collision target's speed is subtracted from attacker's speed and is divided by 2, and applied to OB. The only DB against crash attack is from vehicle's armor and the size difference between both vehicles: Bigger vehicle will receive a +25 DB per each difference in size categories. Use the vehicles/crash attack table and vehicle's size to determine the damage. If it's possible that crew member could be injured due to crash they will receive Crush critical of equal size delivered to vehicle. Attacker of this combat action may not attack at the same round. This is, by the way, the resolution method of any vehicle crash accident.

ADVANCED: Double Tap *

This combat action may be performed with any firearm that may fire more than one time per combat round and has at least two bullets left. Character using this combat action will tap his firearm's trigger two times very quickly and thus performs inaccuracy but deadly shots. This combat action gives a -20 OB penalty due to enormous recoil but will increase weapon's damage size by one. A character using this combat action will receive an additional -10 OB penalty for every consecutive round beyond the first that this combat action is used until he will have one combat round break in using this combat action. This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

ADVANCED: Game Over †

Character performing successful and critical hit while using this combat action may add his ranks in attack skill to critical score. This combat action may be used with any attack skill but work only against game characters.

ADVANCED: Vehicle Dodge ¥

This combat action is available when character is operating in any vehicle and vehicle must be able to move. Character is able to increase vehicle's DB against any one directed attack. Character may allocate his vehicle skill bonus to increase DB but all attack will

receive penalty. Per each +5 character will allocate to defence vehicle's DB will increase by 1 but the penalty to all attacks is increased by 5. A talent may be purchased to improve the use of this combat action. This combat action is part of attack and character may also attack while using this combat action

ADVANCED: Wall Hiking †

Character using this combat action may maneuver to run 3x BMR (only) on wall for half round. This combat action gives a -50 to all other action in that round and may only be performed if solid vertical surface is within character's BMR in feet and he must be able to run that distance on horizontal surface. For example if character has BMR of 12, the wall must be within 12'. The character must roll on percentage column using either 2x Agility or Acrobatics/ Tumbling skill. All opponents attacking the character performing this combat action must roll combat awareness and beat the result from percentage column or they are not able to attack the character that round. This combat action is only usable against game characters. The distance character run on wall is equal to half of his BMR. For each BMR multiplier above 3 this distance is increased by character's half BMR. Note that rank requirements of using this combat action are in acrobatics/tumbling skill not in attack skill.

EXPERT: Ricocheting Attack *

Character may use this combat action with any weapon but may only shoot single shot. Using this combat action character can hit in opponents behind cover if he has beneficial surface to ricocheting his bullet. This combat action gives a -30 OB Penalty and reduce weapon's damage size by one but the character may ricochet his bullet to any direction 45 degree from any solid surface. This combat action is very useful against character behind covers and is part of firearm attack and may be performed with any other appropriate combat actions.

EXPERT: Tumble and Attack *

Character may make tumbling maneuver and perform a firearm attack simultaneously. This combat action gives a -30 OB penalty but a +10 bonus to initiative. Character may also roll acrobatics/tumbling skill or 2x Agility on bonus column and add the result to his DB (negative result may be ignored) against all attacks. This combat action is part of firearm

attack and may be performed with any other appropriate combat actions.

EXPERT: Western Disarming *

This combat action is famous in the world of westerns and is usable with any firearm. A character performing this combat action receives a -20 OB penalty and if he this in foe's weapon arm, he disarms foe. This combat action is part of firearm attack and may be performed with any other appropriate combat actions.

LEGENDARY: Gunslingering †

This combat action may only used with small arms that are capable of firing more than one time per combat round. Using this combat action gives a -30 OB penalty and only single shots (not burst fire) attacks may be performed. This combat action doubles weapon's ROF and character may shoot any target within R1: 1 range at any direction, up to weapons ROF value and he must divide his remaining OB (and ammo) among the targets before performing the attack. Each attack rolls are made separately. This combat action may be performed with any other appropriate combat actions.

LEGENDARY: Spinning Fire †

This combat action may only used with firearms that are capable of rapid fire. Using this combat character receives a -50 OB penalty, weapons damage size will be reduced by one and character must use rapid fire mode. Character may use this attack against any target within close range up to half ROF (two bullets per target). Only one attack roll is made against all targets but each attack will be resolved separately. This combat action may be performed with any other appropriate combat actions.

TRAINING PACKAGES

Training Packages are careers and lifestyles that character may choose to have. At the beginning character may take up to three Training Packages and thereafter one per every level. Character must use his development points to achieve training packages and he will receive a 25% discount of the total cost of skill ranks acquired from training package. Some training packages have prerequisites that must be met before it can be achieved. Below is list of training packages:

Apprentice Technician
Journeyman Technician
Athlete
Bounty Hunter
Burglar
Capitalist
Con Artist
Convict
Launderer
Corporate Security
Bodyguard
Fence
Fire Fighter
Freelancer
Hacker
Journalist
Labourer
Pickpocket
Pilot
Primary Education
Master's Degree
Doctorate Degree
Computer Scientist
Computer Engineer
Computer Programmer
Law Degree
Lawyer
Medical Degree
Medical Resident
Medical Specialist
Surgeon
Surgical Specialist
Police Officer
Agent
Police Detective
S.W.A.T
Undercover Agent
Martial Artist
Street Fighter
Martial Art Specialist
Marine
AFV Crewer
Combat Medic
Military Officer
Military Pilot
Special Force Operative
Performer
Politician
Street Thug
Hitman
Cleaner
Terrorist
Repo-Man
Taxi Driver

AFV CREWER

AFV Crewer is a militant who has specialized in handling armored fighting vehicles, tanks for short. Although tank-men are not needed in handling small groups of terrorist for instance, they are everything in war zones.

Prerequisite: TP: Marine.

Skills	Ranks
Combat Style (combat pilot).....	3
Vehicle (AFVs).....	4
Weapon Skill (gunner).....	3

AGENT

This career encompasses secret service, FBI, and similar agencies that use mostly investigate agent instead of undercover or combat operations. Agent training devotes a direct working style, meaning they operate and interact with citizen on an "honest" level.

Prerequisite: TP: Police Officer.

Skills	Ranks
Duping.....	3
Mundane Lore (select one).....	2
Perception.....	4
Weapon Skill (small arms).....	2
Profession (agent).....	4

APPRENTICE TECHNICIAN

Apprentice Technician is a repairman who is specialized in one area of technology. He is usually skilled to do any repair request and can earn a live-hood, but is restricted in own creativity and creating.

Skills	Ranks
Mechanics.....	3
Technology (select one).....	4
Profession (technician).....	3

ATHLETE

Athlete is skilled in physically and the sport is the one area he's good at. Although an Athlete is not a job, it's a career that can encounter high and low lights in any time.

Skills	Ranks
Acrobatics/Tumbling.....	3
Climbing.....	3
Jumping.....	3
Swimming.....	3

BODYGUARD

Bodyguard is a job of indirect danger. The job of a bodyguard is to protect the target in any cost, whether this means to eliminate the threat

or sacrifice own life for the target, the payment is good thou.

Prerequisite: TP: Corporate Security.

Skills	Ranks
Armor.....	3
Perception.....	3
Mundane Lore (tactics).....	4
Weapon (small arms).....	5

BOUNTY HUNTER

Bounty Hunters are people who want earn their livings catching up bad guys, but they are not cops in any mean. They are just unofficial but helpful law enforcements who only seek their own benefits.

Skills	Ranks
Perception.....	3
Duping.....	2
Mundane Lore (streetwise).....	3
Weapon Skill (select one).....	2
Profession (law enforcement).....	2

BURGLAR

Also called the second story man, the Burglar makes his living stealing from others houses. They are no better than pickpockets but earn a lot better.

Skills	Ranks
Brawling.....	2
Locks & Traps.....	4
Mundane Lore (lock lore).....	3
Mundane Lore (streetwise).....	3

CAPITALIST

Modern merchants, shop clergies, business people and dealers. The only thing they seek for is to buy low and sell high. Although this sounds easy it's harder than any non-capitalists could image.

Skills	Ranks
Appraisal.....	4
Duping.....	2
Trading.....	5
Profession (capitalist).....	4

CLEANER

This is an individual who "cleans up" botched operations by eliminating all traces of the operation, including, sometimes, the agents themselves. Cleaner are also used on insanely risk operations, not because they are suicidal, but because they will do "anything" to complete an operation.

Prerequisite: TP: Hitman

Skills	Ranks
Armor	3
Perception.....	2
Endurance.....	3
Streetwise.....	2
Weapon Skill (select one).....	4
Weapon Skill (select one).....	4

CON ARTIST

Some rude people call them con men, but to be honest, what they do is an art of larceny; this is why they are Con Artists. They cheat people to earn money and their best weapon is awareness in streets.

Skills	Ranks
Duping.....	6
Forgery.....	3
Mundane Lore (streetwise).....	3
Mundane Lore (current events).....	3

COMBAT MEDIC

Medic! When someone hurts in the middle of a combat, the Combat Medic is the only one who can save people. Combat Medic is a militant who's specialized in medical area.

Prerequisite: TP: Marine.

Skill	Ranks
Healing.....	5
Medical (diagnosis).....	2
Medical (pharmaceuticals).....	3

CONVICT

Convict is nothing more than a low level citizen who doesn't care about the law a damn. The only thing he has in his mind is to fill his wallet.

Skills	Ranks
Duping.....	2
Streetwise.....	2
Disguise	2

CORPORATE SECURITY

Corporations are nothing without good security, surveillance cameras and people wearing ballistic vests and pistols with them. The people here are the Corporate Security. They require nothing more than a skills in handling weapons.

Skills	Ranks
Armor	3
Perception.....	3
Mundane Lore (law enforcement).....	3
Weapon (small arms).....	3

COMPUTER ENGINEER

Computer Engineer is a people who are the creators of new computer hardware technology. They are also skilled in repairing computer as any other electronic devices.

Prerequisite: TP: Computer Scientist.

Skills	Ranks
Engineering (electronics: computer)..	5
Technology (electronics: computer)...	3
Scientific (technology).....	4
Profession (engineer).....	3

COMPUTER SCIENTIST

Computer science is much more than numbers and code, computer science is what the computer is all about for human. Computer Scientist is a person who knows what the computer is and will be for mankind.

Prerequisite: TP: Primary Education.

Skills	Ranks
Computer Using.....	3
Technology (electronics: computer)...	3
Engineering (electronics: computer)..	3
Scientific (technology).....	3

COMPUTER PROGRAMMER

Computer Programmers are creators of new software for computers to serve the mankind. They are also capable in repairing and maintaining computers.

Prerequisite: TP: Computer Scientist.

Skills	Ranks
Computer Using.....	5
Technology (electronics: computer)...	3
Profession (programmer).....	2

DOCTORATE DEGREE

The one who knows a very lot about a subject and has proven it. Although Ph. D doesn't mean much for layman, it does for mankind.

Prerequisite: TP: Master's Degree.

Skills	Ranks
Mundane Lore (select one).....	4
Academic Lore or Scientific (select one).....	5
Academic Lore or Scientific (select one).....	3

FENCE

Fence is a criminal who deals in stolen goods. For instance he buys goods from burglar's gig for his own benefit.

Skills	Ranks
Duping.....	3
Appraisal.....	2
Streetwise.....	3
Trading.....	4

FIRE-FIGHTER

Neither a superhero nor the coward. The fire-fighters are a normal people who save innocent people, houses and such from furious fires. They are much for the mankind although not every house or people can be saved.

Skills	Ranks
Endurance.....	2
Mundane Lore (health care).....	2
Perception.....	4
Profession (fire-fighter).....	4

FREELANCER

Private investigator, the Freelancer is a detective of the private venue. Often, they were once police officers, but fed up with the job of restrictions and started to handle cases of private citizens.

Skills	Ranks
Duping.....	2
Mundane Lore (streetwise).....	4
Mundane Lore (law enforcement)....	3
Profession (freelancer)	3

HACKER

Hackers are cowboys of the modern age. They break in worlds' biggest security systems, but they usually don't do that for money, they do it because of information or just for curiosity.

Skills	Ranks
Electronic Warfare.....	3
Computer Using.....	5
Hacking.....	5
Technology (electronics: computer)...	2

HITMAN

Hitman is a standard assassin of modern age. They come from many walks of lives; others do their job for government as the others does it for individuals or for corporate. They go and will return back as a mark of succeeded mission.

Prerequisite: TP: Street Thug.

Skills	Ranks
Ambush.....	2
Sniping	4
Poisoning.....	4

Stalking & Hiding.....	2
Weapon Skill (select one).....	3

JOURNALIST

Journalist covers everything from the media personalities to the hard hitting vide investigate reporter to the fluffy anchor-person. Some of them want to let the citizens what's going on relieving truths, but others just want to earn money with rumors.

Skills	Ranks
Duping	2
Mundane Lore (current events).....	5
Profession (journalist).....	5

JOURNEYMAN TECHNICIAN

Journeyman Technician is the second stage of technician career. At this point the work has given much more free time and owns creativity of machinery is possible. And again, the payment is also better.

Prerequisite: TP: Apprentice Technician.

Skills	Ranks
Engineering (select one).....	4
Mechanics.....	3
Technology (select one).....	2
Profession (technician).....	3

LABORER

Labourer is a crafter who does the work that could be completed without training. They simple are normal grunt workers.

Skills	Ranks
Endurance	2
Crafts (select one).....	3
Crafts (select one).....	3

LAUNDERER

Launderer is a financier of the underworld. They take stolen or dirty funds and filter them through multiple means until it is untraceable as anything but legitimate funds.

Prerequisite: TP: Convict.

Skills	Ranks
Duping	4
Mundane Lore (streetwise)	2
Trading	2
Streetwise.....	2

LAW DEGREE

A person with a Law Degree is the most advanced in front of law itself. This degree

doesn't only guarantee good knowledge of law, but also a chance to get a lawyer career.
Prerequisite: TP: Primary Education.

Skills	Ranks
Public Speaking.....	4
Academic Lore (civics).....	4

LAWYER

After law degree, the Lawyer is ready to protect its client's interests. Their client can be an individual person or even a corporate.

Prerequisite: TP: Law Degree.

Skills	Ranks
Public Speaking.....	3
Academic Lore (civics).....	3
Profession (lawyer).....	4

MARINE

The Marine is a basic militant unit member after the normal basic army training. This Training Package is a must for any other advanced militant Training Packages.

Skills	Ranks
Endurance.....	3
Weapon Skill (rifles).....	3
Weapon Skill (light machine guns)....	2
Weapon Skill (support weapons).....	2

MARTIAL ARTIST

Martial Artist is a developer of self-discipline and martial arts. They dislike using melee weapons unless they belong to their fighting style. Martial Artists are the people who can beat tens of opponents bare handed.

Skills	Ranks
Acrobatics/Tumbling.....	2
Martial Art Striking.....	3
Martial Art Sweeps.....	3
Endurance.....	2

MARTIAL ART SPECIALIST

When the martial artist is strong enough he may continue his martial art training to depths and learn something laymen never thought about, the absolute peace-of-mind and new fighting styles.

Prerequisite: TP: Martial Artist.

Skills	Ranks
Acrobatics/Tumbling.....	2
Martial Art Striking.....	3
Martial Art Sweeps.....	3
Martial Art Style (select one).....	5

Martial Art Style (select one).....	3
Endurance.....	2

MASTER'S DEGREE

The one who knows a lot about a subject and has proven it. Master's Degree is next small step for a man from Primary Education, but a giant leap for the mankind, although no one really sees it.

Prerequisite: TP: Primary Education.

Skills	Ranks
Mundane Lore (select one).....	4
Academic Lore or Scientific (select one).....	3
Academic Lore or Scientific (select one).....	2

MEDICAL DEGREE

Medical Degree allows a person to act and perform minor medical attempts, but is still considered as a rookie level. But this is a good start and a must for medical career. There are no real doctor without this training package.

Prerequisite: TP: Primary Education.

Skills	Ranks
Healing.....	4
Medical (diagnosis).....	3
Medical (pharmaceuticals).....	3

MEDICAL RESIDENT

Medical Resident is working in the hospital. He handles all the jobs a student can't, but a medical specialists won't.

Prerequisite: TP: Medical Degree.

Skills	Ranks
Healing.....	3
Medical (diagnosis).....	2
Medical (pharmaceuticals).....	2
Profession (medical).....	3

MEDICAL SPECIALIST

The Medical Specialist has studied one form of medicine until he has satisfied his mentors. Medical Specialists are good guys in the hospital or on the field.

Prerequisite: TP: Medical Degree.

Skills	Ranks
Medical (diagnosis).....	3
Medical (pharmaceuticals).....	4
Scientific (life science).....	2
Profession (medical).....	3

MILITARY OFFICER

Military Officer has gone through the officer training school and is at least the 2nd lieutenant in army. Although his work is not as action-like as normal mariners' is, his work is not dull. This Training Package can be considered as a career.

Prerequisite: TP: Marine.

Skills	Ranks
Mundane Lore (heraldry).....	5
Mundane Lore (tactics).....	5
Weapon Skill (small arms).....	2
Profession (militant).....	3

MILITARY PILOT

Military Pilot is a militant unit member that has specialized in piloting aircrafts. This Training Package gives good start point for starting a career as a public pilot.

Prerequisite: TP: Marine.

Skills	Ranks
Combat Style (combat pilot).....	2
Vehicle (airplanes).....	5
Vehicle (chopper).....	2
Weapon Skill (gunner).....	3

PERFORMER

Performer can be anything in the area of art. They can be musicians, actors, singers, to name but a few. The career of a Performer depends greatly on the fans, and thus the most important thing to do for a performer is to satisfy the fans!

Skills	Ranks
Select one Artistic skill.....	5
Select one Artistic skill.....	3
Select one Artistic skill.....	2
Profession (artist).....	2

PICKPOCKET

Pickpockets are low level citizens who try to earn their living by stealing. This is the only area of larceny that is not supported by the underworld itself.

Skills	Ranks
Mundane Lore (streetwise).....	2
Pick Pockets.....	5
Trickery.....	3

PILOT

Pilot is a normal public airplane pilot of a corporation or an individualist who makes living

by making trip flights for those who is interested and willing to pay.

Skills	Ranks
Flying/Gliding.....	3
Vehicle (airplanes or choppers).....	5
Profession (pilot).....	4

POLICE DETECTIVE

Police Detective is a step above the police officer. They investigate crimes under the police restrictions, in hopes of finding the perpetrator. Those who seeks freer detective career chooses freelancer career.

Prerequisite: TP: Police Officer.

Skills	Ranks
Perception.....	4
Mundane Lore (law enforcement).....	3
Weapon Skill (small arms).....	2
Profession (law enforcement).....	3

POLICE OFFICER

The Police officer patrols the streets and skies watching for crime. Although the legends tells about fat donits eating Police Officers, that is not usually true because they are physically trained, although few exceptions has occur.

Prerequisite: TP: Primary Education.

Skills	Ranks
Mundane Lore (law enforcement).....	4
Weapon Skill (small arms).....	3
Profession (law enforcement).....	3

POLITICIAN

In the local or national area, politicians operate in bureaucracies of governments. Socially adept and personable, they try to influence the government to their, and hopefully their constitutes, viewpoint.

Skills	Ranks
Acting.....	2
Duping.....	3
Public Speaking.....	4
Profession (administration).....	3

PRIMARY EDUCATION

Primary Education is the requirement for many good earning careers. Taking the Primary Education means graduation from high school.

Skills	Ranks
Academic Lore or Scientific (select one).....	2
Scientific (select one).....	2

Mundane Lore (select one)..... 2

REPO-MAN

The Repo-Man is specialized in stealing vehicles. Although this seems very easy it's rather dangerous job as the people normally do not give up their vehicles easily.

Skills	Ranks
Mundane Lore (streetwise).....	2
Streetwise.....	2
Vehicle (cars).....	4
Vehicle (bikes).....	4

SPECIAL FORCE OPERATIVE

Furious warrior and a silent command. Special Force Operatives are special military units to take out any unique mission. They are highly trained and requirements are unbelievable for laymen.

Prerequisite: TP: Marine.

Skills	Ranks
Armor	2
Endurance.....	2
Mundane Lore (tactics).....	2
Climbing.....	2
Swimming.....	2
Stalking & Hiding.....	2
Weapon Skill (rifles).....	4
Weapon Skill (select one).....	3

STREET FIGHTER

Neither a street bum nor a sportsman, the Street Fighter makes his living by fighting in illegal clubs. Only the most skilled will earn some money because only one is the winner.

Prerequisite: TP: Martial Artist.

Skills	Ranks
Brawling.....	4
Martial Art Striking.....	3
Endurance.....	3

STREET THUG

Street Thug is a common bad guy in the streets. He has specialized in using brute force to get what he needs.

Skills	Ranks
Armor	2
Endurance.....	3
Sniping	2
Weapon Skill (select one).....	3
Weapon Skill (select one).....	2

SURGEON

The Surgeon is a doctor who has specialized in using intrusive methods of healing, including cutting, sewing, removing and transplanting. This is the career where people can be saved.

Prerequisite: TP: Medical Degree.

Skills	Ranks
Scientific (life science).....	2
Medical (diagnosis).....	4
Medical (surgery).....	5
Profession (medical).....	4

SURGICAL SPECIALIST

The Surgical Specialist is a surgeon who has specialized in a specific area of surgery.

Prerequisite: TP: Surgeon.

Skills	Ranks
Scientific (life science).....	5
Medical (surgery).....	5
Medical (diagnosis).....	2
Profession (medical).....	3

S.W.A.T

The S.W.A.T is special police forces to take down special cases and crimes. All members of S.W.A.T are very highly trained, but still they are no match for Force Recons.

Prerequisite: TP: Police Officer.

Skills	Ranks
Armor.....	2
Endurance	2
Mundane Lore (tactics).....	3
Weapon Skill (small arms).....	4
Weapon Skill (rifles).....	4

TAXI DRIVER

Taxi Drives is an easy career for anyone, the only requirement for this job is a driving license and a car.

Skills	Ranks
Mundane Lore (streetwise)	4
Vehicle (cars).....	5
Profession (taxi driver).....	3

TERRORIST

Terrorists use coercion promotes a belief system or a set of goals. This translates into the use of violence, or the threat of violence, to advance their cause, but not always. The destruction of property combined with vandalism, usually found with animal rights

activists, is another form of terrorism on the rise.

Skills	Ranks
Duping.....	3
Mundane Lore (tactics).....	2
Craft (select one).....	3
Weapon Skill (select one).....	2

together take only full portions of five. Each of these portions will either increase (positive modifier) or reduce (negative modifier) critical by one. For example if the final critical score modifier is 12 and you have achieved an A critical the critical is modified to C (two full portion of five in 12).

UNDERCOVER AGENT

Undercover Agents have a very dangerous job; they must cover their identity with either someone else' or a fictitious one without ever forgetting that they are a law enforcement officer. There is only one rule when going under: never ever blow your cover!

Prerequisite: TP: Police Officer.

Skills	Ranks
Acting.....	2
Duping.....	2
Perception.....	4
Mundane Lore (select one).....	2
Weapon Skill (small arms).....	2
Profession (agent).....	3

HOUSE RULES

Here are presented few house rules that are usable in both HARP and MARP:

COMBAT ACTIONS: Sudden Dodge

If Sudden Dodge combat action was used although the character already had performed his action in the round, in the following round character may use Dodge combat action and is not restricted to only use Sudden Dodge combat action.

CRITICAL TABLES: Random Critical

To create little bit more randomize critical results add attack roll's ones to the critical score. For example if the attack roll is 56 attacker may add 6 to his critical score. Always start modifying critical from the low end of the range. For example if H (33-37) critical is being modified start modifying the critical from 33. In the example the final critical result would have been I (33+6 = 39) instead of H. If this house rules is being used any critical modifiers should be added together and the final modifier should apply normally using these rules.

CRITICAL TABLES: Simple critical modifiers

For simplicity in addition to rule above after you have added all critical score modifiers

Firearms

Result	T	S	M	L	H
01-05	2	4	7	11	15A
06-10	2	4	8	13	18B
11-15	2	5	9	15A	21C
16-20	3	5	10	17B	24D
21-25	3	6	11A	19C	27E
26-30	3	6	12B	21D	31F
31-35	4	7A	13C	24E	35G
36-40	4	7B	15D	27F	39H
41-45	4A	8C	17E	30G	43I
46-50	5B	9D	19F	33H	48J
51-55	5C	10E	21G	36I	53K
56-60	6D	11F	23H	40J	58L
61-65	6E	12G	25I	44K	63M
66-70	7F	13H	28J	48L	69N
71-75	7G	14I	31K	52M	75O
76-80	8H	16J	34L	56N	81P
81-85	8I	18K	37M	61O	87Q
86-90	9J	20L	40N	66P	94R
91-95	10K	22M	43O	71Q	101S
96-100	11L	24N	47P	76R	108T
101-105	12M	26O	51Q	81S	115U
106-110	13N	28P	55R	87T	123V
111-115	14O	31Q	59S	93U	131V
116-120	15P	34R	63T	99V	139W
121-125	16Q	37S	67U	105V	147W
126-130	18R	40T	72V	111W	156X
131-135	20S	43U	77V	118W	165X
136-140	22T	46V	82W	125X	174Y
141-145	24U	49V	87W	132X	183Y
146-150	26V	53W	92X	139Y	193Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15†; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	Foe manages to perform unbelievable dodge that avoids the major damage. +1 hits.
B (06-09)	That was dull shot. Take either style or skill or both to your next shot. +2 hits.
C (10-14)	Aiming and pulling the trigger should be combined, remember that. +4 hits.
D (15-18)	Foe makes strange voices when he's hit. +6 hits and bleeding 1 hit/rd.
E (19-23)	Cool shot, still you could do better. +8 hits, bleeding 1 hit/rd and -5.
F (24-28)	Foe looks pale for a while, it was a close call. +10 hits, bleeding 2 hits/rd and -5.
G (29-32)	That's a quite scratch you made. +12 hits, stunned 1 round, bleeding 2 hits/rd and -10.
H (33-37)	Bring it on! Now that's skills. +14 hits, stunned 2 rounds, bleeding 3 hits/rd and -10.
I (38-42)	Bullet goes deep and foe bleeds a lot. +16 hits, bleeding 4 hits/rd and -15.
J (43-46)	That shot hurts more than it looks. +18 hits, stunned 1 round, bleeding 4 hit/rd and -20.
K (47-51)	Awesome! Do you still got aces in your sleeve? +20 hits, stunned 2 rounds, bleeding 5 hits/rd and -20.
L (52-55)	Right shot on right spot, you almost got him. +22 hits, stunned 3 rounds, bleeding 5 hits/rd and -25.
M (56-60)	Nice and smooth body piercing ammo you got there. +24 hits, stunned 3 rounds, bleeding 6 hits/rd and -30.
N (61-65)	Foe seems to understand the essence of shooting people. +26 hits, stunned 3 rounds, bleeding 7 hits/rd and -35.
O (66-69)	Stylish! You have performed an art of firearms. +28 hits, stunned 4 rounds, bleeding 7 hits/rd and -40.
P (70-74)	Always look on the bright side of life; this is only a very bad and fatal flesh wound. +30 hits, stunned 5 rounds, bleeding 8 hits/rd and -40.
Q (75-78)	Foe tries to avoid your bullet by dancing until he understands that it takes two to tango. +32 hits, stunned 5 rounds, bleeding 9 hits/rd and -45.
R (79-83)	"Don't speak, just die" sentence fits on foe. +34 hits, stunned 6 rounds, bleeding 10 hits/rd and -50.
S (84-88)	Don't worry, this is only a role playing game. +36 hits, stunned 6 rounds, bleeding 10 hits/rd and -55.
T (89-92)	Shot pierces foe and he yells aloud, medic! +38 hits, stunned 7 rounds, bleeding 11 hits/rd and -60.
U (93-97)	Very nice shot to vital organs! +40 hits, stunned 8 rounds, bleeding 12 hits/rd and -65.
V (98-102)	Great, now you have a master degree in human anatomy. Foe dies in 6 inactive rounds.
W (103-106)	Shot pierces foe and leaves bloody mess behind. Foe can see his vital organs coming out for 4 rounds until he dies.
X (107-111)	Shot forces foe to turn around and wander in that direction for 2 inactive rounds until he dies.
Y (112-115)	That shot was a jackpot! Foe dies instantly and falls to the ground making few flips on the way.
Z (116-120)	Foe knew it was his fate to die in this place when the shot hit him. Foe dies instantly and collapses to the ground.

Firearms against Large

Result	T	S	M	L	H
01-05	2	4	7	11	15A
06-10	2	4	8	13	18B
11-15	2	5	9	15A	21C
16-20	3	5	10	17B	24D
21-25	3	6	11A	19C	27E
26-30	3	6	12B	21D	30F
31-35	4	7A	13C	23E	34G
36-40	4	7B	14D	26F	38H
41-45	4A	8C	16E	29G	42I
46-50	5B	9D	18F	32H	46J
51-55	5C	10E	20G	35I	51K
56-60	6D	11F	22H	38J	56L
61-65	6E	12G	24I	42K	61M
66-70	7F	13H	26J	46L	66N
71-75	7G	14I	29K	50M	72O
76-80	8H	15J	32L	54N	78P
81-85	8I	17K	35M	58O	84Q
86-90	9J	19L	38N	63P	90R
91-95	10K	21M	41O	68Q	97S
96-100	11L	23N	44P	73R	104T
101-105	12M	25O	48Q	78S	111U
106-110	13N	27P	52R	83T	118V
111-115	14O	29Q	56S	89U	126V
116-120	15P	32R	60T	95V	134W
121-125	16Q	35S	64U	101V	142W
126-130	17R	38T	68V	107W	150X
131-135	19S	41U	73V	113W	159X
136-140	21T	44V	78W	120X	168Y
141-145	23U	47V	83W	127X	177Y
146-150	25V	50W	88X	134Y	186Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15†; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	Philosopher gives you a review about your attack: Doh! +1 hits.
B (06-09)	Your shot lacks in aiming, no offence but it's wonder that it even hit. +3 hits.
C (10-14)	It's rather useless trying to hurt the foe with ricochets. Why not giving a next try? +6 hits.
D (15-18)	Your bullets just didn't make its way to the right place. +9 hits.
E (19-23)	Foe takes a small scratch from your bullet and wonders what a bullseye hit would do. +12 hits, bleeding 1 hit/rd.
F (24-28)	Foe can hear a small crack sound that comes from his bones. +15 hits, stunned 1 round and -5.
G (29-32)	Its foe's lucky day. Big foes are easier to hit, you know. +18 hits, stunned 1 round, bleeding 1 hit/rd.
H (33-37)	You just showed what you're made of. +21 hits, stunned 1 round, bleeding 1 hits/rd and -5.
I (38-42)	You have just made foe really angry now. +24 hits, stunned 1 round, bleeding 2 hits/rd and -5.
J (43-46)	For a while foe thinks if he's already dead. +27 hits, stunned 1 round, bleeding 2 hits/rd and -10.
K (47-51)	Foe already understands your attempts in defeating him. +30 hits, stunned 3 rounds, bleeding 1 hits/rd and -10.
L (52-55)	Another "almost got him" hit makes foe show fear. +33 hits, stunned 2 rounds, bleeding 2 hits/rd and -15.
M (56-60)	You can read it from foe's eyes: It's painful. +36 hits, stunned 3 rounds, bleeding 2 hits/rd and -15.
N (61-65)	Yet it's amazing how big foe has this thick skin. +39 hits, stunned 3 rounds, bleeding 2 hits/rd and -20.
O (66-69)	Hey! It's big foot in pain. +41 hits, stunned 4 rounds, bleeding 3 hits/rd and -20.
P (70-74)	That comes around, goes around. Foe really should try getting off from this dead circle of his. +43 hits, stunned 5 rounds, bleeding 3 hits/rd and -25.
Q (75-78)	Foe tastes his own blood, wonder how delicious that is. +46 hits, stunned 6 rounds, bleeding 3 hits/rd and -25.
R (79-83)	It's only a matter of time when foe gives up. +49 hits, stunned 6 rounds, bleeding 3 hits/rd and -30.
S (84-88)	Foe has now new, smooth and round hole. Seventeen more to go and he has complete set of them. +51 hits, stunned 7 rounds, bleeding 4 hits/rd and -30.
T (89-92)	Today's menu: Tons of blood and random meet chunks. +53 hits, stunned 7 rounds, bleeding 5 hits/rd and -35.
U (93-97)	Shot forces foe to turn 360 degrees and he's badly disoriented and bleeding if not dead. +55 hits, stunned 8 rounds, bleeding 6 hits/rd and -40.
V (98-102)	Shot makes foe stumble and fall hitting his head to something hard. Too bad he will die in 10 rounds.
W (103-106)	The physicist might be terrified how your foe flies trough the air, you and your mate cheer. Foe will die in 8 inactive rounds, sad.
X (107-111)	Foe takes a hit and falls to the ground like a rock. He can't believe that he dies in 5 inactive rounds.
Y (112-115)	Shot doesn't hurt foe but he feel sleepy and will be searching for his eternal rest place 2 rounds, amen.
Z (116-120)	You made foe look like a heap of bones and flesh, excellent! Foe dies instantly.

Firearms against Huge

Result	T	S	M	L	H
01-05	2	4	7	11	15A
06-10	2	4	8	13	18B
11-15	2	5	9	15A	21C
16-20	3	5	10	17B	24D
21-25	3	6	11A	19C	27E
26-30	3	6	12B	21D	30F
31-35	4	7A	13C	23E	33G
36-40	4	7B	14D	25F	37H
41-45	4A	8C	15E	28G	41I
46-50	5B	8D	17F	31H	45J
51-55	5C	9E	19G	34I	49K
56-60	6D	10F	21H	37J	54L
61-65	6E	11G	23I	40K	59M
66-70	7F	12H	25J	44L	64N
71-75	7G	13I	27K	48M	69O
76-80	8H	14J	30L	52N	75P
81-85	8I	15K	33M	56O	81Q
86-90	9J	17L	36N	60P	87R
91-95	9K	19M	39O	65Q	93S
96-100	10L	21N	42P	70R	100T
101-105	11M	23O	45Q	75S	107U
106-110	12N	25P	49R	80T	114V
111-115	13O	27Q	53S	85U	121V
116-120	14P	29R	57T	91V	129W
121-125	15Q	32S	61U	97V	137W
126-130	16R	35T	65V	103W	145X
131-135	17S	38U	69V	109W	153X
136-140	19T	41V	74W	115X	162Y
141-145	21U	44V	79W	122X	171Y
146-150	23V	47W	84X	129Y	180Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15†; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	The bullet does nothing but tickles foe. +1 hits.
B (06-09)	Skilful shot turns out to be not ineffective but a very weak one. +4 hits.
C (10-14)	After seeing the weak effect of your bullet you remembered that the size matters. +8 hits.
D (15-18)	You're just annoying the foe like an insect. Try showing what you got. +12 hits.
E (19-23)	Is foe's size stressing you too much? You can't seem to concentrate on shooting. +16 hits.
F (24-28)	Your aiming didn't suck; foe's body was just too tough for your shot. +20 hits.
G (29-32)	Good shooting but bad aiming, take more time on next one. +23 hits.
H (33-37)	Foe wonders what ammo you're using until he realizes that it's the skill not the ammo. +26 hits and -5.
I (38-42)	You're giving more than just a headache to foe. It's pain this time. +29 hits, bleeding 1 hit/rd, and -5.
J (43-46)	Great hit! Foe should start being more defensive for now on. +32 hits, bleeding 1 hits/rd and -10.
K (47-51)	Your shot makes foe take you seriously, no more games! +35 hits, stunned 1 round, bleeding 1 hit/rd and -10.
L (52-55)	Foe takes a hit and curses your accuracy loud! +38 hits, stunned 1 round, bleeding 1 hits/rd and -15.
M (56-60)	While bleeding foe swears to revenge on that! +41 hits, stunned 1 rounds, bleeding 2 hits/rd and -15.
N (61-65)	Foe wonders what kind of super-training you have had. +44 hits, stunned 2 rounds, bleeding 2 hits/rd and -15.
O (66-69)	Amazing hit! Not much more is needed anymore. +47 hits, stunned 2 rounds, bleeding 2 hits/rd and -20.
P (70-74)	Magnificent aiming and timing forces foe to realize the real threat he's facing. +49 hits, stunned 3 rounds, bleeding 3 hits/rd and -20.
Q (75-78)	You missed the vital spot for few inches but the effect is still terrible in foe's eyes. +52 hits, stunned 3 rounds, bleeding 3 hits/rd and -25.
R (79-83)	Lesson one: Size doesn't matter, foe will remember that. +54 hits, stunned 4 rounds, bleeding 3 hits/rd and -30.
S (84-88)	Foe's big body seems to contain something. It's really messy when it flows out. +57 hits, stunned 4 rounds, bleeding 4 hits/rd and -30.
T (89-92)	Foe is now marked like a cow. +59 hits, stunned 5 rounds, bleeding 4 hits/rd and -35.
U (93-97)	Your shot makes foe feel very mortal again. +60 hits, stunned 6 rounds, bleeding 5 hits/rd and -35.
V (98-102)	Foe might not have ever had the agony he has now. He will suffer until the very end that comes in 12 rounds.
W (103-106)	Hail the firearm manufacturers! Foe falls to ground and dies in 9 inactive rounds.
X (107-111)	The shot pierced foe very badly and he's crying for 6 inactive rounds until he dies.
Y (112-115)	You thought that this was only possible in movies. Your shot start the countdown of foe's death. 3 rounds left.
Z (116-120)	Monstrous kill, literally. Foe dies instantly when the bullet hits him hard and sends him falling to the ground.

Demolitions

Result	T	S	M	L	H
01-05	3	6	11	18	25A
06-10	3	7	13	21	29B
11-15	4	8	15	24A	33C
16-20	4	9	17	27B	37D
21-25	5	10	19A	30C	41E
26-30	5	11	21B	33D	46F
31-35	6	12A	23C	37E	51G
36-40	6	13B	26D	41F	56H
41-45	7A	15C	29E	45G	61I
46-50	8B	17D	32F	49H	67J
51-55	9C	19E	35G	53I	73K
56-60	10D	21F	38H	58J	79L
61-65	11E	23G	41I	63K	85M
66-70	12F	25H	45J	68L	92N
71-75	13G	27I	49K	73M	99O
76-80	14H	30J	53L	78N	106P
81-85	15I	33K	57M	84O	113Q
86-90	17J	36L	61N	90P	121R
91-95	19K	39M	65O	96Q	129S
96-100	21L	42N	70P	102R	137T
101-105	23M	45O	75Q	108S	145U
106-110	25N	48P	80R	115T	154V
111-115	27O	52Q	85S	122U	163V
116-120	29P	56R	90T	129V	172W
121-125	31Q	60S	95U	136V	181W
126-130	34R	64T	100V	143W	191X
131-135	37S	68U	106V	151W	201X
136-140	40T	72V	112W	159X	211Y
141-145	43U	76V	118W	167X	221Y
146-150	46V	81W	124X	175Y	232Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15†; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	A dud? No, but not very effective blast either. Foe must have body of steel or something. +1 hits.
B (06-09)	Ka-Boom! Lady luck was on foes side this time because no major damage occurred. +2 hits.
C (10-14)	Foe cries in pain until he realizes that it was only a flesh wound. +3 hits.
D (15-18)	In masochistic urge foe shots "hurt me more!" +6 hits and bleeding 1 hit/rd and -5.
E (19-23)	It might take more than this to take foe down. +9 hits, stunned 1 round, bleeding 1 hit/rd and -5.
F (24-28)	The blast manages to make foe disoriented for a moment. +12 hits, stunned 3 rounds and -5.
G (29-32)	Foe should not take his luck for granted. +15 hits, stunned 2 round, bleeding 1 hits/rd and -10.
H (33-37)	Shrapnel almost hit to vital spot on foe. +18 hits, stunned 2 rounds, bleeding 2 hits/rd and -10.
I (38-42)	Very sharp shrapnel hits on foe and he bleeds a lot. +21 hits, bleeding 5 hits/rd and -15.
J (43-46)	How unfortunate! Foe should start looking at horoscopes. +24 hits, stunned 2 round, bleeding 2 hit/rd and -20.
K (47-51)	The shrapnel will leave a big scar on foe +27 hits, stunned 3 rounds, bleeding 2 hits/rd and -25.
L (52-55)	Shrapnel rain manages to have few hits on foe. +30 hits, stunned 3 rounds, bleeding 3 hits/rd and -30.
M (56-60)	Foe is like a puppet when the blast rages on him. +33 hits, stunned 4 rounds, bleeding 3 hits/rd and -35.
N (61-65)	Foe is lucky to be alive from the blast, but he's in pain. +36 hits, stunned 5 rounds, bleeding 3 hits/rd and -40.
O (66-69)	Unstoppable pain overwhelms foe's body. +39 hits, stunned 5 rounds, bleeding 4 hits/rd and -45.
P (70-74)	Shrapnel makes poor foe's life harder but he's still alive unless he's not able to staunch his wounds. +42 hits, stunned 6 rounds, bleeding 4 hits/rd and -50.
Q (75-78)	Fire in the hole! Foe was too slow to understand the sentence, and he pays for that. +45 hits, stunned 7 rounds, bleeding 5 hits/rd and -50.
R (79-83)	Foe curses shrapnel as plenty of them hits him. +48 hits, stunned 8 rounds, bleeding 5 hits/rd and -55.
S (84-88)	It will take more than few pain killers for foe to stop the pain he's having. +50 hits, stunned 9 rounds, bleeding 6 hits/rd and -60.
T (89-92)	Shrapnel almost sliced and diced foe! +52 hits, stunned 10 rounds, bleeding 6 hits/rd and -65.
U (93-97)	Shrapnel pierces vital organ. Blood is everywhere! +55 hits, stunned 10 rounds, bleeding 7 hits/rd and -70.
V (98-102)	The blast burned foe's skin and shrapnel pierced his body. Foe's in pain for 6 inactive rounds before he dies.
W (103-106)	This was too much for the foe as he flies and hits to the ground, he realizes that he has only 4 inactive rounds left before he dies.
X (107-111)	The blast throws the foe several feet in random direction. Medic must hurry to catch him because he has only 2 inactive rounds before he dies.
Y (112-115)	The blast tears foe to five equal pieces and each piece will land to separate direction. Foe died instantly
Z (116-120)	The blast rumbles the whole ground and nothing but dust can be found in the area. Poor foe, he died instantly.

Vehicles/Crash

Result	T	S	M	L	H
01-05	3	6	11	18	25A
06-10	4	8	14	22	30B
11-15	5	10	17	26A	35C
16-20	6	12	20	30B	40D
21-25	7	14	23A	34C	45E
26-30	8	16	26B	38D	51F
31-35	9	18A	29C	43E	57G
36-40	10	20B	33D	48F	63H
41-45	11A	23C	37E	53G	69I
46-50	13B	26D	41F	58H	76J
51-55	15C	29E	45G	63I	83K
56-60	17D	32F	49H	69J	90L
61-65	19E	35G	53I	75K	97M
66-70	21F	38H	58J	81L	105N
71-75	23G	41I	63K	87M	113O
76-80	25H	45J	68L	93N	121P
81-85	27I	49K	73M	100O	129Q
86-90	30J	53L	78N	107P	138R
91-95	33K	57M	83O	114Q	147S
96-100	37L	61N	89P	121R	156T
101-105	40M	65O	95Q	128S	165U
106-110	43N	69P	101R	136T	175V
111-115	46O	74Q	107S	144U	185V
116-120	49P	79R	113T	152V	195W
121-125	52Q	84S	119U	160V	205W
126-130	56R	89T	126V	168W	216X
131-135	60S	94U	133V	177W	227X
136-140	64T	99V	140W	186X	238Y
141-145	68U	104V	147W	195X	249Y
146-150	72V	110W	154X	202Y	261Z

Hit Locations

Result	Location	Critical Adjust.
2	Movement Unit/Mid	-15 Maneuvering
3	Movement Unit/End	-20 Maneuvering
4-5	Hull/Control	-10 Maneuvering
6	Armament	-20 OB ‡
7-9	Hull/Engine	1 h/rd; -10% BMR
10-13	Hull/Core	normal
14	Power System	5h/rd
15	Display/Radar	-20 Awareness †
16-18	Hull/Mid	2 stun
19-20	Hull/Low	1 h/rd; 1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to driver side, even is to other side.

† = In addition to normal maneuver penalties to maneuvers involving vision inside the vehicle.

‡ = In addition to normal maneuver penalties to any attacks using the weapon.

A (01-05)	Clang! And no real damage can be found although one would search it with microscope. +1 hits.
B (06-09)	Strike punches off from vehicle's tough core. Small scratch is left behind. +2 hits.
C (10-14)	Unlucky attack does only long scratch on vehicle's hull instead of blowing the whole engine. +3 hits.
D (15-18)	It seems that the strike hit on invulnerable spot on vehicle's core. +4 hits.
E (19-23)	Light damage takes power slightly down. Movement is reduced by 10%. +5 hits.
F (24-28)	Successful hit makes vehicle little bit troublesome to handle. +6 hits and -5.
G (29-32)	Vehicle will now make strange noises when it turn to any direction. +7 hits and -10.
H (33-37)	Vehicle's engine shuts down for very short, but critical moment. +8 hits, stunned 1 round and -5.
I (38-42)	Vehicle's power is reduced moderately due to strike. Movement is reduced by 25%. +9 hits.
J (43-46)	Smoke can be seen coming out slightly from engine. +10 hits, bleeding 1 hit/rd and -10.
K (47-51)	Serious handling problems occurred due to successful attack. +11 hits and -20.
L (52-55)	Vehicle's control is lost temporary and permanently it feels somehow stiff. +12 hits, stunned 1 round and -15.
M (56-60)	Very good hit drops vehicle's power to half. Movement is reduced by 50%. +13 hits.
N (61-65)	Vehicle's engine seems to turn red and it's making strange voices. +14 hits, bleeding 2 hits/rd and -20.
O (66-69)	Attack makes vehicle lost totally its control system for a moment. +15 hits, stunned 3 rounds and -20.
P (70-74)	Attacks makes vehicle hard to handle and it seems that something strange can be smelled coming from engine. +16 hits, bleeding 3 hits/rd and -25.
Q (75-78)	Powerful and accuracy hit made vehicle slow as snail. Movement is reduced by 75%. +17 hits.
R (79-83)	Vehicle is badly damaged and it's a miracle is still moves. +18 hits, stunned 1 round, bleeding 3 hits/rd and -30.
S (84-88)	Strange voice can be heard from engine and vehicle stops functioning. Vehicle is destroyed and crew curses.
T (89-92)	As a result of the attack vehicle's engine bursts a light smoke screen and becomes good for nothing. Vehicle is destroyed.
U (93-97)	The attack was successful as the vehicle's engine was damaged beyond repairs. Vehicle is destroyed.
V (98-102)	Vehicle set on fire and crashed. Crew has 30 rounds to escape before they will be barbequed to death.
W (103-106)	Driver lost vehicle's control and it crashed. If crew members survived they will notice that vehicle is destroyed, burning and will explode in 20 rounds.
X (107-111)	Vehicle flipped and crashed upside down. Lucky crew members will 10 rounds to escape before the great fire work event. Abandon ship!
Y (112-115)	Vehicle instantly bursts on fire and crushes on nearby large object killing everyone inside. Vehicle is destroyed.
Z (116-120)	Blast! Vehicle is flying and making few flips until it will crash on ground upside down. Everybody is dead inside and vehicle is completely destroyed.

Energy Weapons

Result	T	S	M	L	H
01-05	3	5	9	13	18A
06-10	3	5	10	15	21B
11-15	3	6	11	17A	24C
16-20	4	6	12	19B	27D
21-25	4	7	13A	21C	30E
26-30	4	7	14B	23D	34F
31-35	5	8A	15C	26E	38G
36-40	5	8B	17D	29F	42H
41-45	5A	9C	19E	32G	46I
46-50	6B	10D	21F	35H	51J
51-55	6C	11E	23G	38I	56K
56-60	7D	12F	25H	42J	61L
61-65	7E	13G	27I	46K	66M
66-70	8F	14H	30J	50L	72N
71-75	8G	15I	33K	54M	78O
76-80	9H	17J	36L	58N	84P
81-85	9I	19K	39M	63O	90Q
86-90	10J	21L	42N	68P	97R
91-95	11K	23M	45O	73Q	104S
96-100	12L	25N	49P	78R	111T
101-105	13M	27O	53Q	83S	118U
106-110	14N	29P	57R	89T	126V
111-115	15O	32Q	61S	95U	134V
116-120	16P	35R	65T	101V	142W
121-125	17Q	38S	69U	107V	150W
126-130	19R	41T	74V	113W	159X
131-135	21S	44U	79V	120W	168X
136-140	23T	47V	84W	127X	177Y
141-145	25U	50V	89W	134X	186Y
146-150	27V	54W	94X	141Y	196Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15†; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	Doesn't that beat all? Your beam was somehow reflected and no major damage occurred. +1 hits.
B (06-09)	The beam was almost worth of a bruise. Next one, please! +2 hits.
C (10-14)	Snap out of it! Giving a shot with that gun takes more than luck. Maybe you will learn someday. +4 hits.
D (15-18)	Is it your twisted luck or was foe just too defensive? Anyway the result was only a flesh wound. +6 hits.
E (19-23)	There you go, beam struck on foe and he's bleeding now. +8 hits, bleeding 1 hit/rd.
F (24-28)	Not bad at all, who would like to have foe die without suffering? +10 hits, bleeding 1 hits/rd and -5.
G (29-32)	Foe was slow to understand that beams can be painful. +11 hits, stunned 1 round, bleeding 1 hits/rd and -10.
H (33-37)	Beam hits on foe, now who's laughing? Not the foe. +12 hits, stunned 2 rounds, bleeding 2 hits/rd and -10.
I (38-42)	Your accuracy and beam's energy formed a great teamwork. +14 hits, bleeding 3 hits/rd and -15.
J (43-46)	Pure energy burned nice and big scar on foe. +16 hits, stunned 1 round, bleeding 3 hit/rd and -20.
K (47-51)	Foe's showing unpleasant feelings as the beam strikes. +17 hits, stunned 2 rounds, bleeding 4 hits/rd an -20.
L (52-55)	Beam does simple and clean hole for foe to wonder. +19 hits, stunned 3 rounds, bleeding 4 hits/rd and -25.
M (56-60)	Nasty habit you have there, torturing instead of killing. +21 hits, stunned 3 rounds, bleeding 5 hits/rd and -30.
N (61-65)	Foe is now completely prepared for visiting a doctor. +23 hits, stunned 4 rounds, bleeding 5 hits/rd and -35.
O (66-69)	Beam makes its way nearby vital organs. +25 hits, stunned 4 rounds, bleeding 6 hits/rd and -40.
P (70-74)	Beam cuts a deep wound. Foe is not only suffering the bleeding but also the nasty muscle wound. +27 hits, stunned 5 rounds, bleeding 6 hits/rd and -45.
Q (75-78)	Foe turns to pale as he feels the fury of pure energy. +29 hits, stunned 5 rounds, bleeding 7 hits/rd and -50.
R (79-83)	You seemed to be merciful, you could have taken foe out by concentrating little more but you only wounded him. +31 hits, stunned 6 rounds, bleeding 7 hits/rd and -55.
S (84-88)	Beam sweeps all the way through foe. +33 hits, stunned 6 rounds, bleeding 8 hits/rd and -60.
T (89-92)	Furious beam goes one way in and another out. Blood is everywhere and cleaner is needed. +34 hits, stunned 7 rounds, bleeding 9 hits/rd and -65.
U (93-97)	Enormous and round hole was formed on foe's body due to beam. It's a wonder if foe is still alive. +35 hits, stunned 8 rounds, bleeding 10 hits/rd and -70.
V (98-102)	Foe thought that you had nothing to kill him but it seems he was wrong because he dies 5 inactive rounds.
W (103-106)	Burn, baby burn! Foe is the flaming star of barbeque party for 4 inactive rounds until he dies.
X (107-111)	The beam struck deep and hard! Foe is ceases immediately and after 2 inactive rounds he will fall to the ground and die.
Y (112-115)	The beam tears foe to two equal pieces from waist area, anyone got vinyl tape? Foe dies instantly.
Z (116-120)	Toasted! Foe gets steamed by your shot. Only ash and bones can be found. Foe died instantly.

Energy Weapons against Large

Result	T	S	M	L	H
01-05	3	5	9	13	18A
06-10	3	5	10	15	21B
11-15	3	6	11	17A	24C
16-20	4	6	12	19B	27D
21-25	4	7	13A	21C	30E
26-30	4	7	14B	23D	33F
31-35	5	8A	15C	25E	37G
36-40	5	8B	16D	28F	41H
41-45	5A	9C	18E	31G	45I
46-50	6B	10D	20F	34H	49J
51-55	6C	11E	22G	37I	54K
56-60	7D	12F	24H	40J	59L
61-65	7E	13G	26I	44K	64M
66-70	8F	14H	28J	48L	69N
71-75	8G	15I	31K	52M	75O
76-80	9H	16J	34L	56N	81P
81-85	9I	18K	37M	60O	87Q
86-90	10J	20L	40N	65P	93R
91-95	11K	22M	43O	70Q	100S
96-100	12L	24N	46P	75R	107T
101-105	13M	26O	50Q	80S	114U
106-110	14N	28P	54R	85T	121V
111-115	15O	30Q	58S	91U	129V
116-120	16P	33R	62T	97V	137W
121-125	17Q	36S	66U	103V	145W
126-130	18R	39T	70V	109W	153X
131-135	20S	42U	75V	115W	162X
136-140	22T	45V	80W	122X	171Y
141-145	24U	48V	85W	129X	180Y
146-150	26V	51W	90X	136Y	189Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15‡; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	Your beam hits on foe but all suddenly all energy from it disappears! Is the theory of energy true after all? +1 hits.
B (06-09)	Foe is amused of your ineffective beam attack. You have just made foe feel alive again. +3 hits.
C (10-14)	Beam formed a heat wave that damaged foe slightly as it scratched him. +6 hits.
D (15-18)	Foe was fast enough to calculate beam attack's potential damage and performed a lifesaving dodge. +9 hits.
E (19-23)	The beam lost most of its potential on its way. Foe is relieved because it could have killed him. +12 hits.
F (24-28)	Beam has just enough power to make foe stumble for a while. +15 hits, stunned 1 round.
G (29-32)	The beam was able to burn foe's hide and make foe bleed. +18 hits, stunned 1 round, bleeding 1 hit/rd.
H (33-37)	Low energy, but skilful aiming formed a good shot. +21 hits, stunned 1 round, bleeding 1 hits/rd and -5.
I (38-42)	Piece of cake! Foe is not able to dodge these shots. +24 hits, stunned 1 round, bleeding 1 hits/rd and -10.
J (43-46)	At this rate foe will be hanging in barbeque stick. +27 hits, stunned 2 round, bleeding 1 hits/rd and -10.
K (47-51)	Piercing heat energy makes foe's muscle ache. +30 hits, stunned 2 rounds, bleeding 1 hits/rd and -15.
L (52-55)	Foe is screaming as beam is heating his blood! +31 hits, stunned 2 rounds, bleeding 2 hits/rd and -20.
M (56-60)	Foe's vitals organs almost got toasted! +34 hits, stunned 3 rounds, bleeding 2 hits/rd and -20.
N (61-65)	Beam's heat burst through foe's hide and leaves a mark. +37 hits, stunned 3 rounds, bleeding 2 hits/rd and -25.
O (66-69)	Beam seems to ignore the fact how big the foe is. +39 hits, stunned 4 rounds, bleeding 3 hits/rd and -25.
P (70-74)	High energy adds the spice on amazing aiming. Foe is having a really bad day. +41 hits, stunned 5 rounds, bleeding 3 hits/rd and -30.
Q (75-78)	After the beam hit, the foe is cursing why the technology has been developed this far. It's devouring the aspect and meaning of size. +43 hits, stunned 6 rounds, bleeding 3 hits/rd and -35.
R (79-83)	Perfect mix of energy and aiming makes foe feel dizzy. +46 hits, stunned 7 rounds, bleeding 3 hits/rd and -35.
S (84-88)	Pure energy pierces foe and he's not feeling well at all. +47 hits, stunned 7 rounds, bleeding 4 hits/rd and -40.
T (89-92)	The beam bursts through foe with astonishing effect. +49 hits, stunned 7 rounds, bleeding 5 hits/rd and -40.
U (93-97)	Beam's energy makes foe fell like an ant as he stumbles backward due to strike. +50 hits, stunned 8 rounds, bleeding 5 hits/rd and -45.
V (98-102)	Beam stuns foe and he will fall to the ground like Babel's tower. Foe will have 10 rounds left before dead as good for nothing.
W (103-106)	Beam's energy knocks foe to his knees and all way to the ground level. Foe will die after 7 painful rounds.
X (107-111)	Beam forces its way through vital organs and foe is having difficult inactive 4 rounds before he dies.
Y (112-115)	Beam bursts foe on fire and he will be running and screaming around for 2 rounds until he dies.
Z (116-120)	From dust to dust, amen. Big bones in ash can are found where foes were standing. Foe died instantly.

Energy Weapons against Huge

Result	T	S	M	L	H
01-05	3	5	9	13	18A
06-10	3	5	10	15	21B
11-15	3	6	11	17A	24C
16-20	4	6	12	19B	27D
21-25	4	7	13A	21C	30E
26-30	4	7	14B	23D	33F
31-35	5	8A	15C	25E	36G
36-40	5	8B	16D	27F	40H
41-45	5A	9C	17E	30G	44I
46-50	6B	9D	19F	33H	48J
51-55	6C	10E	21G	36I	52K
56-60	7D	11F	23H	39J	57L
61-65	7E	12G	25I	42K	62M
66-70	8F	13H	27J	46L	67N
71-75	8G	14I	29K	50M	72O
76-80	9H	15J	32L	54N	78P
81-85	9I	16K	35M	58O	84Q
86-90	10J	18L	38N	62P	90R
91-95	10K	20M	41O	67Q	96S
96-100	11L	22N	44P	72R	103T
101-105	12M	24O	47Q	77S	110U
106-110	13N	26P	51R	82T	117V
111-115	14O	28Q	55S	87U	124V
116-120	15P	30R	59T	93V	132W
121-125	16Q	33S	63U	99V	140W
126-130	17R	36T	67V	105W	148X
131-135	18S	39U	71V	111W	156X
136-140	20T	42V	76W	117X	165Y
141-145	22U	45V	81W	124X	174Y
146-150	24V	48W	86X	131Y	183Z

Hit Locations

Result	Location	Critical Adjust.
2	Foot/Calf	-10†; -1 stun
3	Knee	-15†; -1 stun
4-5	Thigh	-5; 2h/rd
6	Groin	-20; 3h/rd
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15‡; -1 stun
19-20	Forearm/Hand/Elbow	-10‡; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

† = to maneuvers requiring movement.

‡ = to maneuvers involving the arms/hands.

A (01-05)	Ridiculous attack! Foe is laughing at your beam and prepares to take more of those. +1 hits.
B (06-09)	Light heat beam scratches foe and smokes away. It takes more effective beams to take huge foes down. +4 hits.
C (10-14)	Unskilled performance is compensated due to high beam power. +8 hits.
D (15-18)	The beam only bruises and tickles foe for a very short while. +12 hits.
E (19-23)	Foe absorbed beam's heat and was damaged only due to attacker's accuracy. +16 hits.
F (24-28)	Foe's big body prevented the major damage but he received the leftovers. +20 hits.
G (29-32)	Beam leaves a smoking, small heat mark on foe's body. +23 hits.
H (33-37)	Beam gives foe a headache and pain in his bottom but nothing serious. +26 hits.
I (38-42)	Beam manages to make not only damage, but also stuns the foe. +29 hits, stunned 1 round.
J (43-46)	Beam slightly pierced foe's body and made foe bleed. +32 hits, bleeding 1 hits/rd and -5.
K (47-51)	Foe is shaking off the heat the beam caused. +34 hits, stunned 1 round, bleeding 1 hit/rd and -10.
L (52-55)	Physics and technology should never be underestimated. +37 hits, stunned 1 round, bleeding 1 hits/rd and -15.
M (56-60)	Shot makes foe realize the fact of his mortality. +40 hits, stunned 2 rounds, bleeding 1 hits/rd and -15.
N (61-65)	Beam teaches foe never to overestimate oneself. +42 hits, stunned 2 rounds, bleeding 2 hits/rd and -20.
O (66-69)	Beam's energy is way too much for foe to resist. +45 hits, stunned 2 rounds, bleeding 2 hits/rd and -25.
P (70-74)	Foe understands that no matter how big he is, against beams like these he's always vulnerable. +46 hits, stunned 3 rounds, bleeding 3 hits/rd and -25.
Q (75-78)	Despite of low energy it was aimed to foe's weak point and he's having painful moments. +49 hits, stunned 3 rounds, bleeding 3 hits/rd and -30.
R (79-83)	It's not wonder why foe's crying, it's really painful. +50 hits, stunned 4 rounds, bleeding 3 hits/rd and -35.
S (84-88)	If foe would have acted little bit less defensive it would have cost his life. +53 hits, stunned 4 rounds, bleeding 4 hits/rd and -35.
T (89-92)	Beam sends foe stumbling and the heat makes his bones create cracking sounds. +54 hits, stunned 5 rounds, bleeding 4 hits/rd and -40.
U (93-97)	The agony is tearing foe mentally and physically apart. +55 hits, stunned 6 rounds, bleeding 5 hits/rd and -40.
V (98-102)	You're expecting new encounter with the foe? – In another life. Foe dies in 12 rounds.
W (103-106)	Beam's heat makes the opening on foe's hide and the leftover energy spears foe's vital organs! Foe dies in 8 inactive rounds.
X (107-111)	Despite of foe's size the beam takes him in pieces and he will die after 5 long and painful rounds.
Y (112-115)	Beam sets foe's blood on fire and he will be burning from inside for 3 rounds until he dies.
Z (116-120)	Beam hits on foe and nothing seems to happen until an explosion inside foe occurs. Foe dies instantly.

