DIDIMOS CHANE II (FOZ)

Int 10   Ref 5   Tech 10   Cool 5   Attr 7   MA 5   Body 6   Emp (8) 6   Luck 10   Run 15m/rd
Leap 3m   Lift/Carry 240/60   Save 6   BTM –2   D.Mod 0   Hit Points 52   Carry 60kg Lift
240kg Handedness Right   Age 26 (1998)   Height 6'2"   Weight 13st8   Skin Brown Eyes Brown   Hair Brown Luck
Today: [_][_][_][_][_][_][_][_][_][_] Wound Levels – Light 13 Serious 26 Critical 39 Mortal 52

CYBERPUNK

Weapon	Type	WA	Conc	Avail	Dam	Shot	ROF	Rel	Range	To Hit
Traylor Riot-10	Sht	-1	L	-	4D6	18	1	Std	50m	D10 + 5 + 2
Sykes-Fairbairn	Mel	0	P	-	1D6	-	1	Std	-	D10 + 5 + 2
Colt .45	Hnd	0	J	-	2D6+3	12	2	VR	50m	D10 + 5 + 2
Initiative										D10 + 1

Cybernetics	HL	Effect/Use etc
Basic eye unit	6	Right eye
- Image enhancement	1	+2 Awareness
- Micro-optics	0.5	Microscope
- Times Square	1	Message scroll across field of vision
- Camera	0.5	Store thousands of images
Toolhand with mech and medical modules	2	Right. Suture, scalpel, sampler, hypo
Kerenzikov Boosterware	4	+1 Initiative
Skinweave	4	SP12 to all organic body parts
Chipware socket + NPU	3	Allows up to 10 chips to be loaded
WearMan®	0.5	Loaded with Rap, Grime, R&B, HipHop
RealSkinn®	-3	Hand and Eye
Total Humanity Loss	**22**	**Maximum loss 80 before Cyberpsychosis**
Chips		
Technical Manuals		Medical textbooks and references
Stargate Technical Manuals		Stargate Sequence Data
Drive-2		Handgun-2

Shotgun Rounds	
Stinger	>3m, stun
Gas	2m circle
Flare	30m d circle
Smoke	3m d circle
Flashbang	25m/3m cone, 1d10 mins out

Location	Head	Ch't	Abn	Hand Left	Arm Left Low	Arm Left Up	Hand Right	Arm Right Low	Arm Right Up	Foot Left	Leg Left Low	Leg Left Up	Foot Right	Leg Right Low	Leg Right Up
D20	1	2 - 5	6 - 8	9	10	11	12	13	14	15	16	17	18	19	20
Hit Pts	**7**	**17**	**15**	**5**	**9**	**12**	**5**	**9**	**12**	**4**	**12**	**14**	**4**	**12**	**14**
Nat.AP	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12
Armour BTM -2	14	10	10							4	20	20	4	20	20
Total	28	24	24	14	14	14	14	14	14	18	34	34	18	34	34

Skill	Level	Stat		Skill	Level	Stat
Jury Rig	6	10		Diagnose	2	10
Awareness	3+2	10		Pharmacuticals	2	10
Basic Tech	6	10		Medical Tech	4	10
Cybertech	4	10		Shotgun	2	5
Education	5	10		Melee	2	5
Electronics	4	10		Stargate Ops	2	10
Weapon Tech	3	10		Commo Tech	3	10
Cryotank Ops	4	10		Teaching	1	10
(Drive)	2	5		(Handgun)	2	5

Equipment: Flak Vest, Flak Pants, Steel helmet, Boots, Jumpsuit. Medical kit, SpraySkin, Drug Kit. Mechanical and Electronic Toolkits. Traylor Riot-10 Shotgun. 40 rounds pellet, 10 rounds each of the other types. Sykes-Fairbairn Combat Knife, standard issue US Colt .45, 5 clips of 12. Fatigues (shirt replaced with Hawaiian shirt), Aviator shades, light gloves, socks, waterproof poncho, boots, helmet, pack, shelter-half, gas mask, ALICE combat webbing.
Sleeping bag, torch, shovel, ration pack, energy bars, water bottle, stove and billy, coffee in sealed containers, logcompass, Frostech portable cryonics case, glowsticks ×10. LI Goggles. Respirator mask and tank. Multi-detector "tricorder". Drone: 20 mins battery, camera, 750m range, needs penlight.
Pharmacuticals: Anaesthetic (general), anaesthetic (local), antibiotics, antifever, atropine, painkillers (minor), sedative (mild), sedative (strong), adrenaline, blood (1 unit), plasma (1 unit).

Friday Night Fire Fight (Rev B)

TO HIT   REF + D10 + SKILL +/- MODIFIERS (SEE TABLE PAGE 89)
                    (AIMED SHOT, MAX 3 ROUNDS AT +1 PER ROUND)

INITIATIVE   D10 +/- MODIFIERS + COMBAT SENSE

FAST DRAW/SNAPSHOT   +3 INITIATIVE/-3 TO HIT

MORE THAN ONE ACTION -3 ON SUBSIQUENT ROLLS

TWO WEAPON ATT   -3 BOTH WEAPONS UNLESS TRUE AMBIDEXTERITY OR REQUIRED TRAINING

DODGE OR PARRY   REF + D10 + MODS (ATHLETICS/COMBAT SENSE) < OR = TO HIT ROLL

STABILISATION   D10 + TECH + MEDICAL SKILL > = DAMAGE TAKEN THAT ROUND

DIFFICULTY

POINT BLANK   10   PHYSICAL CONTACTS – 1M
CLOSE   15   ¼ MAX RANGE FOR WEAPON
MEDIUM   20   ½ MAX RANGE FOR WEAPON
LONG   25   MAX RANGE FOR WEAPON
EXTREME   30   ANY SHOT OVER MAX RANGE

PISTOL/HANDGUN/SHOTGUN/LASER/TASER ETC

SINGLE SHOT UPTO ROF OF WEAPON AGAINST SINGLE OR MULTIPLE TARGET, IF MULTIPLE TARGET ROLL TO HIT FOR EACH TARGET SEPERATELY (LASER TREATS ALL ARMOUR OTHER THAN REFLEC AT HALF SP, MICROWAVE IGNORES ARMOUR, SEE PAGE 98, TASER SAVE V. STUN)

AUTOMATIC WEAPONS INC MACHINE PISTOLS & SMG

3 ROUND BURST
SINGLE TARGET ONLY. ROLL TO HIT, IF SUCCESSFUL D3 WOUNDS

FULL AUTO
ROF/NUMBER OF TARGETS. ROLL TO HIT FOR EACH TARGET
FOR EVERY 10 ROUNDS +1 TO HIT ROLL (POINT BLANK & CLOSE RANGE)
FOR EVERY 10 ROUNDS –1 TO HIT ROLL (MEDIUM, LONG, EXTREME RANGE)

ACTUAL HIT ROLL – REQUIRED HIT ROLL = No HITS (UPTO ROF FOR WEAPON/No OF TARGETS)
IF TO HIT ROLL - REQUIRED ROLL = 0 THEN ASSUME SINGLE HIT

SUPRESSIVE FIRE
ALL TARGETS IN FIRE ZONE MUST SAVE AGAINST TAKING A BULLET,
ROLL ATHLETICS SKILL + REF + D10 AGAINST ROF /WIDTH OF FIRE ZONE
IF FAIL SAVE D6 HITS. NB IF NATURAL ROLL OF 1 THEN AUTOMATIC FAIL

HIT LOCATION

D20 AS PER WOUND CHART

CRITICAL

IF TO HIT ROLL NATURAL 10 THEN ROLL AGAIN & ADD TO 1ST ROLL, IF SECOND ROLL IS 10
ROLL AGAIN, IF 3RD ROLL NATURAL 10 THEN INSTANT KILL, OTHERWISE TO HIT IS TOTAL ROLLED

FUMBLE

IF TO HIT ROLL NATURAL 1 ROLL AGAIN, IF 2ND ROLL NATURAL 1 ROLL AGAIN, 2 – 9 MISSED SHOT, IF 3RD ROLL IS NATURAL 1 REFER TO FUMBLE TABLE BELOW (SEE TABLE P33)

Roll	Result
1 – 5	WEAPON JAM ETC D3 ROUNDS TO FREE/CLEAR
6	WEAPON DROPPED, D6m
7	WEAPON FIRES BUT HITS OBJECT OTHER THAN TARGET, RANDOM DETERMINATION
8	WEAPON FIRES HIT NEAREST NONE TARGET IE FRIEND/BY-STANDER ETC
9	SELF INFLICTED WOUND/WEAPON BROKEN/BURST BARREL ETC
10	WOUND MEMBER OF OWN PARTY/INNOCENT BY STANDER ETC