

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.

100-300 points for endangering the character's own life to help or save others.

500-700 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+: An Easy Situation/Circumstance: loud noise, constricted object, etc.

8+: Moderate. Slight noise, looking for smt/smb in a well-lit area, etc.

14+: Challenging. Poor light, fog, murky water; whispered conversation, etc.

17+: Difficult. Dark or loudy 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 percentatge)

Perceiving Supernatural Involvement

8+ if then evidence is plentiful and obvious.

14+ if the evidence is sparse or "scientifically" inconclusive.

Perceiving being watched by Supernatural evil

15+ to sense Supernatural predators and Lesser Demons.

17+ to sense Demonic servants and Greater Demons.

19+ to sense Ancient Evil, Dark God or Alien Intelligence.

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, Manistique 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 can not ever exceed the limit of the original MDC fixed object. In some cases specified, there must be a established 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 Ciberdoctor, 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].

Speed Chart

Speed factor	kmph	m per round	Speed factor	kmph	m per round
5	5.6	25	55	60	275
11	12	55	58	64	290
22	24	110	66	72	330
27	29.7	135	77	85	385
33	36	165	88	96	440
44	48	220	110	120	550
50	56	250	132	148	660

Leaping distances (m) (+50% with running start)

Non-trained human: 1.2↑ - 1.5→

Acrobatics/Gymnastics: 1.2 (+0.6/lvl)↑ - 1.5(+0.6/lvl)→

Supernatural P.S.: 2.4 (+1.2/lvl)↑ - 3 (+1.2/lvl)→

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.*

(Optional) 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

01-10% Lost a foot.

11-20% Lost a hand.

21-30% Lost an entire arm.

31-40% Lost an entire leg.

41-50% Lost both arms.

51-60% Severe external body and skin damage and loss of one limb.

61-70% Shot clean through. Severe shock and internal injury; 1d4 internal organs will have to be replaced.

71-80% Shot clean through. Severe shock and internal injury; lost one lung abd damaga 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 2d4 minutes. Required Skills or Powers: *Paramedic, 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 4d6x10 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.	71-80% Roll once on the Rnd. Ins. Table.
34-50% Roll once on the Phobia Table.	81-90% Roll once on the Affec. 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.
 Falling M.D.C. 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 attacke suffers ¼ of the victim's damage.

Crash-Landing

Roll under pilot skill: succesful crash-landing does 1D4x10 M.D. to M.D.C. armor and 3D6 to those inside the aircraft (no damage to those inside reinforced compartment). **Unsuccesful** 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 P.S. 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 recieve -10% to -20% to figure out hardware function, and -20% to -40% to manipulate some aspects (cannot install them).

Military Technology: -15% to -25% to civilian engineers and Operatots.

Pressure situations:

Booby-trap: -10% to -40%.

Cheap, faulty and/or unfamiliar tools: -5% to 1-15%.

Confused/uncertain or distracted: -10% to -20%.

Countermeasures, traps and alarms are in place: -10% to -15%.

Difficult, complex or infamiliar task: -10% to -15%.

Distracted by outside forces: -10% to 20%.

Encrypted data or firewall: -20% to -40%.

Frightened, nervous or jumpy: -5% to -10%.

Lack of sleep/exhausted: -10%; +50% longer to perform (24-36 hours without sleep), -15%; x2 longer to perform (48-72 hours without sleep), -30% to -50% and x3 longer to perform (>80 hours without sleep).

Panic situation: -50%, ½ to strike, Perception bonus reduced to zero and shooting a gun is "wild".

Pressure situation, low: -5%.

Pressure situation, moderate: -10%.

Pressure situation, serious: -15% to -20%.

Pressure situation, deadly: -25% to -30%.

Scared: -30% to -50% (-75% if related to a phobia).

Seriously wounded: Below 50% H.P. -20%; Below 25% H.P. -30%.

Illness: -10% to 50%.

Time sensitive: -10% to -30%.

Trying to do something while moving: -5% to -40%.

Exhaustion penalties: -2 Spd., -2 Init., -2 damage, -1 strike, parry and dodge.

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/Inmortal/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 criatures)

Shrapnel (14 to dodge)

Extreme temperatures (14/16)

Soul absorption (14)

Curse (16)

Stunning - falling inside MDC armor (40% above 30.5 m, 79% 61 m or higher)

Stunning - crashing inside MDC armor (30% >80 km/h, +5% for +16 km/h)

Stunning - Explosion inside MDC armor (60% >40 MDC damage)

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, dificult or covered targets; counts as 2 melee attacks (see called shot penalties).

"Aimed" Called Shot: +2 to strike, but can target very small, specific or covered targets (takes 3 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 Behing 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 dimunite area: -8 to strike.

Head: -4 to strike.

Hand: -4 to strike.

Foot: -4 to strike.

Arm: -3 to strike.

Leg: -2 to strike.

Note: A Called Shoot can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

Carry & Lifting weight

<i>Normal P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x4,5	P.S.x9 (3 s per P.E.)
≥ 17	P.S.x9	P.S.x18 (3 s per P.E.)
<i>Dog Boy P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x9	P.S.x18 (6 s per P.E.)
≥ 17	P.S.x18	P.S.x36 (6 s per P.E.)
<i>Crazy</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x9	P.S.x18 (30 s per P.E.)
≥ 17	P.S.x18	P.S.x36 (30 s per P.E.)
<i>Robot P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
<i>3-16</i>	<i>P.S.x4,5</i>	<i>P.S.x9 (3 s per P.E.)</i>
≥ 17	P.S.x11,25	P.S.x22,5 (3 s per P.E.)
<i>Supernatural P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x9	P.S.x18 (1 min per P.E.)
≥ 17	P.S.x22,5	P.S.x45 (1 min per P.E.)
<i>Juicer P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x18	P.S.x36 (30 s per P.E.)
≥ 17	P.S.x36	P.S.x72 (30 s per P.E.)
<i>Giant Robots P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
≥ 40	P.S.x45	P.S.x90

Short Range Missiles

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive (light)	2D4x10	804 kmph	8 km	3 m	5
High Explosive (medium)	2D6x10	804 kmph	8 km	1.6 m	5
Fragmentation (light)	2D4x10	724 kmph	4.8 km	6.1 m	5
Armor Piercing (medium)	2D6x10	1045 kmph	8 km	1.5 m	5
Plasma/Napalm (medium)	2D6x10	804 kmph	4.8 km	4.6 m	5
Tear Gas	None	321 mph	0.8 km	3 m	5
Knock-Out Gas	None	321 kmph	0.8 km	3 m	5
Smoke (colors available)	None	482.7 kmph	1.6 km	6.1 m	5
Fire Retardent	None	321 kmph	0.8 km	6.1 m	5

Medium Range Missiles

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive (light)	2D4x10	1929 kmph	80.4 km	6.1 m	10
High Explosive (medium)	2D6x10	1929 kmph	64.3 km	6.1 m	10
High Explosive (heavy)	3D6x10	1929 kmph	64.3 km	9.1 m	10
Fragmentation (light)	2D6x10	1608 kmph	64.3 km	12.2 m	10
Armor Piercing (medium)	3D6x10	2571 kmph	96.5 km	6.1 m	10
Plasma/Napalm (medium)	4D6x10	2251 kmph	64.3 km	12.2 m	10
Multi-warhead*	5d6x10	1929 kmph	128.7 km	6.1 m	10
Smoke (colors available)	None	1608 kmph	64.3 km	12.2 m	10

Long Range Missiles

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive (medium)	3D6x10	Mach 3	804 km	9.1 m	20
High Explosive (heavy)	4D6x10	Mach 3	804 km	12.2 m	20
Fragmentation (light)	2D6x10	2251 kmph	643 km	24.4 m	20
Armor Piercing (medium)	3D6x10	Mach 3	1286 km	9.1 m	20
Plasma/Heat (medium)	4D6x10	2251 kmph	804 km	12.2 m	20
Plasma/Heat (medium)*	5D6x10	2251 kmph	804 km	15.2 m	20
Proton Torpedo (heavy)*	6D6x10	Mach 3	1928 km	15.2 m	25
Nuclear (medium)*	1D4x100	Mach 3	1608 km	15.2 m	20
Nuclear (heavy)*	1D6x100	Mach 3	1608 km	15.2 m	20
Nuclear Multi-warhead*	2D4x100	Mach 3	2893 km	15.2 m	25

Mini Missiles and Special Armaments

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive	5D6	804 kmph	1.6 km	1.5 m	1
Fragmentation	5D6	804 kmph	0.8 km	6.1 m	1
Armor Piercing	1D4x10	2251 kmph	1.6 km	0.9 m	2
Plasma/Napalm (medium)	1D6x10	1929 kmph	1.6 km	1.5 m	1
Smoke (colors available)	None	804 kmph	0.8 km	6.1 m	1

*Available as smart bombs. +5 to strike.

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

O.C.C./P.C.C./R.C.C.	Activity	Meditation/Sleep
Burster	2	12
Dog Boy	2	12
Mind Melter	2	12
Psi-Stalker	2	12
Dragon Hatchling	-	4/2
Cyber-Knight	-	6
Other Master Psychic O.C.C.s	2	12
Other Psychics	-	4/2
Meditation power	-	By O.C.C. or 6

P.P.E. Boost at ley lines

Increase spell range and duration by 50% **within 3.2 km of a ley line.**

Increase spell range, duration and damage x2 **on a ley line or 1.6 km of a nexus point.**

Increase spell range, duration and damage x3 **on a ley line nexus point or 61 meters of a nexus point.** (+2 save vs. magic and H.F.; +1 spell strength).

P.P.E. Sources

Drawing P.P.E. from magic ariafacts. Varies.

Drawing P.P.E. from other living beings. *Freely Given*; 70% of the current P.P.E. offered by each person within 6.1 m radius. *Unwilling subject*; 1% of the P.P.E. after a failed saving throw vs. magic at +4. Blood sacrifice; x2 current victim P.P.E.

Ley Lines & Nexus Points. 10 P.P.E./melee round on a ley line, 20 P.P.E./melee round on a Nexus Point. (x2 Ley Line Walkers and Shifters). See special times that increase P.P.E. available from Ley Lines and Nexus at pg. 186 RUE.

P.P.E. Recovery per hour

O.C.C./P.C.C./R.C.C.	Rest or Sleep	Meditation
Ley Line Walker/Rifter	7	15
Mystic	5	10
Shifter	5	10
Techno-Wizard	4	8
Other mages	5	10

Random Ley Line Table

Roll (%)	Miles long	Roll(%)	Miles long
01-10	3D4	51-60	4D6
11-20	3D6	61-70	2D4x10
21-30	1D6	71-80	1D6x10
31-40	2D6	81-90	3D6x10
41-50	6D6	91-00	5D6x10

Ley Line wide: 1d4x1000 feet.

Ley Line length: 3.2 - 16 km.

P.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, coyles, & most mutant animals.**

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

1D4x10 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 psychic 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.P.E. by half and prevent to draw 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 D4x 10%.

41-60 Reduce the spell's range by 1 D4x 10%.

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 (or 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.

Pizza. (small) 2 cr.; (medium) 5 cr.; (large) 8 cr.; (XL) 11 cr.

Average drink. 1-15 cr.

Exotic wine. 200-10,000 cr.

Services:

Attorney. 300-500 cr. per hour.

Bodyguard. 1,600 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 Shipping. 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.

Men's (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.; 7000 cr.

Vibro-sword. Large, one-handed sword - 2D6 M.D. 11,000 cr.

Neural mace. pg. 259 RUE. 8,000 cr.

Laser pistol. 1D6 M.D. 6,500-11,000 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 m roll. 5 cr.

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 (small). 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 x4-10)

Unusable M.D.C. material. 60 cr. per ton.

Scrap metal. 15 cr. per 45 kg. (minimum a ton.)

Machine parts or box of basic electronics. 20-30 cr.

Psionic 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.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; Lifeward. 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.