Experience Points Award Table

Combat

- Zero points for fighting that's just to show off, too proud to stand down, gets the rest of the group in trouble, or any stupid or selfish reasoning.
- 25-50 points for killing or subduing a minor menace.
- 75-100 points for killing or subduing a major menace.
- 150-400 or more points for killing or subduing a great menace.

Using skills or abilities

- 10-25 points for performing the right skill (successful or not), at the right time, for the right reason. At 4th level and up, this might apply only to skills performed when they are absolutely critical or under stressful conditions.

Reasoning

- 25-50 points for a clever, but futile idea.
- 25-100 points for a clever, useful/helpful idea or action.
- 25-50 points for using good judgment or one's power or skill well.
- 50-100 points for insightful and helpful deductive reasoning or keen observation.
- 100 points for a quick thinking idea or action that was helpful.
- 100-200 points for insight or deductive reasoning that plays a huge role in a critical plan or saving lives.
- 200 points for a critical plan or action that saves the character's own life and/or a few comrades.
- 400-1000 points for a critical plan or action that saves the entire group and/or many innocent people.

Role-playing

- 25-50 points for playing in character when it would have been easier not to.
- 50-100 points for avoiding unnecessary violence; self-restraint or talking, bluffing or intimidating out of trouble or danger.
- 50-100 points for a small act of self-sacrifice, or an act of kindness, mercy or compassion.
- 50-100 points for a successful daring or heroic action (whether it was clever or not).
- 75-100 points for playing in character or one’s alignment when circumstance or powerful temptation begged otherwise.
- 100-200 points for endangering the character's own life to help or save others.
- 500-1000 points for a genuine life and death self-sacrifice in a situation where the character's heroism seemed likely to cost him his life.

Perception Table by Difficulty

4+: Easy - Situation/Circumstance: loud noise, constrained object, etc.
8+: Moderate - Slight noise, looking for small or hidden, in a well-lit area, etc.
14+: Challenging - Poor light, fog, murky water; whispered conversation, etc.
17+: Difficult - Dark or loud conditions; well hidden; great confusion, etc.

Perceptions Rolls vs Stealth skills: Prowl, Detected Ambush, Detect Concealment, Camouflage and Concealment.
Perception roll vs 1d20 (+1/10 Stealth Skill percentage).

Perceiving Supernatural Involvement

8+: if then evidence is plentiful and obvious.
14+: if the evidence is sparse or “scientifially” inconclusive.

Perceiving being watched by Supernatural evil

15+: to sense Supernatural predators or Lesser Demons.
17+: to sense Demonic servants or Greater Demons.
19+: to sense Ancient Evil, Dark God or Alien Intelligence.

Perception Table by Difficulty

- Perception rolls vs Stealth skills: Prowl, Detected Ambush, Detect Concealment, Camouflage and Concealment.
- Perception roll vs 1d20 (+1/10 Stealth Skill percentage).

MDC repairing costs

- Depending on material types, rarity or object complexity MDC repairing cost can vary up to 200% [SB1 page. 36]. The Black Marquet, Titan Robotics, Magistique Imperium have more or less standardized prices than are those reproduced below. Other sites may have rates ranging between 50% and 200% depending on the availability of materials, labor or work urgency [SB1 page. 36]. It also can reduce some repairs if we actively participate in them or hire an operator.
- Repairs cannot ever exceed the limit of the original MDC fixed object. In some cases specified, there must be a stabilized intact portion of MDC to be able to perform repairs. However, when the MDC comes to 0, the object was completely destroyed and can not be repaired. Although its remains can be used for other repairs [SB1 page. 35].

Body armor: Plate armor (700 cr. / MDC), Chainmail (550 cr. / MDC), Composite armor (650 cr. / MDC), Plastic armor (630 cr. / MDC), Textile armor (620 cr. / MDC).

Power armor and robots (must remain at least 15% of the original MDC): MDC Armor (800 cr. / MDC). Other systems cost can be found on pg. 37 SB1. If the repair is made by an Operator reduce its cost by 25% (plus time cost at 30% - 50%). The final cost, therefore, could vary between 600 and 200 cr. / MDC. Note: On the other hand, RUE page. 92 provides a repairing cost by an Operator of 1200 cr. / MDC.

Vehicle and Robot Vehicle (must remain at least 15% of the original MDC): MDC Armor (4,000 cr. / MDC). Other systems cost can be found on pg. 37 SB1. If the repair is made by an Operator, it dramatically reduces the cost up to 1,200 cr. / MDC [RUE page. 92].

Bionic and cybernetic (must remain at least 25% of the original MDC, or 30% of the original components to repair): MDC repairing cost is 2,000 cr. / 1 MDC. To fix components calculate a cost of 30% on the price of the original component. If surgery is needed, the cost is a 20% of the installed bionic parts cost. This cost can be lowered by 10% - 50% depending on facility conditions and business relationship [p. BS. 64].

Self-repairs are done at -30% of the appropriate skill: Bioware Mechanics, Cybernetic Medicine or Cybernetic Basics to reduce the cost up to 1,000 cr. / MDC and other systems to 10% cheaper [BS page. 64]. If the repair is made by a Cibedoctor, the cost is 1000 cr. / MDC and a 25% reduction for bionic and cybernetic systems (up to 50% if he doesn't charge his time costs) [RUE page. 90].

Experience Points Award Table

Recovery of Hit Points and S.D.C.

- Rate of recovery: Non-Professional Treatment or one-self cures. 2 H.P. and 4 S.D.C. per day (24 h). Skills: First Aid, Paramedic, Field surgery and Paramedic.
- Rate of recovery: Professional Treatment: 2 H.P. per day for the first two days and 4 H.P. per each following day. 6 S.D.C. per day. Skills: Medical doctor.

(1) When half the H.P. are lost, blood loss does an additional one H.P. of damage per minute (every four melee rounds).

When all H.P. are reduced to 0, the character falls into a coma and hovers near death.

Surviving coma and death

- A character can take one point of damage below zero for each P.E. point.
- A character in coma will survive without treatment one hour per P.E. point. Coma recovery ratio (roll 2 out of 3); roll every hour until stabilized (1 H.P.) or dies.
- Treatment from unprofessional individuals with medical skills: 01-18% Treatment from an intern or nurse: 01-32%
- Treatment from a doctor without proper facilities: 01-46%
- Treatment from a doctor at a clinic (fair facilities): 01-56%
- Treatment from a hospital: 01-66%
- Treatment from a major, large hospital: 01-70%

Treatment of a near fatal M.D. Injury (Optional)

First, Roll to determine Hit Location (unless called shot or GM discretion)

Hit Location & Damage from a M.D. Blast

1-10: Lost a foot.
11-20: Lost a hand.
21-30: Lost an entire arm.
31-40: Lost a major leg.
41-50: Lost both arms.
51-60: Severe external body and skin damage and loss of one limb.
61-70: Shot clean through. Svere shock and internal injury; 1d4 internal organs will have to be replaced.
71-80: Shot clean through. Svere shock and internal injury; lost one lung and damage to heart or 1d4 internal organs. Cybernetic or Bio-Systems required.
81-90: Lost half of the face plus 20% of the upper body (skin and muscle) is damaged. Cybernetic reconstruction and skin grafts required.
91-95: Lost entire lower body from the waist down; bionics will be required for complete restoration.
96-00: Lost all four limbs or one entire side of the body. Bionics will be required to make a complete recovery and function unimpaired.

Second, Medical attention required

1. - Character needs medical attention within 2/4 minutes. Required Skills or Powers: Paramedics, Field surgery, Holistic Medicine, Medical Doctor, Psychic Surgery, Psychic Healing, Magical Healing.
2. - If treatment is successful, character falls into coma: 0 S.D.C. and 1d6+2 H.P. remain. Character is stabilized.
3. - Character needs intensive medical attention within 46x10 minutes from Field Surgery or Medical Doctor (roll again). If successful character will live! Bionic reconstruction is necessary.

Insanity due to near death trauma (roll on the following table):

01-33% No mental trauma.
34-50% Roll once on the Phobia Table. 81-90% Roll once on the Aﬄe. Dis. Table.
51-60% Roll once on the Obsession Table. 91-100% Roll once on the Psychosis Table.
61-70% Roll twice on the Phobia Table. (See pg. 331 RUE).
Damage from Fallings & Crashes

**Fallings**
- Damage from falling without M.D.C. armor: 1D6 S.D.C. / 3 m.
- Damage from horse falling without M.D.C. armor: 1D6 S.D.C.
- Damage from falling inside an M.D.C. armor: 1 S.D.C./6 m.

Characters without M.D.C. armor: 1 M.D./30 m. (House rule).

**High speed crash inside M.D.C. armor:** 1D4 S.D.C. for every 32 km/h of speed above 80 km/h.

**Knockdown:**
- Damage from being knocked down without M.D.C. armor: 1D6 S.D.C./6 m.
- M.D. Knockdown: victim takes 1D6 M.D. +1D6 additional for every 48 km/h of speed. 60% victim knocked off (loses initiative and 2 melee attacks). The attacker suffers ¼ of the victim's damage.

**Crash-Landing**
- Roll under pilot skill: successful crash-landing does 1D4x10 M.D. to M.D.C. armor and 3D6 to those inside the aircraft damage to those inside reinforced compartment. Unsuccessful crash-landing does 3D4x10+30 M.D. to M.D.C. armor and 1D6 worth of S.D.C. for every 20 M.D. sustained (3D6 S.D.C. to those inside reinforced compartment).

**Running/Flying/Riding through S.D.C. structures** (branches, debris, etc.):
- 5D6 S.D.C. damage per melee (cannot attack) moving beyond 48 km/h. If riding roll percentile dice under PS, to hold on: getting knocked off causes additional 6D6 S.D.C. damage (loses initiative and 2 melee attacks). Characters inside M.D.C. armor suffers ¼ the damage from the battering and fall.

**Skill Penalties**

- Advanced, Unknown or Alien Machines and Technologies: -30 to -40%
- Bionics & Cybernetics: Operator receive -10% to -20% to civilian engineers and Operators.
- Military Technology: -15% to -25% to civilian engineers and Operators.

**Ranged Combat Bonuses & Penalties**

**Skill Penalties**

- Advanced, Unknown or Alien Machines and Technologies: -30 to -40%
- Bionics & Cybernetics: Operator receive -10% to -20% to civilian engineers and Operators.
- Military Technology: -15% to -25% to civilian engineers and Operators.

**Ranged Combat Bonuses & Penalties**

**All Ranged Attacks:** Requires a roll of 8 to strike (including W.P. & Sniping bonuses).

- **Aimed Shot:** +2 to strike (takes 2 attacks).
- **Called Shot:** No bonus. Enables the character to strike very small, difficult or covered targets; counts as 2 melee attacks (see called shot penalties).

- **Shooting Blind:** -10 to strike.
- **Shooting Burst:** Strike bonuses reduced by ½ (-3 to strike w/o W.P.).
- **Shooting Wild:** -6 to strike.
- **Shooting 30% Beyond Normal Range:** -5 to strike.

- **Target is moving:** -1 to strike, -1 additional per 80 km/h beyond 32 km/h, and -1 for evasive action.
- **Target is Behaving Cover:** Requires Called Shot.
- **Dodging Gunfire, within 3 m.:** -10 to dodge.
- **Dodging Gunfire, within 15.2 m.:** -5 to dodge.

**Called shot penalties**

- **Unprotected dimunitive area:** -8 to strike.
- **Head:** -4 to strike.
- **Hand:** -4 to strike.
- **Foot:** -4 to strike.
- **Arm:** -3 to strike.
- **Leg:** -2 to strike.

**Saving throws**

- Lethal Poisons (14)
- Non-Lethal Poisons (16)
- Harmful drugs (15)
- Acids (no save possible - dodge!)
- Insanity (12)
- Psionics (15-normal/animal, 12-minor/major, 10-master, 6-Psi-Stalker)
- Magic spell - Invocations (12) (see spell strength; Animals -4)
- Ritual Magic (16)
- Magic circles (16)
- Magic protections (14)
- Faerie magic (16)
- Infernal/Demonic magic (14 - Demonic lords could require 15/16)
- Divine/Immortal/Dragon magic (16)
- Magic breath (14 to dodge)
- Horror/Awe Factor (8-16)
- Unconsciousness (15)
- Unconsciousness - being strangled (14)
- Disease (14)
- Pain (16)
- Electrocution (18) (14 - Supernatural creatures)
- Soul absorption (14)
- Curse (16)
- Shrapnel (14 to dodge)
- Extreme temperatures (14/16)
- Absorption

**Carry & Lifting weight**

**Normal P.S.**

<table>
<thead>
<tr>
<th>Carry (kg.)</th>
<th>Lift (kg.) (time)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-16</td>
<td>PS.x4.5</td>
</tr>
<tr>
<td>≥ 17</td>
<td>PS.x9</td>
</tr>
</tbody>
</table>

**Dog Boy P.S.**

<table>
<thead>
<tr>
<th>Carry (kg.)</th>
<th>Lift (kg.) (time)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-16</td>
<td>PS.x9</td>
</tr>
<tr>
<td>≥ 17</td>
<td>PS.x18</td>
</tr>
</tbody>
</table>

**Crazy**

<table>
<thead>
<tr>
<th>Carry (kg.)</th>
<th>Lift (kg.) (time)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-16</td>
<td>PS.x9</td>
</tr>
<tr>
<td>≥ 17</td>
<td>PS.x18</td>
</tr>
</tbody>
</table>

**Robot P.S.**

<table>
<thead>
<tr>
<th>Carry (kg.)</th>
<th>Lift (kg.) (time)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-16</td>
<td>PS.x4.5</td>
</tr>
<tr>
<td>≥ 17</td>
<td>PS.x9</td>
</tr>
</tbody>
</table>

**Supernatural P.S.**

<table>
<thead>
<tr>
<th>Carry (kg.)</th>
<th>Lift (kg.) (time)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-16</td>
<td>PS.x11.25</td>
</tr>
<tr>
<td>≥ 17</td>
<td>PS.x22.5</td>
</tr>
</tbody>
</table>

**Medium Range Missiles**

<table>
<thead>
<tr>
<th>Warhead</th>
<th>M.D.</th>
<th>Speed</th>
<th>Max. Range</th>
<th>Blast radius</th>
<th>M.D.C.</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Explosive (light)</td>
<td>2D6x10</td>
<td>804 kmph</td>
<td>8 km</td>
<td>3 m</td>
<td>5</td>
</tr>
<tr>
<td>High Explosive (medium)</td>
<td>2D6x10</td>
<td>804 kmph</td>
<td>8 km</td>
<td>1.6 m</td>
<td>5</td>
</tr>
<tr>
<td>Fragmentation (light)</td>
<td>2D6x10</td>
<td>724 kmph</td>
<td>4.8 km</td>
<td>6.1 m</td>
<td>5</td>
</tr>
<tr>
<td>Armor Piercing (medium)</td>
<td>2D6x10</td>
<td>1045 kmph</td>
<td>8 km</td>
<td>1.5 m</td>
<td>5</td>
</tr>
<tr>
<td>Plasma/Napalm (medium)</td>
<td>2D6x10</td>
<td>804 kmph</td>
<td>4.8 km</td>
<td>4.6 m</td>
<td>5</td>
</tr>
<tr>
<td>Torp Gas</td>
<td>None</td>
<td>321 kmph</td>
<td>0.8 km</td>
<td>3 m</td>
<td>5</td>
</tr>
<tr>
<td>Smoke (colors available)</td>
<td>None</td>
<td>482.7 kmph</td>
<td>1.6 km</td>
<td>6 m</td>
<td>5</td>
</tr>
<tr>
<td>Fire Retardant</td>
<td>None</td>
<td>321 kmph</td>
<td>0.8 km</td>
<td>6 m</td>
<td>5</td>
</tr>
</tbody>
</table>

**Long Range Missiles**

<table>
<thead>
<tr>
<th>Warhead</th>
<th>M.D.</th>
<th>Speed</th>
<th>Max. Range</th>
<th>Blast radius</th>
<th>M.D.C.</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Explosive (medium)</td>
<td>3D6x10</td>
<td>Mach 3</td>
<td>804 km</td>
<td>9.1 m</td>
<td>20</td>
</tr>
<tr>
<td>High Explosive (heavy)</td>
<td>4D6x10</td>
<td>Mach 3</td>
<td>804 km</td>
<td>12.2 m</td>
<td>20</td>
</tr>
<tr>
<td>Armor Piercing (medium)</td>
<td>3D6x10</td>
<td>Mach 3</td>
<td>643 km</td>
<td>9.1 m</td>
<td>10</td>
</tr>
<tr>
<td>Plasma/Napalm (medium)</td>
<td>3D6x10</td>
<td>Mach 3</td>
<td>643 km</td>
<td>12.2 m</td>
<td>10</td>
</tr>
<tr>
<td>Nuclear (light)*</td>
<td>5D6x10</td>
<td>Mach 3</td>
<td>1286 km</td>
<td>12.2 m</td>
<td>10</td>
</tr>
<tr>
<td>Nuclear (heavy)*</td>
<td>1D4x10</td>
<td>Mach 3</td>
<td>1608 km</td>
<td>15.2 m</td>
<td>20</td>
</tr>
<tr>
<td>Nuclear Multi-warhead*</td>
<td>2D4x10</td>
<td>Mach 3</td>
<td>2893 km</td>
<td>15.2 m</td>
<td>25</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Warhead</th>
<th>M.D.</th>
<th>Speed</th>
<th>Max. Range</th>
<th>Blast radius</th>
<th>M.D.C.</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Explosive</td>
<td>3D6</td>
<td>804 kmph</td>
<td>1.6 km</td>
<td>1.5 m</td>
<td>1</td>
</tr>
<tr>
<td>Fragmentation</td>
<td>3D6</td>
<td>804 kmph</td>
<td>0.8 km</td>
<td>6 m</td>
<td>1</td>
</tr>
<tr>
<td>Armor Piercing</td>
<td>2D6x10</td>
<td>Mach 3</td>
<td>1286 km</td>
<td>12.2 m</td>
<td>20</td>
</tr>
<tr>
<td>Plasma/Napalm (medium)</td>
<td>2D6x10</td>
<td>Mach 3</td>
<td>1928 km</td>
<td>15.2 m</td>
<td>25</td>
</tr>
<tr>
<td>Smoke (colors available)</td>
<td>None</td>
<td>804 kmph</td>
<td>0.8 km</td>
<td>6 m</td>
<td>1</td>
</tr>
</tbody>
</table>

- *Available as smart bombs. +5 to strike.

**Note:** A Called Shot can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.
**I.S.P. Boost at ley lines**

Drain 1d6+1 I.S.P. per melee round (15 seconds). Must be spend that round.

Increase psychic powers range and duration by 50% within 1.6 km of a ley line.

Increase psychic powers range and duration x2 on a ley line or nexus point.

Increase psychic powers damage +1d on a ley line.

Increase psychic powers damage +2d on a nexus point.

---

**I.S.P. Recovery per hour**

<table>
<thead>
<tr>
<th>O.C.C./P.C.C./R.C.C.</th>
<th>Activity</th>
<th>Meditation/Sleep</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burster</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Dog Boy</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Mind Melder</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Psi-Stalker</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Dragon Hatchling</td>
<td>-</td>
<td>4/2</td>
</tr>
<tr>
<td>Cyber-Knight</td>
<td>-</td>
<td>6</td>
</tr>
<tr>
<td>Other Master Psychic O.C.C.s</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Other Psychics</td>
<td>-</td>
<td>4/2</td>
</tr>
<tr>
<td>Meditation power</td>
<td>-</td>
<td>By O.C.C. or 6</td>
</tr>
</tbody>
</table>

---

**Random Ley Line Table**

<table>
<thead>
<tr>
<th>Roll (%)</th>
<th>Miles long</th>
<th>Roll (%)</th>
<th>Miles long</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-10</td>
<td>3D4</td>
<td>51-60</td>
<td>4D6</td>
</tr>
<tr>
<td>11-20</td>
<td>3D6</td>
<td>61-70</td>
<td>2D4x10</td>
</tr>
<tr>
<td>21-30</td>
<td>1D6</td>
<td>71-80</td>
<td>1D6x10</td>
</tr>
<tr>
<td>31-40</td>
<td>2D6</td>
<td>81-90</td>
<td>3D6x10</td>
</tr>
<tr>
<td>41-50</td>
<td>6D6</td>
<td>91-100</td>
<td>5D6x10</td>
</tr>
</tbody>
</table>

Ley Line wide: 1d4x1000 feet.

Ley Line length: 3.2 - 16 km.

---

**P.E. Sources by race**

3D6 P.P.E.: The average human adult (20 years and older).

4D6 P.P.E.: The average human teenager (14 to 19 years old).

6D6 + 6 P.P.E.: The average human child (13 and under).

6D6 P.P.E.: Goblins, faeries, algor.

5D6 P.P.E.: Elf, changeling and gnome.

4D6 P.P.E.: Wolfen, coyotes, & most mutant animals.

3D6 P.P.E.: Dwarf, ogre, troll and most other races.

1D6x10 or more P.P.E.: Most giant races.

3D6 P.P.E.: Most other races.

4D6 P.P.E.: Monsters and D-Bees that are not psycho or users of magic.

1D6x10 P.P.E.: Lesser demons and monsters with innate magic powers such as metamorphosis, turn invisible, fly without wings, bio-regeneration, etc.

2D6x10 + 20 P.P.E. Lesser demons and monsters who are very magical in nature or can cast spells.

1D6x100 P.P.E.: Greater demons and monsters with minimal magic abilities.

2D6x100 P.P.E.: Greater demons and monsters who are “lords”, practitioners of magic or who possess incredible power.

4D6x1000 P.P.E.: Supernatural intelligences.

---

**Technological Effects on Magic and Psionics**

**Bionics and cybernetic implants:** reduce P.E. by half and prevent on P.P.E. from other sources. Magical healing is reduced by half. Magical regeneration will heal the body and reject the bionics.

**Wearing Artificial Body Armour:** If more than 50% of the body is covered in artificial material spells cost is 20% more in P.P.E., and roll once on the following table to see if this interference has an impact on the spell.

- **01-20** Reduce spell damage or effects by 1 D4x10.
- **21-40** Reduce spell duration by 1 D4x10.
- **41-60** Reduce the spell’s range by 1 D4x10.
- **61-80** Reduce both the range and duration of the spell by 20%. 81-00 Lucked out, no additional problems.

**Magic from inside a vehicle or giant robot: impossible.**

**Psionics that affect the mind and emotions d’ont affect:**

People inside a locked room or car, unless the attacker knows his desired victim is inside or he can see him directly (via Astral Projection).

Someone in a fast moving vehicle, because they are going too fast to make a connection and since most psionic powers have a short range.

Someone in a sealed, environmental M.D.C. vehicle like a tank, APC, giant robot or heavy power armour (250 M.D.C. or more for the main body).

**Psi-Powers requiring physical contact/touch:** don’t affect someone sealed inside a vehicle, nor environmental armour.

---

**Gear & Services**

**Hotel room:**

- Economy room. 30 cr. per night.
- Standard room. 80-100 cr. per night.
- First class room. 120-250 cr. per night.
- Luxury suite. 400-1,000 cr. per night.

**Food:**

- Breakfast. 4-8 cr.
- Average meal. 5-40 cr.
- Quality meal. 50-100 cr.
- Pizaa. (small) 2 cr.; (medium) 5 cr.; (large) 8 cr.; (XL) 11 cr.
- Average drink. 1-15 cr.
- Exotic wine. 20-10,000 cr.

**Services:**

- Attorney. 300-500 cr. per hour.
- Bodyguard. 1,400 cr. per day per operative (+ expenses).
- Cellular phone service: 30 cr. per month. (+ air time. 25-50 cr.)
- Computer terminals. 10 cr. per 30 minutes of use.
- Fake identity papers. 500 cr. (Black market).
- Haircut. 8 cr.
- Martial arts master class. 50-200 cr. per session.
- Private Shopping. 10-1,000 cr. (Average 40-200 cr.)
- Tailor made suit. 1,000-10,000 cr. (18,000-25,000 M.D.C.: 18-26).
- Taxi (in large towns). 10 cr. per trip, or 1 cr. per minute (multiple stops).

**Leisure**

- Dance club or Disco. 10-25 cr.
- Derby. 10-30 cr. (Luxury booth. 3,000 cr.)
- Gymnasium. 50 cr. per month or 500 cr. per year.
- Juicer games. (season ticket) 200 cr.; (event ticket) 15-50 cr.; (private booth) 700 cr.
- Mini (Women's) Club. 5,000 cr. per year.
- Theatre ticket. (amateur play) 5-10 cr.; (concerts and quality acts) 25-50 cr.

**Common weapons**

- Vibro-knife. 1D6 M.D.: 7,000 cr.
- Vibro-sword. Large, one-handed sword - 2D6 M.D.: 11,000 cr.
- Neural mace. pg. 239 R.U.E. 8,000 cr.
- Laser pistol. 1D6 M.D.: 6,000-11,000 cr.
- Laser Rifle. 3D6 M.D.: 16,000-18,000 cr.
- E-Clip (short) 5,000-6,000 cr.; (long) 8,000 cr.
- E-Clip recharge. (short) 1,200-1,500 cr.; (long) 2,000-2,500 cr.
- Explosives. pg. 260 R.U.E.
- Hand Grenades. pg. 260 R.U.E.

**Common gear**

- Pg. 261 R.U.E.:
  - Bandages. 8 cr. roll 5.  rul.
  - Belt, Utility (military style). 3-5 cr.
  - Compass. 50-150 cr.
  - Cross Crucifix (wood; 20-30 cm). 2-10 cr.
  - Disposable Lighter or Box of 200 matches. 1 cr.
  - Flashlight. (large) 12-20 cr.; (pocket size) 6 cr.
  - Gas Mask. 50-80 cr. (half that used).
  - Grappling hook and Line (130 m). 80 cr.
  - Knife (1D6 S.D.C. damage). 20-300 cr.
  - Magnifying Glass (large). 5 cr. (double for large).
  - Map of a region. 50 cr.
  - Pocket or Signal Mirror. 2-5 cr.
  - Sunglasses or Goggles. (cheap) 15-50 cr.; (fancy or light adjusting) 100-300 cr.; (eye glasses) 100-500 cr.
  - Golden Age Relics (salvage rates; selling prices x4-10)
  - Common articles. 10-50 cr.
  - Books, magazines, newspaper. 40-160 cr.
  - Computer hardware. 100-800 cr.
  - Jewelry and old furniture. 200-1,200 cr.
  - Rare working weapons and electronics. 400-2,400 cr.
  - M.D.C. salvage (salvage rates; selling prices x6-10)
  - Unusable M.D.C. material. 40 cr. per ton.
  - Scrap metal. 15 cr. per 45 kg. (minimum a ton.)
  - Machine parts or box of basic electronics. 20-30 cr.
  - Psychic and Magic services
    - Psychic diagnosis. Induced healing. 100 cr.
    - Light Healing. 150 cr.
    - Negate Poison. 200 cr.
    - Healing touch; Increased Healing. Cure Minor Disorder; Heal wound; Life source. 300 cr.
    - Breathe Without Air. 300 cr.
    - Restore P.E.; Purify Food/Water. 500 cr. per point.
    - Cure Illness; Fortify Against Disease. 800 cr.
    - Psychic purification. Greater healing. 1,000 cr.
    - Cure Phobia. Lifesaver. 6,000 cr.
    - Exorcism; Expel Demons; Stone to Flesh; Super Healing (M.D.C.). 10,000 cr.
    - Psychic surgery. 6,000-24,000 cr. (depends on injury severity.)
    - Remove Curse. 50,000 cr.
    - Restore Limb. 60,000 cr.
    - Restore Life; Restoration. 1,000,000+ cr. (and favours)
    - Spell scroll. 10,000 cr. per level.