

# FRIDAY NIGHT FIREFIGHT

## WHEN ARMOR DOESN'T CUT IT

Whenever you take damage:

1. Your Attacker rolls the damage for their attack.

2. Subtract your armor's SP in that location (if they didn't target your head using an Aimed Shot, this is always your body location) from the damage. \* Subtract any remaining damage from your Hit Points.

3. If you ended up taking any damage, your armor on that location is still ablated, reducing its SP by 1 point, until it is repaired.

\*Some things that cause damage, like poisons and fire, bypass armor.

Your Wound State is determined by the amount of Hit Points you have remaining.

Wound State	Threshold	Wound Effect	Stabilization DV
Lightly Wounded	Less than Full HP	None	DV10
Seriously Wounded	Less than 1/2 HP (round up)	-2 to all Actions -4 to all Actions -6 to MOVE (Minimum 1)	DV13
Mortally Wounded	Less than 1 HP	Must make a <b>Death Save</b> at start of each one of their Turns. Mortally Wounded Characters suffer a <b>Critical Injury</b> whenever they are damaged by a Melee or Ranged Attack. In addition, their <b>Death Save Penalty</b> increases by 1.	DV15 to heal back to 1 HP, and Unconscious (Gone from the world for 1 minute)
Dead	One failed Death Save	Death	Never coming back

## DEATH SAVES

If you are mortally wounded, each turn you must roll a **Death Save**. Roll 1d10. If you roll under your BODY you live. Roll over your BODY or a 10-You're Dead. Each time you roll for a **Death Save**, the penalty increases by 1.

If you fail even a single Death Save, you die.

If you are mortally wounded but are still attacked, even the smallest bit of damage will inflict a critical injury.

## CRITICAL INJURIES

Whenever two or more dice rolled for damage from a Melee or Ranged Attack come up 6, you've inflicted a Critical Injury!

All **Crit Injuries** deal a bonus 5 damage straight to the target's HP. Roll 2d6 on the Critical Injury Table for the area you've successfully Crit to deal the specific **Crit Injury** +5 extra damage.

## ARMOR

Armor is rated by its' SP (Stopping Power.) Divided into **Head** or **Body** Armour.

Armor will stop damage for a time, until its' SP hits 0, at which case it is useless until repaired. Everytime a piece of **Armor** is damaged, subtract 1 from its' SP.

SP in one area does not stack, the highest SP piece is your SP in that area.

Armor Type	Armor Description	Damage Stopping Power (SP)	Armor Penalty (Minimum 0)
Leathers	Favored by Nomads and other 'punks who ride bikes.	4	None
Kevlar®	Can be made into clothes, vests, jackets, business suits, and even bikinis.	7	None
Light Armorjack	A combination of Kevlar® and plastic meshes inserted into the weave of the fabric.	11	None
Bodyweight Suit	Skinsuit with impact absorbing, sintered armorgel layered in key body areas. Also has a place to store your Cyberdeck and supports your Interface Plugs.	11	None
Medium Armorjack	Heavier Armorjack, with solid plastic plating, reinforced with thicker Kevlar® mesh.	12	-2 REF, DEX, and MOVE
Heavy Armorjack	The thickest Armorjack, combining denser Kevlar® and a layered mix of plastic and mesh weaves.	13	-2 REF, DEX, and MOVE
Flak	This is the 21st century version of the time honored flak vest and pants.	15	-4 REF, DEX, and MOVE
Metalgear®	Metalgear® will stop almost anything, but you're going to be easier to hit than a one-legged bantha in a patho race.	18	-4 REF, DEX and MOVE

## CRITICAL INJURIES TO THE HEAD

Roll (2d6)	Injury	Injury Effect	Quick Fix	Treatment
2	Lost Eye	The Lost Eye is gone. -4 to Ranged Attacks & Perception Checks involving vision. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
3	Brain Injury	-2 to all Actions. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
4	Damaged Eye	-2 to Ranged Attacks & Perception Checks involving vision.	Paramedic DV15	Surgery DV13
5	Concussion	-2 to all Actions	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
6	Broken Jaw	-4 to all Actions involving speech	Paramedic DV13	Paramedic or Surgery DV13
7	Foreign Object	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Whiplash	<b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV13	Paramedic or Surgery DV13
9	Cracked Skull	Aimed Shots to your head multiply the damage that gets through your SP by 3 instead of 2. <b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV15	Paramedic or Surgery DV15
10	Damaged Ear	Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. Additionally you take a -2 to Perception Checks involving hearing.	Paramedic DV13	Surgery DV13
11	Crushed Windpipe	You cannot speak. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV15
12	Lost Ear	The Lost Ear is gone. Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. Additionally you take a -4 to Perception Checks involving hearing. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17

## OTHER WAYS TO GET HURT

### BEING ON FIRE

If you don't use an action to put yourself out, take fire damage at the end of your turn.

Intensity	Example	Effect
Mild	Wood Fire	2 Damage direct to HP
Strong	Gasoline Fire	4 Damage direct to HP
Deadly	Thermite	6 Damage direct to HP

### ELECTROCUTION

If you are electrocuted, immediately take 6d6 directly to your HP.

If you don't move away from the source, take it again next turn.

### FALLING

Falling characters fall 40m per turn, until they hit the ground.

A one-chance DV15 against Athletics can save them if a ledge is nearby.

Falling 10+ meters deals 2d6 for every 10 meters. Another DV15 Athletics check is required to avoid the **Broken Leg Crit Injury**.

Cyberlegs stave off damage from less than 30m.

### CRITICAL INJURIES TO THE BODY

Roll (2d6)	Injury	Injury Effect	Quick Fix	Treatment
2	Dismembered Arm	The Dismembered Arm is gone. You drop any items in that dismembered arm's hand immediately. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
3	Dismembered Hand	The Dismembered Hand is gone. You drop any items in the dismembered hand immediately. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
4	Collapsed Lung	-2 to MOVE (minimum 1) <b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV15	Surgery DV15
5	Broken Ribs	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paramedic DV13	Paramedic DV15 or Surgery DV13
6	Broken Arm	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic DV13	Paramedic DV15 or Surgery DV13
7	Foreign Object	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Broken Leg	-4 to MOVE (minimum 1)	Paramedic DV13	Paramedic DV15 or Surgery DV13
9	Torn Muscle	-2 to Melee Attacks	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
10	Spinal Injury	Next Turn, you cannot take an Action, but you can still take a Move Action. <b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV15	Surgery DV15
11	Crushed Fingers	-4 to all Actions involving that hand	Paramedic DV13	Surgery DV15
12	Dismembered Leg	The Dismembered Leg is gone. -6 to MOVE (minimum 1) You cannot dodge attacks. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17

### DROWNING AND ASPHYXIATION

1 minute of breath = 1 BODY

If you are out of breath, take HP damage equal to your BODY stat.

In a vacuum, also take 1d6 to your INT, REF + DEX. If INT reaches 0, you're Dead.

### EXPOSURE

Exposure to extreme elements will deal 1d6 directly to your HP at the end of the day.

Using proper equipment will avoid this.

### POISONS AND DRUGS

Pass a Resist Torture/Drugs check or suffer the effects below.

Intensity	Examples	Resist Torture/Drugs DV	Effect
Mild	Salad Dressing	11	1d6 Damage direct to HP
Strong	Snake Bite	13	2d6 Damage direct to HP
Deadly	Bathtub, Designer Poisons, Stealth Toxin	15	5d6 Damage direct to HP

  

Intensity	Examples	Resist Torture/Drugs DV	Effect
Mild	Alcohol	11	Intoxication
Strong	Salad Poisoned	13	Sleepability
Deadly	Designer Drug	15	Designer's Intention

### RADIATION

**Low Level-** Could be a problem later on if you get too much.

**High Level-** Same as being Mildly on Fire, until you leave the area.