

TOP SECRET/S.I.

CHARACTER CREATION SUMMARY

- 1** Make five d60 rolls, adding 10 to each roll. Write the first number you roll next to STR in your character folder; write the second number you roll next to REF; the third number you roll after INT; and so on.
- 2** Add the numbers you rolled. If the result is less than 275, subtract your total from 275 and distribute the difference among your five attributes. These are your primary attributes.
- 3** Figure your MOV and DEX scores. The MOV score is your STR plus your REF divided by two. The DEX score is your REF plus your INT divided by two (rounded up). These are your secondary attributes.
- 4** Determine your character's sex, nationality, hair color, eye color, general appearance, name, handedness, native language, and age.
- 5** REALITY RULE: If you want to really round out your character, determine his or her Psychological Profile, Rate your character's Loyalty, Sanity, Cruelty, Piety, Passion, and other key characteristics.
- 6** Select one Advantage and one Disadvantage. Note these on your character sheet. (Or use the Reality Rule and select up to 6 points of advantages and an equal or greater number of disadvantages.)
- 7** Select a background for your PC: You can choose a Military, Professional, Worker, or Entertainer background; or you can design your own. Use your imagination to fill in the details.
- 8** Choose your character's starting skills, spending the 30 character points given to all starting characters.
- 9** Purchase equipment from the lists provided. You can purchase as much as you want (and can afford) before the start of an adventure. After an adventure begins, equipment availability is determined by the Administrator.

0

1

2

3

4

5

6

7

8

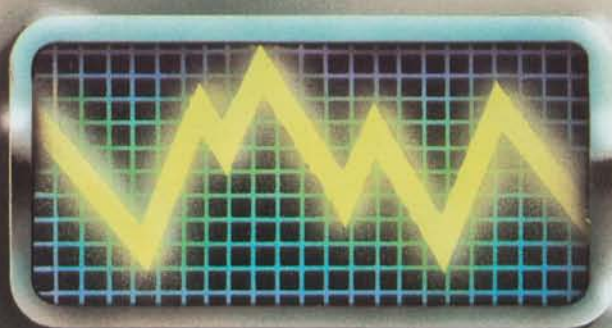
9

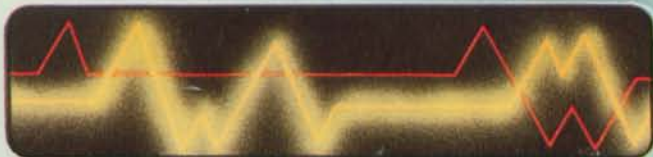
ENTER CODE _____

SPECIAL OPTIONS & MODIFIERS

TABLE

BRACED SHOT	+ 10
BURST: Short	+ 5
Extended	+ 10
CALLED SHOT	1/2 or 1/4 Att.
COVER: Soft	1/2 or 1/4 Att.
HANDEDNESS: 1-Hand	- 20
Wrong Hand	- 30
MOVEMENT: Slow	- 10
Medium	- 25
Fast	- 40
PREPARED SHOT	+ 5
RANGE: Point Blank	+ 30
Short	+ 10
Medium	0
Long	- 40
RAPID FIRE	- 30
SHOTGUN: Regular	+ 10
Sawed-off	+ 20
SILENCER	Halves Range categories
TELESCOPIC SIGHTS	+ 25





CRASH TABLE

DRIVING CHECK MODIFIERS

Driving Surface:	Wet	-10
	Gravel	-20
	Dirt	-10
	Mud	-30
	Ice	-50

Slope Effects:	Up	+10
	Down	-10
	Down/Steep (10%+ grade)	-30

Passenger or Cargo Load:	More than 1/2 Capacity	-20
	Driving 1-handed	-30
	Checking Because of Blowout	-20

Vehicle Capabilities:

Handling Rating of Common Vehicles:	
Sports Car	+30
Compact Sedan	+10
Full-size Sedan	0
Police Car	+10
Limousine	-20
Pickup Truck	-10

D10 Result	Crash Effect
0	Vehicle spins to a halt. Engine continues to run. If the vehicle wasn't moving, it takes cosmetic damage, but nothing serious.
1	Vehicle spins to a halt. Engine continues to run. Randomly-determined tire is flattened. If the vehicle wasn't moving, it takes cosmetic damage and a tire is flattened.
2	Vehicle's engine stalls. The vehicle loses 10 mph per turn until a successful Driving check restarts it, or it rolls to a halt. If the vehicle wasn't moving, the engine is damaged. All Driving checks to start it are at 1/4 Driving skill.
3	Engine or body is damaged. Acceleration and Top Speed ratings halved—if vehicle is moving faster than new top speed, vehicle loses 10 mph per turn until below.
4	Vehicle's engine stalls. The vehicle loses 10 mph per turn until a successful Driving check restarts it, or it rolls to a halt. Also, body or suspension is damaged so that Handling Rating is reduced by 30. If the vehicle wasn't moving, the engine is damaged. All Driving checks to start it are at 1/4 Driving skill. Also Handling Rating is reduced by 30.
5	Engine and body take damage, halving Acceleration and Top Speed ratings—if traveling faster than new top speed, vehicle loses 10 mph per turn, until speed drops below. Each passenger takes 1d4-1 (0—3) wounds of 1d6 points each to random locations.
6	Same as 4, plus engine stalls. Won't restart until mechanic can repair (1d10 minutes and a successful skill check).
7	Same as 5, plus each character takes 1d4 wounds of 1d8 points each.
8	Car totally destroyed, plus each character suffers 1d6 wounds of 1d10 hp each. Random wound location.
9	Car totally destroyed, explodes into flames. Each passenger takes 1d6 wounds of 2d6 hp each. Random wound location.

9

7

6

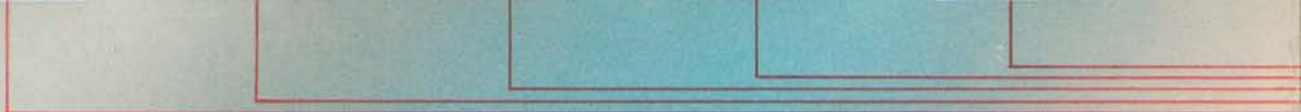
3

7

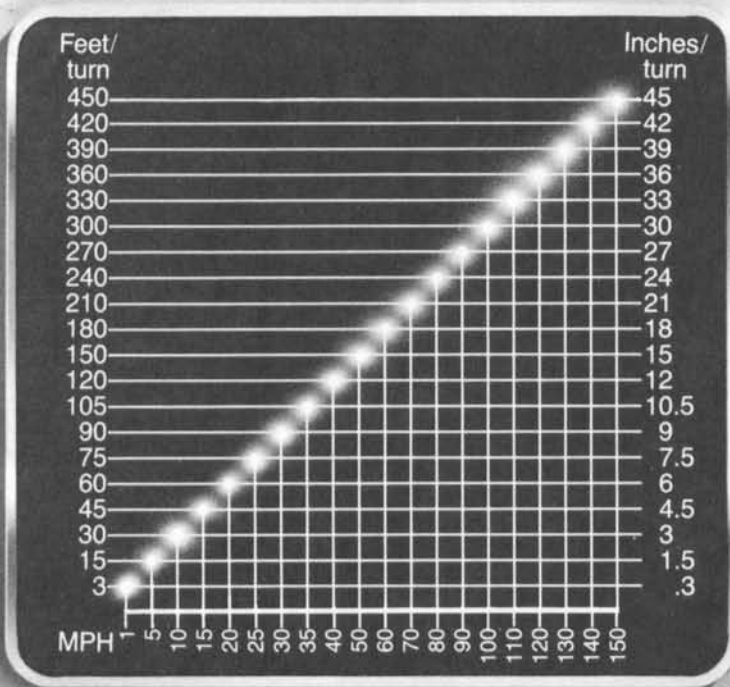
5

2

8



SPEED/ACCELERATION CONVERSIONS



DRIVING CHECK MODIFIERS

Driving Surface:	Wet	-10
	Gravel	-20
	Dirt	-10
	Mud	-30
	Ice	-50

Slope Effects:	Up	+10
	Down	-10
	Down/Steep (10%+ grade)	-30

Passenger or Cargo Load:	More than 1/2 Capacity	-20
	Driving 1-handed	-30
	Checking Because of Blowout	-20

Vehicle Capabilities:

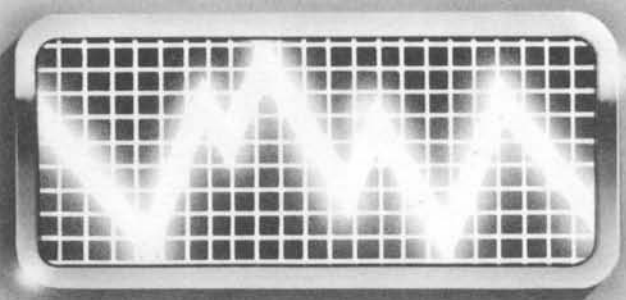
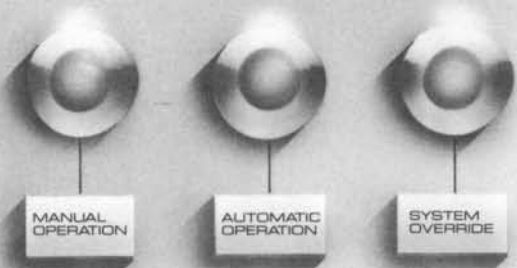
Handling Rating of Common Vehicles:	
Sports Car	+30
Compact Sedan	+10
Full-size Sedan	0
Police Car	+10
Limousine	-20
Pickup Truck	-10

WEAPON ANTI-VEHICLE RATINGS

Light Machine Gun	+10*	Hand Grenade	+20	Mortar	+25	Tank Gun Round	+70
Heavy Machine Gun	+20*	Dynamite/Plastique	+10/charge	Artillery Round	+50	Missile	+50

CRASH TABLE

D10 Result	Crash Effect	D10 Result	Crash Effect
0	Vehicle spins to a halt. Engine continues to run. If the vehicle wasn't moving, it takes cosmetic damage, but nothing serious.		
1	Vehicle spins to a halt. Engine continues to run. Randomly-determined tire is flattened. If the vehicle wasn't moving, it takes cosmetic damage and a tire is flattened.	5	Engine and body take damage, halving Acceleration and Top Speed ratings—if traveling faster than new top speed, vehicle loses 10 mph per turn, until speed drops below. Each passenger takes 1d4-1 (0—3) wounds of 1d6 points each to random locations.
2	Vehicle's engine stalls. The vehicle loses 10 mph per turn until a successful Driving check restarts it, or it rolls to a halt. If the vehicle wasn't moving, the engine is damaged. All Driving checks to start it are at 1/4 Driving skill.	6	Same as 4, plus engine stalls. Won't restart until mechanic can repair (1d10 minutes and a successful skill check).
3	Engine or body is damaged. Acceleration and Top Speed ratings halved—if vehicle is moving faster than new top speed, vehicle loses 10 mph per turn until below.	7	Same as 5, plus each character takes 1d4 wounds of 1d8 points each.
4	Vehicle's engine stalls. The vehicle loses 10 mph per turn until a successful Driving check restarts it, or it rolls to a halt. Also, body or suspension is damaged so that Handling Rating is reduced by 30. If the vehicle wasn't moving, the engine is damaged. All Driving checks to start it are at 1/4 Driving skill. Also Handling Rating is reduced by 30.	8	Car totally destroyed, plus each character suffers 1d6 wounds of 1d10 hp each. Random wound location.
		9	Car totally destroyed, explodes into flames. Each passenger takes 1d6 wounds of 2d6 hp each. Random wound location.



SPECIAL OPTIONS & MODIFIERS TABLE

BRACED SHOT	+ 10
BURST: Short	+ 5
Extended	+ 10
CALLED SHOT	1/2 or 1/4 Att.
COVER: Soft	1/2 or 1/4 Att.
HANDEDNESS: 1-Hand	- 20
Wrong Hand	- 30
MOVEMENT: Slow	- 10
Medium	- 25
Fast	- 40
PREPARED SHOT	+ 5
RANGE: Point Blank	+ 30
Short	+ 10
Medium	0
Long	- 40
RAPID FIRE	- 30
SHOTGUN: Regular	+ 10
Sawed-off	+ 20
SILENCER	Halves Range categories
TELESCOPIC SIGHTS	+ 25

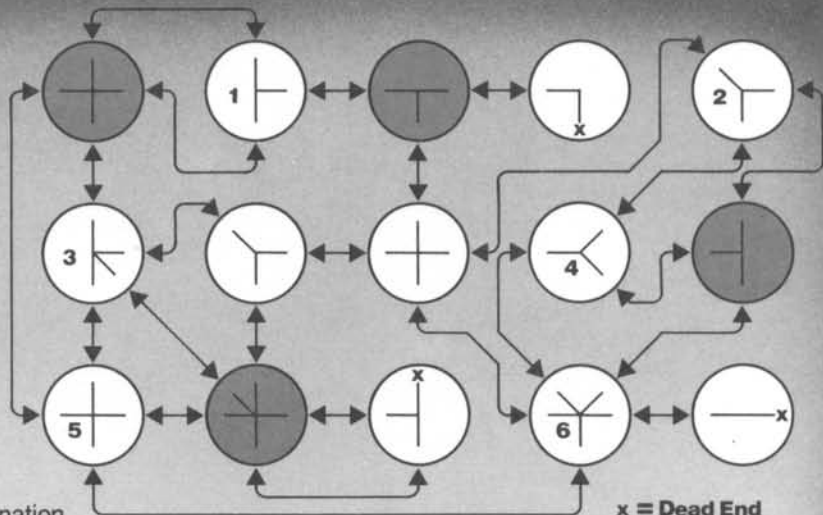
EXPLOSIVES TABLE

EXPLOSIVE	FULL	HALF	WOUNDS	DAMAGE
Dynamite (1)	5'	16-10'	1d4	1d4
Hand Grenade	5'	16-10'	1d4	1d6
Howitzer	20'	21-40'	1d6	2d6
Missile	10'	11-20'	1d6	1d8
Mortar	8'	9-16'	1d4	1d8
Plastique (1g)	5'	6-10'	1d4	1d4
Tank Projectile	5'	6-10'	1d4	2d6

TOP SECRET/S.I.™

ADMINISTRATOR'S SCREEN

CHASE FLOW CHART



CHASE FLOW CHART Explanation

x = Dead End

Use the chase flow chart to determine paths of travel when a map is not available. It can be used for foot chases through alleys, or across rooftops, or car chases on city streets or rural highways.

To determine a starting location, roll a d6 and begin the chase in the correctly numbered circle. Each circle represents the intersections along the chase path; the lines between circles represent distances where characters must continue forward, since no turn-offs are available. These connecting passages will normally be treated as straight lines. Where circumstances indicate otherwise (winding mountain roads, for example) use the curves in the lines to indicate curves in the road or path.

Determine the distance to the next intersection when the characters leave a circle by rolling dice. If you're running a foot chase over roof-

tops, 2d6 x 10 (20-120') will give you good intervals; for city streets, try 3d10 x 10 (30-300'). For country roads, you might call it 1-6 miles. Use your judgment of the setting to determine an appropriate spread of numbers.

HAZARDS: The shaded circles represent areas where the characters might encounter a hazard. Assume there is a 50% chance of a hazard for everyone entering the area—check for both the pursuers and the pursued. Increase the chance if circumstances (such as rush hour) warrant. If a hazard is encountered, describe an appropriate occurrence (woman walking baby carriage, school bus stopped to let children off, farmer's tractor/combine taking up the whole road) and have the characters make driving checks, slow down, or perform other actions as needed.



GENERIC NPCs

Character Type:

PUNK/
MINOR
CROOK

AVERAGE
CIVILIAN

POLICEMAN/
SOLDIER/
GUARD

ELITE
SOLDIER
or BAD GUY

Generic Attribute:

30

35

40

45