

REPUTATION

Granted to players by the GM, based on performance.
Otherwise, your Rep starts at 0.

▶ REPUTATION

Level	Who Knows About You
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Others beyond your local area recognize your name.
6	Others beyond your local area know you on sight.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and screamsheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

During a Facedown:

COOL + Reputation * + 1d10
OR
Taking a -2 to any future Actions made against this opponent due to fear until they have defeated them once

Situations that require a Maneuver:

Maneuver	DV
Swerve	13
Sharp Turn	13
Emergency Stop	13
Bootleg Turn	17
Do a Jump	17
Landing (Air Vehicle)	13
Aerobatic Maneuver (Air Vehicle)	17

MANEUVERS IN YOUR VEHICLE

GM will decide if a non-basic driving action is considered a **Maneuver**, which requires focus and uses both your turn's actions.

All maneuvers require a REF+ Relevant Control Skill +1d10 against the **Maneuver's DV**. Failing the roll will make you lose control of the vehicle. GM decides your movement for that turn. A vehicle impact is considered a ramming..

VEHICLE COMBAT

STRUCTURAL DAMAGE POINTS

All vehicles have **SDP** (Structural Damage Points). So long as a vehicle has 1 **SDP** left, it can move, when it doesn't it is considered destroyed, and unusable as cover.
The vehicle tech skill can repair a vehicle.

Vehicle **SDPs** will take HP cover damage for you, unless an attacker aims at you through a window or standard glass.

GETTING YOUR VEHICLE STARTED

When a Vehicle is started, three things happen:

1. The driver is placed immediately at the top of the Initiative Queue.
2. The Vehicle's **MOVE STAT** effectively becomes the driver's **MOVE STAT**. Any penalty the driver had to their **MOVE** doesn't affect the movement of the vehicle.
3. The driver becomes unable to use the Run Action. (I mean, why did you get into a vehicle in the first place, right?)

You must have at least one hand on the wheel for driving, unless you have interface plugs where you can go handleless.

Driving doesn't require a Skill Check if your **REF + Relevant Control Skill** is greater than 9, otherwise, perform a **DV10** check every turn to remain in control of the vehicle.

▶ Dodging a Ramming Vehicle ◀

Dodging a moving vehicle on foot is always **DEX + Evasion +1d10** against a **DV of 13**.

If successful, the Dodger can choose to be on top of the vehicle now. Failing this roll will deal 6d6 damage to you, as mentioned below.

RAMMING

When you ram into something, both the vehicle and the target takes 6d6 damage. Occupants of vehicles over 50KPH suffer the **Whiplash Crit Injury**.
Cover/Obstacles that are 0 HP after ramming do not hinder a vehicle's movement.

▶ LAND VEHICLES

Vehicle	Description	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Roadbike	Common CHOOH ² powered bike.	35	2	20 MOVE	100 MPH/161 KPH	20,000eb (Super Luxury)
Superbike	Exotic CHOOH ² streetbike, capable of extreme speeds.	35	2	60 MOVE	300 MPH/483 KPH	100,000eb (Super Luxury)
Compact Groundcar	Common CHOOH ² powered car.	50	4	20 MOVE	100 MPH/161 KPH	30,000eb (Super Luxury)
High Performance Groundcar	CHOOH ² powered sportscar.	50	4	40 MOVE	200 MPH/322 KPH	50,000eb (Super Luxury)
Super Groundcar	Exotic CHOOH ² sportscar, capable of extreme speeds.	50	2	60 MOVE	300 MPH/483 KPH	100,000eb (Super Luxury)

▶ AIR VEHICLES

Vehicle	Description	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Gyrocopter	A tiny CHOOH ² powered rotorcraft favored by flying enthusiasts.	35	2	20 MOVE	100 MPH/161 KPH	20,000eb (Super Luxury)
Helicopter	Full featured CHOOH ² powered helicopter capable of sustained flight.	60	4	40 MOVE	200 MPH/322 KPH	40,000eb (Super Luxury)
AV-4 Multipurpose Aerodyne	Highly advanced CHOOH ² vertical thrust engine powered flying vehicle.	100	6	40 MOVE	200 MPH/322 KPH	50,000eb (Super Luxury)
AV-9 Super Aerodyne	Exotic CHOOH ² vertical thrust engine flying vehicle, capable of extreme speeds.	60	2	60 MOVE	300 MPH/483 KPH	100,000eb (Super Luxury)
Aerozep	Modern cargo blimps that range wildly in size depending on their function. Aerozeps have customized rooms.	100	2 per Room	20 MOVE	100 MPH/161 KPH	30,000eb (Super Luxury) per room below deck (minimum two rooms)

▶ SEA VEHICLES

Vehicle	Description	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Jetski	Common CHOOH ² powered personal watercraft.	35	2	20 MOVE	60 MPH/97 KPH	20,000eb (Super Luxury)
Speedboat	CHOOH ² powered speedboat.	50	4	20 MOVE	60 MPH/97 KPH	30,000eb (Super Luxury)
Cabin Cruiser	Luxury CHOOH ² powerboat with room to provide accommodations for a small, privileged few. Cabin Cruisers have customized rooms.	60	2 per Room	10 MOVE	15 MPH/24 KPH	30,000eb (Super Luxury) per room below deck (minimum two rooms)
Yacht	Luxury CHOOH ² pleasurecraft with ample room to provide accommodations and entertainment for a host and their distinguished guests. Yachts have customized rooms.	100	4 per Room	10 MOVE	15 MPH/24 KPH	50,000eb (Super Luxury) per room below or above deck (minimum four rooms)