

MARP: Modern Adventure Role Playing

This is a fan created role playing supplement for High Adventure Role Playing (HARP) by Iron Crown Enterprise. This supplement takes HARP from fantasy to modern era. The material here has taken much impression from numerous role playing games and systems, especially from other ICE games and official supplements such as Black Ops, Pulp Adventures and Spacemaster.

If you have any feedback about this supplement you can [send me email](#), but lets begin.

PROFESSIONS

Professions are not the careers or actual jobs the character has, instead they describe the progression and lifestyle of the character. There are no magic related professions in MARP and all magic related has been removed but as HARP is as flexible as it can be taking magic back to game is not a challenge. Here are seven professions for MARP.

ARTIST

Artists are people of creativity. They are rock-stars, painters, novelists and performers to name but a few. They are the most skilled in artistic skills and public speaking; they have no panic in front of any audience. Artists can be anything between deceptive con artists and cunning politicians. The one thing that matter is to have influence in.

FAVORED CATEGORIES:

Artistic: 6	General: 3
Combat: 2	Physical: 2
Influence: 5	Subterfuge: 2

KEY STATS: Reasoning, Insight, & Presence.

PROFESSIONAL ABILITIES: All Artists gain the special Artist Focus: Beginning at first level, and then every fifth level (5th, 10th, etc), Artists gain a +10 to any one Artistic or Influence skill of their choice. No skill may have greater than a +30 bonus from this ability. All Artists also have the Enhanced Senses and Artistic Talents.

CRIMINAL

A Criminal is a master of subterfuge and deception. Skilled in the arts of larceny, the Criminal makes relieving a multi-millionaire of his

safe a simple task. Found in every corner of the world, Criminals are drawn to areas of commerce, but are quick to join in tasks and jobs to show what they really are. Criminals are everything between burglars and hackers.

FAVORED CATEGORIES:

Athletic: 3	Influence: 2
Combat: 2	General: 3
Subterfuge: 8	Physical: 2

KEY STATS: Insight, Strength, & Agility.

PROFESSIONAL ABILITIES: All Criminals gain the special Criminal Focus: Beginning at first level, and then every fifth level (5th, 10th, etc), Criminals gain a +10 to any one Subterfuge skill of their choice. No skill may have greater than a +30 bonus from this ability. In addition Criminals gain the Subtle Talent.

EVERYMAN

Often regarded as a jack-of-all-trades, the Everyman is one of the most versatile characters of all. Everyman is generally skilled in completing tasks that no other wishes to complete, as tasks of everyday life. Everything to an Everyman is considered a challenge. Everyman can be anything between by passers and a spy.

FAVORED CATEGORIES:

Athletic: 3	General: 4
Combat: 3	Physical: 3
Subterfuge: 2	Outdoor: 3
Technical: 2	

KEY STATS: Insight, Strength, & Agility.

PROFESSIONAL ABILITIES: Everyman gain a special Everyman Focus: Beginning at first level, and then every third level thereafter (3rd, 6th, etc), Everyman gain a +5 bonus to any one skill from their Favoured Categories. No skill may have greater than a +25 bonus from this ability.

OUTDOORSMAN

At home in the wilderness, the Outdoorsman is a friend of nature. Many Outdoorsmen accept the role of wardens, guarding those who live in or travel through the hinterlands. Outdoorsmen have the skills necessary to survive indefinitely in the wild, and – in their element – can even move undetected. Although the nature is where they normally live, the urban surroundings are not unheard of to them. Outdoorsmen are anything from game wardens to special force commanders.

FAVORED CATEGORIES:

Athletic: 2 **Subterfuge:** 3
Combat: 4 **Physical:** 2
General: 3 **Outdoor:** 6

KEY STATS: Insight, Strength, & Agility.

PROFESSIONAL ABILITIES: All Outdoorsmen gains the Outdoorsman talent and the special Outdoorsman Focus: Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Outdoorsman gain a +10 bonus to any one Outdoor skill of their choice. No skill may have greater than a +30 bonus from this ability.

ACADEMIC

Academics are people who seek the truth of the universe, that's what the science is all about. Academics are the creators of new world and technology, they seek to help mankind, or destroy it. Academics can be anything from teachers to doctors or scientists.

FAVORED CATEGORIES:

General: 4 **Science:** 8
Influence: 3 **Physical:** 3
Technical: 2

KEY STATS: Reasoning & Insight.

PROFESSIONAL ABILITIES: All Academics gain the special Academic Focus: Beginning at first level, and then every seventh level (7th, 14th, etc), Academic gain a +10 to any one Science skill of their choice. No skill may have greater than a +30 bonus from this ability. All Academics also have the Educated, Scholar and Physick Talents.

SOLDIER

The Soldier is a modern fighter. He is specialized in using developing combat skills. Soldier can be force recon, hitman, bodyguard, a normal cop, you name it. They can be found anywhere between underground activity and narrow way of law, and they judge themselves, what's justice and what's not.

FAVORED CATEGORIES:

Athletic: 2 **General:** 2
Combat: 8 **Physical:** 6
Outdoor: 2

KEY STATS: Strength, Agility,
Constitution & Quickness.

PROFESSIONAL ABILITIES: All Soldiers gain the Snapshot and Lightning Reflexes Talents. In addition they gain the special Soldier Focus: Beginning at first level and then every fifth level

thereafter (5th, 10th, etc), Soldier gain a +10 bonus to any Weapon Skill or Combat Style of their choice. No skill can have more than a +30 bonus from this ability.

TECHNICIAN

Technicians are repairmen, engineers and city builders. There seems to be nothing that Technician couldn't repair or invent; they simple are the master of machinery and current technology. Technicians can be anything from blue collar workers to inventors or machinists.

FAVORED CATEGORIES:

Athletic: 3 **General:** 3
Combat: 2 **Physical:** 4
Technical: 6 **Science:** 2

KEY STATS: Reasoning, Insight, & Agility.

PROFESSIONAL ABILITIES: All Technicians gain the special Technician Focus: Beginning at first level, and then every fifth level (5th, 10th, etc), Technician gain a +10 to any one Technical skill of their choice. No skill may have greater than a +30 bonus from this ability. All Technicians also have the Gearhead Talent.

MODERN MAN

The only race available in MARP is the human, called modern man. His average lifespan is around 80 years, although some individuals have exceeded the age of 100 years.

Modern man is very flexible and thus may divide 8 points to his stats to be his racial stat bonuses, no stat may have greater than +3 and lesser than +0. He also have racial Endurance bonus of +30 and a +15 racial bonus in Resistance (stamina) and Resistance (will) skills.

Modern men gain the Profession Adaptability, Bonus Skill Ranks and Skill Specialization talents.

CULTURES

In modern world there are very few cultures, but there are many starting backgrounds. Character must select is he from Industrial or Third World countries, is he from Urban or Rural society and what is character's basic education level, is he High, Medium or Low educated?

SKILLS	Industrial Urban: High	Industrial Urban: Medium	Industrial Urban: Low	Third World Urban: High	Third World Urban: Medium	Third World Urban: Low	Third World Rural: Medium	Third World Rural: Low
Animal Handling							1	2
Appraisal	2			1				
Climbing		1	1		1	1	1	1
Crafts †		1	1	1	2	3	3	3
Endurance	1	2	2	1	2	2	2	1
Healing	2	1	1	2	1	1	1	1
Horticulture							2	2
Jumping	1	1	1	1	1	1	1	1
Linguistics †	3	2	1	2	1	1		
Mundane Lore †	3	2	2	2	2	1	1	
Mundane Lore †	2	2		2	1			
Navigation							1	1
Perception	1	2	2	2	2	2	1	1
Riding †						1	1	1
Stalking & Hiding	1	1	2	1	2	2	1	1
Streetwise			3		1	2		
Swimming	1	1	1	1	1	1	1	1
Tracking							2	3
Trading	2	1		2				
Vehicle †	1	1	1	1	1			
Weapon Skill †		2	2	1	2	2	1	1

(† A skill that may be learned multiple times for a different specialization each time it is learned)

SKILLS

When campaign changes from fantasy to modern there must be made few changes in skills and categories as well.

Science and Technology categories are added when Concentration and Mystical Art categories are removed. Also new skills are added and presented here along with all skills that fit in modern era campaigns.

Artistic

Acting	Pr/In	All-or-Nothing
Dancing	Ag/Pr	All-or-Nothing
Mimicry	Pr/SD	All-or-Nothing
Play Instrument †	Pr/Ag	All-or-Nothing
Singing	Pr/In	All-or-Nothing
Storytelling	Pr/In	All-or-Nothing

Athletics

Acrobatics/Tumbling	Ag/SD	All-or-Nothing
Climbing	Ag/St	All-or-Nothing
Contortions	Ag/SD	All-or-Nothing
Flying/Gliding	Ag/SD	All-or-Nothing

Combat

Brawling	St/Ag	Combat
Combat Styles †	**/**	Varies
Martial Art Strikes	St/Ag	Combat
Martial Art Styles †	SD/**	Combat
Martial Art Sweeps	St/Ag	Combat
Weapon Skill †	St/Ag	Combat

General

Appraisal	Re/In	All-or-Nothing
Crafts †	Re/Ag	All-or-Nothing
Computer Using	In/Re	All-or-Nothing
Healing	Re/In	All-or-Nothing
Linguistics †	Re/In	Special
Mundane Lore †	Re/Re	Varies
Perception	In/SD	Percentage
Profession †	In/Re	Special
Resistance: Stamina	Co/Co	Special
Resistance: Will	SD/SD	Special
Signalling	Re/In	All-or-Nothing
Vehicles †	Ag/Ag	All-or-Nothing

Influence

Duping	Pr/In	RR
Public Speaking	Pr/In	All-or-Nothing
Trading	Pr/In	Percentage

Outdoor

Animal Handling †	Pr/In	All-or-Nothing
Beast Mastery	In/Pr	All-or-Nothing
Foraging/survival †	In/Re	All-or-Nothing
Horticulture	Re/In	All-or-Nothing
Navigation	Re/In	All-or-Nothing
Riding †	Ag/SD	All-or-Nothing
Sailing	Ag/Re	All-or-Nothing
Tracking	SD/In	All-or-Nothing

Physical

Armor	St/Ag	Special
Endurance	Co/SD	Special
Jumping	St/Ag	All-or-Nothing
Swimming	St/Ag	All-or-Nothing

Science

Academic Lore †	Re/Re	Varies
Medical †	Re/In	All-or-Nothing
Research	In/Re	All-or-Nothing
Scientific †	In/Re	All-or-Nothing

Subterfuge

Ambush	SD/Ag	All-or-Nothing
Demolitions	In/SD	All-or-Nothing
Dirty Fighting	Ag/In	All-or-Nothing
Disguise	Pr/SD	All-or-Nothing
Electronic Warfare	In/Re	All-or-Nothing

Forgery	In/Ag	All-or-Nothing
Hacking	In/Re	All-or-Nothing
Locks & Traps	In/Ag	All-or-Nothing
Pick Pockets	Ag/Qu	All-or-Nothing
Stalking & Hiding	SD/Ag	All-or-Nothing
Poisoning	In/SD	All-or-Nothing
Sniping	SD/Ag	All-or-Nothing
Streetwise	Pr/In	All-or-Nothing
Trickery	Pr/SD	RR
Technical		
Engineering †	In/Re	All-or-Nothing
Mechanics	Re/In	All-or-Nothing
Technology †	Re/Ag	All-or-Nothing

Tumble-and-Attack: The master of this style has specialized in tumbling to ground and attacking stimulate. To use this skill, character must have at least as many ranks in his proper weapon skill as with this style. The character receives a +10 bonus to his initiative and may roll his Acrobatics/ Tumbling skill or 2x Agility in the bonus column and he receives that bonus to his DB against all ranged attacks this action is only useful when the foes would be surprised to see you tumbling. After the tumble the character must regain his balance in one round, but he's not restricted of performing other than this tumbling action. [Ag/Qu]

SKILL DESCRIPTIONS

COMBAT: Weapon Skill

These skills encompass proficiency in using weapons to defend oneself and to kill others. Character must select one main weapon from category when developing it. Each other weapon in the category suffers a special -10 penalty to OB. See HARP rulebook for more information.

1-Handed Edged:

Axes
Long Blades
Short Blades
Thrusting Blades

Pole Arms:

Pole Arms

Thrown:

Pole Arms Thrown
Thrown Blades
Thrown Projectiles

2-Handed:

Great Blades
Great Chain
Long Spikes
Staves

1-Handed Concussion:

Chain Plus
Clubs

Missile:

Bows
Crossbows
Slings

Firearms:

Gunner
Hv. Machine Guns
Hv. Troop Weapon
Lt. Machine Guns
Muzzle Loaders
Rifles
Small Arms
Support Weapons

GENERAL: Crafts

Craft skills are used to create and/or repair items. The only limit in this skill is imagination and need for equipment.

Rope Master: The Rope Mastery skill encompasses knot recognition, knot-tying, braiding, and splicing ropes, or throwing a rope or other flexible line (throwing a lasso). This skill may also be used for performing maneuvers not covered by other skills (acrobatics/tumbling, climbing, etc.) when suspended from a rope or similar flexible line.

GENERAL: Healing

In addition to normal rules for healing skill in HARP rules this skill can be used to stabilize deadly wounds made by firearm attacks.

Stabilize firearm wound (-40): When firearm attack results death-in-rounds, a medium healing skill maneuver can be made to stop death This maneuver is only be able to perform before the count to death is not reached to zero. Afterward patient will need medical care to get better. This skill maneuver may not be used to stabilize other than firearm wounds.

COMBAT: Combat Styles

Combat Styles are special combat abilities and actions to for advanced combatists.

Combat Pilot: This style is used when inside combat vehicle to boost combat abilities. To use this skill, character must have at least as many ranks in his proper vehicle skill as with this style. Each combat round character may use this skill in bonus column and receive twice the bonus (ignore negative scores) and must divide between vehicle's DB and OB [In/Ag]

GENERAL: Computer Using

Ranks in this skill describe proficiency in using computer soft- and hardware. This skill can also be used to find some information via computer and may be used to receive a bonus to hacking maneuvers by rolling this skill on bonus column. The bonus or penalty is added to next hacking maneuver.

GENERAL: Mundane Lore

From basic knowledge to good-to-know information. Jack-of-all-trade's favourites.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.

Fauna Lore: Animals, insects and such.

Flora Lore: Plants and herbs.

Lock Lore: Locks from padlocks to safes.

Health Care: One must know how to keep oneself in good health, fit and shape.

Heraldry: Anything from crest symbols and seals to military markings.

Law Enforcement: Local laws and police force knowledge.

GENERAL: Profession

This skill is used to perform real profession requirements, everything that's left out of other skills; paper works, serving other people, knowing how-to-manage situations involving customers etc. This skill also encompasses success in career. Each career related Training Package will have this skill.

GENERAL: Vehicles

This skill is for handling vehicles and maneuvering stuns and such.

AFVs: Armoured Fighting Vehicles, tanks for short. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Airplanes: Airplanes from jumbo jets to personal planes. To develop this skill freely player must have GMs permission. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Bikes: Motorcycles, bikes, this skill covers each two or three wheeled vehicle.

Cars: From cars to trucks and tractors.

Choppers: From personnel choppers to army-grade choppers. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

SCIENCE: Academic Lore

Depth in information and knowledge is reached when Academic lore comes around. These skills are used to research and develop societies and cultures.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, forensics, practice, and experience.

SCIENCE: Medical

Doctors have promised to do all they can to help and aid their patients. These skills come in handy when filling the promise.

Diagnosis: Character can use diagnosis to discover diseases and poisons from his patient. Diagnosis includes autopsy knowledge. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Pharmaceuticals: This skill describes knowledge in pharmaceutical and drug area. Using this skill character can boost effect of any medical drug. Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

Surgery: This skill encompasses every medical operations, surgery and autopsy operations. This skill can save people from certain death! Taking proper Training Package allows you develop this skill freely; otherwise you must have GMs permission.

SCIENCE: Research

Using Research skill character can use the knowledge he knows and create new scientific theories, fill or reinvent old ones or even receive new scientific breakthroughs.

SCIENCE: Scientific

The meaning of science is to reveal truth and help mankind. Scientifics include everything that academic lore doesn't include. Scientific is more experiment and practise directed science.

Behavioural Sciences: Psychology, sociology, and criminology.

Earth Sciences: Biology, botany, geology, and palaeontology.

Life Science: Medical Science, and genetics.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

SUBTERFUGE: Demolitions

This skill can be used to master explosives. To either disarm or arm them. The better succeed in this skill encompasses quicker time and/or more powerful demolition.

SUBTERFUGE: Electronic Warfare

Modern war is nothing without electronic warfare, spying communications, hacking others' systems and proofing own systems.

SUBTERFUGE: Forgery

This skill can be used to forgery items such as money and sculptures for example. The better succeed in the skill, the harder time noticing fake ness.

SUBTERFUGE: Hacking

Breaking security systems, breaking in banks without being there, stealing classified information without initial danger, welcome to hacking. Hacking skill encompasses proficiency in breaking into other computer and ability to do really nasty things bare handed.

TECHNICAL: Engineering

Designing and improving. Character must select one main proficiency from category when developing it.

Chemical: Synthetic materials and alloys.

Cybernetics: Robotic parts and cybernetics.

Electronics: Electronic systems.

Environmental: Environments and outdoor.

Mechanical: Mechanical equipment and moving parts.

Power System: Power plants and generators.

Security: Everything against criminal activity.

Weapon: Creating and designing weapons.

Urban: From civil engineering to city design.

TECHNICAL: Mechanics

Basic knowledge in mechanics. This skill also encompasses gimmickry skill, ability to create totally new, using only vinyl tape and imagination.

TECHNICAL: Technical

Repairing and maintaining machines and equipment. Character must select one main proficiency from category when developing it. Other than main proficiency will have a special penalty of -10 when used.

Cybernetics: Robotic parts and cybernetics.

Electronics: Electronic systems.

Mechanical: Mechanical equipment and moving parts.

Power System: Power plants and generators.

Weapon: Repairing and maintaining weapons.

Urban: From sewage pipes to building new buildings and roadways.

TALENTS

Cost	Talent
10	Accelerated Healing
20	Additional Profession
20	Ambidexterity
15	Animal Affinity
10	Artistic
20	Assassin Ability
15	Athletic
15	Blazing Speed
10	Cautious
25	Chi Defence
20	Combat Awareness
15	Computer Wizard
15	Deceptive
25	Dense Musculature
15	Educated
10	Endurance
30	Enhanced Scent
10	Enhanced Senses
10	Extremely Nimble
15	Financial Wizard
20	Far Shot
20	Gearhead
30	Great Arm
40	Greater Resistance (Stamina)
40	Greater Resistance (Will)
15	Guide
40	Hammerhands
30	Instinctive Defence
20	Intuition
20	Lesser Resistance (Stamina)
20	Lesser Resistance (Will)
10	Lightning Reflexes
25	Martial Artist
15	Master Craftsman
10	Meticulous
30	Missile Deflection
5	Multiple Weapon Proficiency

- 15 Neutral Odor
- 25 Night Vision
- 20 Outdoorsman
- 10 Physick
- 15 Quickdraw
- 20 Quiet Stride
- 15 Reduce Sleep Requirement
- 10 Scholar
- 10 Shield Training
- 10 Skill Specialization
- 10 Snapshot
- 10 Speed Loader
- 20 Subtle
- 25 Sureshot
- 25 Swashbuckler
- 15 Toughness
- 10 Vehicle Expert

TALENT DESCRIPTIONS

ANIMAL AFFINITY [15]

The character has unique abilities in handling all sorts of animals. Character receives a special +15 bonus to any animal related skills and maneuvers.

ASSASSIN ABILITY [20]

The character receives a bonus of +10 to Ambush, Sniping and Poisoning skills. Character is now able to use the Sniping skill from the range of four Range Increments instead of two.

CAUTIOUS [10]

Character has learned to be extra-careful when handling devices such as bombs and locks. This doesn't mean he is slow in disabling devices, instead by removing the fear of inaccuracy he receives a bonus of +10 to Demolition and Locks & Traps skill.

CHI DEFENCE [25]

The character has great inner chi power that helps him to realize everything around him subconsciously when he is in combat situation. He receives a special bonus to his DB. Using the same progression rate as normal skills, the character gains a bonus equivalent to 1 rank for each of his level. This ability can only be used against close combat attacks and only when he is performing martial arts, that means he can't use any weapons. In addition he can't have encumbrance penalties.

COMPUTER WIZARD [15]

The character has specialized in using computers and knows everything of their ins and outs. Although the character is described as a nerd in majority he is much more. He receives a +10 bonus to Computer using, Electronic Warfare and Hacking skills. Character knows programming languages as his own mother tongue.

DECEPTIVE [15]

Because of your unique presence you receive a special bonus of +15 to your Duping and Disguise skills.

EDUCATED [15]

Character has high-education and quick brain working. Character receives a special bonus of +10 to his Academic Lore, Scientific and Research skills.

ENDURANCE [10]

Character has unnatural stamina. Character may double his constitution bonus when determining how long he will be able to run, thus character becomes exhausted slower. In addition character receives a special +10 bonus to his Swimming skill.

FAR SHOT [20]

The character has eyes of hawk and can make more precise shots further than normal ranges. All range increments are increased by 20' for firearms.

FINANCIAL WIZARD [15]

You have sixth sense of finance. You can sense the best option where to posit your money when you're making business. You receive a special bonus of +15 to Appraisal and Trading skills.

GEARHEAD [20]

Character has unique ability in handling and repairing machines and equipment. He receives a special +10 bonus to Mechanics and Technology skills and time requirement for repair is halved.

GUIDE [15]

The character has a unique geographical direction sense that he can't be lost while in outdoor. He receives a +15 bonus to Navigation and Foraging/Survival skills.

MARTIAL ARTIST [25]

Character is able to do Medium Martial Art attacks instead of Smalls. Character may also perform multiply strikes when using Martial Art attacks; by taking a modifier of -20 to all attacks he may attack twice and by taking a modification of -10 he may attack different enemy. These modifications are reduced by 5 for every 5 levels of the character.

METICULOUS [10]

Character has mastered the art of making fake items, the forgery. There is no such a thing the character couldn't fake. He receives a +15 bonus to Forgery skill.

QUICKDRAW [15]

Character can draw any small item such as pistol or a knife as a free action and suffers no initiative penalty from drawing items. Character may draw up to two items per round, one item per hand.

SNAPSHOT [10]

The character has improved ability to make quick firearm attacks. When the character doesn't use aiming or aimed burst combat actions he only receives a -10 OB instead of the -20, but he still suffers the other penalties.

VEHICLE EXPERT [10]

Character is an expert in handling all sorts of vehicles he has developed. He received a special bonus of +10 to Vehicle skills.

BONUS ITEM I [5]

The character has an item with a quality bonus of +5. This bonus applies to any skill or actions suited to the operation of the item. Bonus items' base cost may not be very high, and therefore the bonus item may not be a car for example.

FLUENT [10]

The character is fluent with many languages and may divide extra 10 ranks to his linguistics skills.

HOME [5]

At beginning of the game the character has a home. This can be anything from mortgage home or very-own palace according to character's starting wealth. GMs permission should be required to determine the home.

VEHICLE [10]

At the beginning character has a vehicle of chosen type. Player should be able to choose any type of vehicle but some vehicles (airplane, luxury sport car or a tank!) may require GMs permission.

WEALTH (MINOR) [15]

The character has achieved an extra wealth. When determining the starting wealth he receives an additional of 20 ranks to his highest profession ranks.

WEALTH (MAJOR) [30]

The character is rich. When determining the starting wealth he receives an additional rank of 100 to his highest profession ranks.

WEALTH (GREATER) [50]

The character is a millionaire. When determining the starting wealth he receives an additional of 500 ranks to his highest profession ranks. The starting wealth is only the money he has left to his pocket as cash!

SPECIAL STARTING OPTIONS

During character creation only, the player may also spend the character's Development Points on the acquisition of certain special starting options.

Cost	Option
5	Bonus Item I
10	Fluent
5	Home
10	Vehicle
15	Wealth (minor)
30	Wealth (major)
50	Wealth (greater)

STARTING WEALTH

To determine the starting money each character may select any (and only) one profession skill or other appropriate skill (for example Streetwise for underworld member, but other than profession skills require GMs approval) that he will use. Each character will begin with 500\$ per ranks in the chosen skill plus d100\$.

COMBAT RULES

MAKING FIREARM ATTACK:

Making a firearm attack is resolved as other attack actions in HARP. Attack roll is rolled adding attackers OB and subtracting targets DB. If the score is more than zero the attack is successful hit! And damage is applied from firearm critical table according to the result.

Few changes here are in range increment modifications rules and in firearm critical table. Range penalties are calculated little bit different than in HARP rulebook, but overall it's the same. Firearm critical tables have five columns, one for each damage sizes, thus damage caps and critical adjustments after the hit may be ignored. Use the column of firearm's damage size to determine the damage. Against large and huge creatures and in grenade attacks, damage caps and critical adjustments still apply. When making a firearm attack the attacker must select does he make burst mode or single shot attack. Burst attack is only available for weapons that have capabilities of making rapid fire attacks, such as submachine guns, assault-rifles etc. There are special notes about both Burst Mode and Single Shot attacks.

Note: These rules are only attacking personnel. Not against vehicles or constructions. MARP doesn't have (yet) rules to use modern arsenal to damage constructions.

BURST MODE:

To perform a burst mode attack, the attacker must have at least five rounds in the weapon. Attacker must choose how many rounds he will shoot as a burst up to weapon's ROF value; only one attack roll is made.

For simplicity burst modes should be performed in five round portions. Thus attacker can choose how many portions of five rounds he will use to perform the burst mode attack.

Recoil Penalty: Attacker will receive OB when he fires more rounds than he can control. The penalty is equal to:

Total rounds shot - Strength bonus.
Ignore any negative results and apply positive result as a recoil penalty.

Range Penalty: Because of recoil burst mode attacks will become very hard to hit to target if they are far away. Thus if range is beyond RI: 3, range penalties are doubled per each RI beyond the RI: 3.

Damage: When making burst mode attack damage will be greater than making a single shot attack, following rules will apply when burst mode attack is made:

- Weapon's damage size is increased by one category.
- Concussion and Maneuver Penalty damages are increased by number of rounds in the burst fired.
- Bleeding and Stun is increased by one per each portion of 5 rounds in the burst fired.
- Death-in-rounds will be reduced by one per each portion of 10 rounds.

Note: Against large and huge creatures, damage rules doesn't apply but remember to use the burst mode critical table instead of single shot when attacking large of huge creatures with burst mode.

SINGLE SHOT:

When making single shot attack the attacker may decide to shoot more than one round up to weapon's ROF value. If character shoots only one round as a single shot no special modifications apply.

Shooting more than one round: Characters are restricted to fire up to half of their strength bonus shots, minimum of 1, and will receive the bonus of +5 OB per each round fired. Note that if only single round is fired there is no bonus.

3-round Burst: Character performing 3-round burst will receive a +20 OB bonus but the attack is considered single shot attack.

SHOTGUN ATTACKS:

Shotguns have some special rules of making firearm attacks. These rules are listed below:

Range Modifiers: Shotgun attacks receive a +25 OB bonus when they are shot up to RI: 1. Beyond RI: 1, range penalties are doubled per each RI beyond the RI: 1.

Damage: Shotgun's damage depends on how close the attacker is his target. Shotgun attack's damage size will vary according to range:

- PB – Huge
- RI: 0 – Large
- RI: 1 – Medium
- RI: 2 – Small
- Beyond RI: 2 the damage size is Tiny.

Armors against shotgun attacks: Armor DB may be doubled when calculating defence bonus against shotguns. This is because shotgun shots usually have very low piercing capabilities.

SPECIAL NOTES OF MAKING

ANY FIREARM ATTACK:

Unless character will use aiming or aimed burst combat actions his firearm attacks will always have the -20 penalty of not aiming. Also all range penalties are doubled if the firearm attack is considered not aimed.

GRENADE ATTACKS:

To make a grenade attack character must roll normal attack roll using grenade thrown skill or his agility bonus twice and applying range penalties. Look the result from percentage column of maneuver table.

At the same time GM should roll d100 and see what direction and how far does the grenade land of the target. Tens will tell the direction (see HARP rulebook p.73) and ones will tell how many feet grenade missed. This distance will be altered by the grenade attack roll. Per each 10 points of success above the result 100, grenade lands 1' closer to target. Per each 10 points of failure below the result 100, grenade lands 10' further from the target. After a grenade is armed it will explode in the third round, thus character has one round time to scout area and one round time to throw it.

Rocket launcher attacks along with other explosive attacks will be resolved in the same way.

Damage: Grenade attack damage is rolled as normal attack roll but the only OB bonus or penalty is the distance to the target. Armors and hard covers will only give DB against grenade attacks. After the attack score is determined, and the result is more than zero, grenade's damage size should be applied normally and the final adjusted result should be look on the grenade critical table.

Blast Radius:

Range	Tiny	Small	Medium	Large	Huge
0'	+25	+50	+75	+100	+150
5'	+20	+40	+65	+90	+140
10'	+15	+30	+55	+80	+130
15'	+10	+20	+45	+70	+120
20'	+5	+10	+35	+60	+110
25'	+0	+0	+25	+50	+100

Per each 5' above 25': -10

RANGE INCREMENTS:

(PB)	+10 (point blank, half the RI: 0)
(RI: 0)	+0 (close range, half the RI: 1)
(RI: 1)	-10 (first whole RI)
(RI: 2)	-20
(RI: 3)	-30
(RI: 4)	-40
(RI: 5)	-50
(RI: 6)	-60
(RI: 7)	-70
(RI: 8)	-80
(RI: 9)	-90
(RI: 10)	-100

COVER DEFENCE BONUSES:

Characters using cover bonuses may attack without any special penalties and may use any appropriate combat actions. Shooting behind cover usually include moving, stepping out from cover to fire and back to cover.

Half "Soft" Cover.....	+20
Full "Soft" Cover	+40
Half "Hard" Cover	+50
Full "Hard" Cover	+100

MODERN WEAPONS: Typical Stats

Type	DMG Size	ROF	RI	F#
Assault-Rifle	Medium	15	100'	4
Sniping Rifle	Large	2	120'	4
Heavy Rifle	Huge	1*	120'	4
Heavy Pistol	Medium	2	40'	3
Medium Pistol	Small	2	40'	3
Light Pistol	Tiny	2	40'	3
Submachine Gun	Small	10	80'	4
Lt. Machine Gun	Medium	15	150'	5
Hv. Machine Gun	Large	15	150'	5
Shotgun	special	1*	50'	4
Hand-grenade	Small	-	10'	5
Rocket Launcher	Large	1*	300'	4
Explosives	varies	-	-	5

DMG Size = Damage Size; **ROF** = Rate of Fire (* these weapons may only be fired once per round); **RI** = Range Increment; **F#** = Fumble range.

SPECIAL ROUNDS and ACCESSORIES

Characters may select to use special rounds instead of normal firearm rounds; also he may use weapon accessories to improve his attack abilities. Few special rounds and weapon accessories are described below:

Armor Piercing: These rounds will act like normal bullets but has better piercing capabilities. Using these rounds attacker may ignore armor protections and always use non-

armor rules, see below Modern Armors, armor protection rules.

Slugs: Attacker may use slug rounds instead of normal shotgun shots. Slug rounds don't receive a +25 OB bonus from up to RI: 1 range but armors don't double their DB. Also Damage size is fixed to large size and it won't change according to range.

Laser-sight Unit: Laser-sight unit is used to shoot a red laser dot to the target to improve the aim. This accessory will give a +5 OB bonus but is only usable in darkened conditions.

Silencer: Silencer will lower the sound volume of firearm attack. This accessory is not usable with revolvers or other similar weapons. Using this accessory give a -10 OB as the silencer slows the bullet slightly.

MODERN ARMORS: Typical Stats

Type	DB	MaxMP	MinMP	IV
LIGHT BALLASTIC ARMOR-----				
Shirt	10	10	0	2
Jacket	15	15	3	5
Suit	25	25	5	5
MEDIUM BALLASTIC ARMOR-----				
Shirt	10	15	3	2
Jacket	20	35	5	5
Suit	40	55	10	5
HEAVY BALLASTIC ARMOR-----				
Shirt	20	40	5	2
Jacket	30	55	10	5
Suit	50	80	15	5
LIGHT BALLASTIC ARMOR-----				
Head	2	2	0	.5
Neck	2	2	0	.5
Shoulder	2	2	0	.5
Arms	2	2	0	.5
Hands	2	2	0	.5
Torso	6	6	0	1.5
Legs	2	2	0	.5
Feet	2	2	0	.5
MEDIUM BALLASTIC ARMOR-----				
Head	3	4	.5	.5
Neck	3	4	.5	.5
Shoulder	3	4	.5	.5
Arms	3	4	.5	.5
Hands	3	4	.5	.5
Torso	9	12	1.5	1.5
Legs	3	4	.5	.5
Feet	3	4	.5	.5
HEAVY BALLASTIC ARMOR-----				
Head	4	6	1	.5
Neck	4	6	1	.5
Shoulder	4	6	1	.5

Arms	4	6	1	.5
Hands	4	6	1	.5
Torso	12	18	3	1.5
Legs	4	6	1	.5
Feet	4	6	1	.5

DB = Defence Bonus; **MaxMP** = Maximum Maneuver Penalty (if armor is unfitted double this penalty); **MinMP** = Minimum Penalty (if armor is unfitted double this penalty); **IV** = Increment Value.

If character wishes layering armors he may do so, thus the DB and maneuver penalties will increase. DB of armors is simple added together. For maneuver penalties all armors become unfitted armors and penalties will be added together before using armor skill.

If GM wants he may use armor protection rules as described in Martial Law. This way, non armored combatants will be more vulnerable to firearm attacks. Critical modifiers will only modify damage what was already part of the critical and do not supply damage not indicated by the critical result.

Non-armors use no armor rules:

- Concussion damage is increased by 10.
- Penalties are increased by 10.
- Bleeding is increased by 2.
- Stun is increased by 1.
- Death-in-rounds is reduced by 4.

Light armors use soft-leather rules

- Concussion damage is increased by 5.
- Penalties are increased by 5.
- Bleeding is increased by 1.
- Stun is increased by 1.
- Death-in-rounds is reduced by 2.

Medium and heavy armor uses rigid leather rules:

- No changes are made.

Note: Consider Natural Armor (minor) as non-armor, Natural Armor (major) as rigid leather and Natural Armor (greater) as plate armor.

HIT LOCATIONS:

To determine hit location add the number on both dices of the initial attack roll together. If the original percentile roll was odd then strike was to weapon side, even is to off-hand side. Critical modifier will increase or reduce the damage made to location. As in armor protection rules only critical indicated damage will be modified.

If armor protection rules are used hit locations will become more important because

not every part of body will be protected by modern armors.

Result	Location	Critical Modifier
2.....	Foot/Calf	10M; -1S
3.....	Knee	15M; -1S
4-5	Thigh	5M; 2B
6.....	Groin	20M; 3B
7-9.....	Abdomen/Lower Back	10M; 1S
10-13.....	Chest/Upper Back	-
14	Neck	1S; 3B
15.....	Face/Skull	3S
16-18.....	Shoulder/Upper Arm	15M; -1S
19-20	Forearm/Hand/Elbow	10M; -1S

FIREARMS: Fumbles

Result

- 01-25 You drop your weapon while firing it! And guess what, you didn't hit.
- 26-50 Your weapon jams. Try using another weapon or fix it!
- 51-75 You drop your clip or ammunition from your weapon and even lost it! Searching will take a while because you're also stunned for 3 round.
- 76-00 You have just shot one of your own limbs! Way to go, roll d100 for the result.

COMBAT ACTIONS

BASIC: Aiming

This combat action is available for any firearm and will double weapons ROF value and cancel out -20 OB penalty of not aiming. Also range penalties are not doubled when this combat action is used.

BASIC: Evasion

A character may increase his Defence Bonus against all firearm attack by moving rapidly. Character receives a +50 DB bonus and may make firearm attack without extra penalties. Remember that using this combat action won't allow you to use aiming combat action. This combat action may only be used if attacker is further than point blank range.

BASIC: Aimed Burst

Pulling the trigger and emptying the magazine at furious rate can cause serious damage to target. This combat action is only meant for rapid fire capable weapons. ROF values are doubled but the character receives no Quickness DB and he must stand or lay down

still while performing this combat action. The character who has declared this combat action may ignore the -20 penalty of not aiming when making firearm attack and range penalties are not doubled.

BASIC: Suppression Fire

Using random spread bursts to cover an area may confuse your enemy and force them behind covers. This Combat Action requires a lot of ammunition, minimum of 5 and must be located at specific range. All targets in the area must roll Will resistance, RR (100) or be forced to use Take Cover! Combat action. If a target passes the Will resistance he may elect to use Take Cover! Combat Action or act normally. If he acts normally he will be in danger of getting hit. Resolve the attack against him normally with a special OB modification of -50 plus rounds used to perform this Combat Action, weapons damage size is also reduced by one. Those behind any cover or on a ground are not attacked. To successfully use a Suppression Fire, make a d100 roll. If the result falls within the fumble range of the wielding weapon a fumble has occurred and no benefits are gained using this combat action. If the result falls within the open-ended high range, another roll is made. The total of both rolls is treated as an attack against random target in the area with no OB, lucky bastard!

BASIC: Take Cover!

This combat action is only usable at anytime, but only when character is near some sort of cover. If the character has not taken his action for the round, he may change that action from what has been declared to this action. If he has already taken his action for the round, he may still elect to perform this combat action. However in doing so, he has lost his next round and is not able to do anything. The character performing Take Cover! make a sudden drawback to cover and receive a half of the cover's DB plus he makes a maneuver roll on bonus column using either 2x Agility or Acrobatics/Tumbling skill. Ignore the negative result and add the positive on DB received from cover. The total Take Cover DB may not exceed normal cover's DB.

TRAINING PACKAGES

Training Packages are careers and lifestyles that character may choose to have. At the beginning character may take up to three Training Packages and thereafter one per every level if he wishes to. Character must use his Development Points to achieve Training Packages; he receives a 25% discount of the total cost of the Training Package.

TRAINING PACKAGE LIST:

- Apprentice Technician
 - Journeyman Technician
- Athlete
- Bounty Hunter
- Burglar
- Capitalist
- Con Artist
- Convict
 - Launderer
- Corporate Security
 - Bodyguard
- Fence
- Fire Fighter
- Freelancer
- Hacker
- Journalist
- Labourer
- Pickpocket
- Pilot
- Primary Education
 - Master's Degree
 - Doctorate Degree
 - Computer Scientist
 - Computer Engineer
 - Computer Programmer
 - Law Degree
 - Lawyer
 - Medical Degree
 - Medical Resident
 - Medical Specialist
 - Surgeon
 - Surgical Specialist
- Police Officer
 - Agent
 - Police Detective
 - S.W.A.T
 - Undercover Agent
- Martial Artist
 - Street Fighter
 - Martial Art Specialist
- Marine
 - AFV Crewer
 - Combat Medic
 - Military Officer

- Military Pilot
 - Special Force Operative
- Performer
- Politician
- Street Thug
 - Hitman
 - Cleaner
- Terrorist
- Repo-Man
- Taxi Driver

AFV CREWER

AFV Crewer is a militant who has specialized in handling armored fighting vehicles, tanks for short. Although tank-men are not needed in handling small groups of terrorist for instance, they are everything in war zones.

Prerequisite: TP: Marine.

Skills	Ranks
Combat Style (combat pilot).....	3
Vehicle (AFVs).....	4
Weapon Skill (gunner).....	3

AGENT

This career encompasses secret service, FBI, and similar agencies that use mostly investigate agent instead of undercover or combat operations. Agent training devotes a direct working style, meaning they operate and interact with citizen on an "honest" level.

Prerequisite: TP: Police Officer.

Skills	Ranks
Duping.....	3
Mundane Lore (select one).....	2
Perception.....	4
Weapon Skill (small arms).....	2
Profession (agent).....	4

APPRENTICE TECHNICIAN

Apprentice Technician is a repairman who is specialized in one area of technology. He is usually skilled to do any repair request and can earn a live-hood, but is restricted in own creativity and creating.

Skills	Ranks
Mechanics.....	3
Technology (select one).....	4
Profession (technician).....	3

ATHLETE

Athlete is skilled in physically and the sport is the one area he's good at. Although an Athlete

is not a job, it's a career that can encounter high and low lights in any time.

Skills	Ranks
Acrobatics/Tumbling.....	3
Climbing.....	3
Jumping.....	3
Swimming.....	3

BODYGUARD

Bodyguard is a job of indirect danger. The job of a bodyguard is to protect the target in any cost, whether this means to eliminate the threat or sacrifice own life for the target, the payment is good thou.

Prerequisite: TP: Corporate Security.

Skills	Ranks
Armor.....	3
Perception.....	3
Mundane Lore (tactics).....	4
Weapon (small arms).....	5

BOUNTY HUNTER

Bounty Hunters are people who want earn their livings catching up bad guys, but they are not cops in any mean. They are just unofficial but helpful law enforcements who only seek their own benefits.

Skills	Ranks
Perception.....	3
Duping.....	2
Mundane Lore (streetwise).....	3
Weapon Skill (select one).....	2
Profession (law enforcement).....	2

BURGLAR

Also called the second story man, the Burglar makes his living stealing from others houses. They are no better than pickpockets but earn a lot better.

Skills	Ranks
Brawling.....	2
Locks & Traps.....	4
Mundane Lore (lock lore).....	3
Mundane Lore (streetwise).....	3

CAPITALIST

Modern merchants, shop clergeries, business people and dealers. The only thing they seek for is to buy low and sell high. Although this sounds easy it's harder than any non-capitalists could image.

Skills	Ranks
Appraisal.....	4
Duping.....	2
Trading.....	5
Profession (capitalist).....	4

CLEANER

This is an individual who "cleans up" botched operations by eliminating all traces of the operation, including, sometimes, the agents themselves. Cleaner are also used on insanely risk operations, not because they are suicidal, but because they will do "anything" to complete an operation.

Prerequisite: TP: Hitman

Skills	Ranks
Armor.....	3
Perception.....	2
Endurance.....	3
Streetwise.....	2
Weapon Skill (select one).....	4
Weapon Skill (select one).....	4

CON ARTIST

Some rude people call them con men, but to be honest, what they do is an art of larceny; this is why they are Con Artists. They cheat people to earn money and their best weapon is awareness in streets.

Skills	Ranks
Duping.....	6
Forgery.....	3
Mundane Lore (streetwise).....	3
Mundane Lore (current events).....	3

COMBAT MEDIC

Medic! When someone hurts in the middle of a combat, the Combat Medic is the only one who can save people. Combat Medic is a militant who's specialized in medical area.

Prerequisite: TP: Marine.

Skill	Ranks
Healing.....	5
Medical (diagnosis).....	2
Medical (pharmaceuticals).....	3

CONVICT

Convict is nothing more than a low level citizen who doesn't care about the law a damn. The only thing he has in his mind is to fill his wallet.

Skills	Ranks
Duping.....	2
Streetwise	2
Disguise	2

CORPORATE SECURITY

Corporations are nothing without good security, surveillance cameras and people wearing ballistic vests and pistols with them. The people here are the Corporate Security. They require nothing more than a skills in handling weapons.

Skills	Ranks
Armor	3
Perception	3
Mundane Lore (law enforcement)....	3
Weapon (small arms).....	3

COMPUTER ENGINEER

Computer Engineer is a people who are the creators of new computer hardware technology. They are also skilled in repairing computer as any other electronic devices.

Prerequisite: TP: Computer Scientist.

Skills	Ranks
Engineering (electronics: computer)...	5
Technology (electronics: computer)...	3
Scientific (technology).....	4
Profession (engineer)	3

COMPUTER SCIENTIST

Computer science is much more than numbers and code, computer science is what the computer is all about for human. Computer Scientist is a person who knows what the computer is and will be for mankind.

Prerequisite: TP: Primary Education.

Skills	Ranks
Computer Using.....	3
Technology (electronics: computer)...	3
Engineering (electronics: computer)...	3
Scientific (technology).....	3

COMPUTER PROGRAMMER

Computer Programmers are creators of new software for computers to serve the mankind. They are also capable in repairing and maintaining computers.

Prerequisite: TP: Computer Scientist.

Skills	Ranks
Computer Using.....	5
Technology (electronics: computer)...	3

Profession (programmer)	2
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DOCTORATE DEGREE

The one who knows a very lot about a subject and has proven it. Although Ph. D doesn't mean much for layman, it does for mankind.

Prerequisite: TP: Master's Degree.

Skills	Ranks
Mundane Lore (select one)	4
Academic Lore or Scientific (select one)	5
Academic Lore or Scientific (select one)	3

FENCE

Fence is a criminal who deals in stolen goods. For instance he buys goods from burglar's gig for his own benefit.

Skills	Ranks
Duping.....	3
Appraisal.....	2
Streetwise.....	3
Trading.....	4

FIRE-FIGHTER

Neither a superhero nor the coward. The fire-fighters are a normal people who save innocent people, houses and such from furious fires. They are much for the mankind although not every house or people can be saved.

Skills	Ranks
Endurance.....	2
Mundane Lore (health care).....	2
Perception	4
Profession (fire-fighter).....	4

FREELANCER

Private investigator, the Freelancer is a detective of the private venue. Often, they were once police officers, but fed up with the job of restrictions and started to handle cases of private citizens.

Skills	Ranks
Duping.....	2
Mundane Lore (streetwise).....	4
Mundane Lore (law enforcement)....	3
Profession (freelancer)	3

HACKER

Hackers are cowboys of the modern age. They break in worlds' biggest security systems, but

they usually don't do that for money, they do it because of information or just for curiosity.

Skills	Ranks
Electronic Warfare.....	3
Computer Using.....	5
Hacking.....	5
Technology (electronics: computer)...	2

HITMAN

Hitman is a standard assassin of modern age. They come from many walks of lives; others do their job for government as the others does it for individuals or for corporate. They go and will return back as a mark of succeeded mission.

Prerequisite: TP: Street Thug.

Skills	Ranks
Ambush.....	2
Sniping.....	4
Poisoning.....	4
Stalking & Hiding.....	2
Weapon Skill (select one).....	3

JOURNALIST

Journalist covers everything from the media personalities to the hard hitting vide investigate reporter to the fluffy anchor-person. Some of them want to let the citizens what's going on relieving truths, but others just want to earn money with rumors.

Skills	Ranks
Duping.....	2
Mundane Lore (current events).....	5
Profession (journalist).....	5

JOURNEYMAN TECHNICIAN

Journeyman Technician is the second stage of technician career. At this point the work has given much more free time and own creativity of machinery is possible. And again, the payment is also better.

Prerequisite: TP: Apprentice Technician.

Skills	Ranks
Engineering (select one).....	4
Mechanics.....	3
Technology (select one).....	2
Profession (technician).....	3

LABORER

Labourer is a crafter who does the work that could be completed without training. They simple are normal grunt workers.

Skills	Ranks
Endurance.....	2
Crafts (select one).....	3
Crafts (select one).....	3

LAUNDERER

Launderer is a financier of the underworld. They take stolen or dirty funds and filter them through multiple means until it is untraceable as anything but legitimate funds.

Prerequisite: TP: Convict.

Skills	Ranks
Duping.....	4
Mundane Lore (streetwise).....	2
Trading.....	2
Streetwise.....	2

LAW DEGREE

A person with a Law Degree is the most advanced in front of law itself. This degree doesn't only guarantee good knowledge of law, but also a chance to get a lawyer career.

Prerequisite: TP: Primary Education.

Skills	Ranks
Public Speaking.....	4
Academic Lore (civics).....	4

LAWYER

After law degree, the Lawyer is ready to protect its client's interests. Their client can be an individual person or even a corporate.

Prerequisite: TP: Law Degree.

Skills	Ranks
Public Speaking.....	3
Academic Lore (civics).....	3
Profession (lawyer).....	4

MARINE

The Marine is a basic militant unit member after the normal basic army training. This Training Package is a must for any other advanced militant Training Packages.

Skills	Ranks
Endurance.....	3
Weapon Skill (rifles).....	3
Weapon Skill (light machine guns)....	2
Weapon Skill (support weapons).....	2

MARTIAL ARTIST

Martial Artist is a developer of self-discipline and martial arts. They dislike using melee

weapons unless they belong to their fighting style. Martial Artists are the people who can beat tens of opponents bare handed.

Skills	Ranks
Acrobatics/Tumbling.....	2
Martial Art Striking.....	3
Martial Art Sweeps.....	3
Endurance.....	2

MARTIAL ART SPECIALIST

When the martial artist is strong enough he may continue his martial art training to depths and learn something laymen never thought about, the absolute peace-of-mind and new fighting styles.

Prerequisite: TP: Martial Artist.

Skills	Ranks
Acrobatics/Tumbling.....	2
Martial Art Striking.....	3
Martial Art Sweeps.....	3
Martial Art Style (select one).....	5
Martial Art Style (select one).....	3
Endurance.....	2

MASTER'S DEGREE

The one who knows a lot about a subject and has proven it. Master's Degree is next small step for a man from Primary Education, but a giant leap for the mankind, although no one really sees it.

Prerequisite: TP: Primary Education.

Skills	Ranks
Mundane Lore (select one).....	4
Academic Lore or Scientific (select one).....	3
Academic Lore or Scientific (select one).....	2

MEDICAL DEGREE

Medical Degree allows a person to act and perform minor medical attempts, but is still considered as a rookie level. But this is a good start for medical careers.

Prerequisite: TP: Primary Education.

Skills	Ranks
Healing.....	4
Medical (diagnosis).....	3
Medical (pharmaceuticals).....	3

MEDICAL RESIDENT

Medical Resident is working in the hospital. He handles all the jobs a student can't, but a medical specialist won't.

Prerequisite: TP: Medical Degree.

Skills	Ranks
Healing.....	3
Medical (diagnosis).....	2
Medical (pharmaceuticals).....	2
Profession (medical).....	3

MEDICAL SPECIALIST

The Medical Specialist has studied one form of medicine until he has satisfied his mentors. Medical Specialists are good guys in the hospital or on the field.

Prerequisite: TP: Medical Degree.

Skills	Ranks
Medical (diagnosis).....	3
Medical (pharmaceuticals).....	4
Scientific (life science).....	2
Profession (medical).....	3

MILITARY OFFICER

Military Officer has gone through the officer training school and is at least the 2nd lieutenant in army. Although his work is not as action-like as normal mariners' is, his work is not dull. This Training Package can be considered as a career.

Prerequisite: TP: Marine.

Skills	Ranks
Mundane Lore (heraldry).....	5
Mundane Lore (tactics).....	5
Weapon Skill (small arms).....	2
Profession (militant).....	3

MILITARY PILOT

Military Pilot is a militant unit member that has specialized in piloting aircrafts. This Training Package gives good start point for starting a career as a public pilot.

Prerequisite: TP: Marine.

Skills	Ranks
Combat Style (combat pilot).....	2
Vehicle (airplanes).....	5
Vehicle (chopper).....	2
Weapon Skill (gunner).....	3

PERFORMER

Performer can be anything in the area of art. They can be musicians, actors, singers, to name

but a few. The career of a Performer depends greatly on the fans, and thus the most important thing to do for a performer is to satisfy the fans!

Skills	Ranks
Select one Artistic skill.....	5
Select one Artistic skill.....	3
Select one Artistic skill.....	2
Profession (artist).....	2

PICKPOCKET

Pickpockets are low level citizens who try to earn their living by stealing. This is the only area of larceny that is not supported by the underworld itself.

Skills	Ranks
Mundane Lore (streetwise).....	2
Pick Pockets.....	5
Trickery.....	3

PILOT

Pilot is a normal public airplane pilot of a corporation or an individualist who makes living by making trip flights for those who is interested and willing to pay.

Skills	Ranks
Flying/Gliding.....	3
Vehicle (airplanes or choppers).....	5
Profession (pilot).....	4

POLICE DETECTIVE

Police Detective is a step above the police officer. They investigate crimes under the police restrictions, in hopes of finding the perpetrator. Those who seeks freer detective career chooses freelancer career.

Prerequisite: TP: Police Officer.

Skills	Ranks
Perception.....	4
Mundane Lore (law enforcement).....	3
Weapon Skill (small arms).....	2
Profession (law enforcement).....	3

POLICE OFFICER

The Police officer patrols the streets and skies watching for crime. Although the legends tells about fat donits eating Police Officers, that is not usually true because they are physically trained, although few exceptions has occur.

Prerequisite: TP: Primary Education.

Skills	Ranks
Mundane Lore (law enforcement).....	4
Weapon Skill (small arms).....	3
Profession (law enforcement).....	3

POLITICIAN

In the local or national area, politicians operate in bureaucracies of governments. Socially adept and personable, they try to influence the government to their, and hopefully their constitutes, viewpoint.

Skills	Ranks
Acting.....	2
Duping.....	3
Public Speaking.....	4
Profession (administration).....	3

PRIMARY EDUCATION

Primary Education is the requirement for many good earning careers. Taking the Primary Education means graduation from high school.

Skills	Ranks
Academic Lore or Scientific (select one).....	2
Scientific (select one).....	2
Mundane Lore (select one).....	2

REPO-MAN

The Repo-Man is specialized in stealing vehicles. Although this seems very easy it's rather dangerous job as the people normally do not give up their vehicles easily.

Skills	Ranks
Mundane Lore (streetwise).....	2
Streetwise.....	2
Vehicle (cars).....	4
Vehicle (bikes).....	4

SPECIAL FORCE OPERATIVE

Furious warrior and a silent command. Special Force Operatives are special military units to take out any unique mission. They are highly trained and requirements are unbelievable for laymen.

Prerequisite: TP: Marine.

Skills	Ranks
Armor.....	2
Endurance.....	2
Mundane Lore (tactics).....	2
Climbing.....	2
Swimming.....	2

Stalking & Hiding.....	2
Weapon Skill (rifles).....	4
Weapon Skill (select one).....	3

STREET FIGHTER

Neither a street bum nor a sportsman, the Street Fighter makes his living by fighting in illegal clubs. Only the most skilled will earn some money because only one is the winner.

Prerequisite: TP: Martial Artist.

Skills	Ranks
Brawling.....	4
Martial Art Striking.....	3
Endurance	3

STREET THUG

Street Thug is a common bad guy in the streets. He has specialized in using brute force to get what he needs.

Skills	Ranks
Armor	2
Endurance	3
Sniping.....	2
Weapon Skill (select one).....	3
Weapon Skill (select one).....	2

SURGEON

The Surgeon is a doctor who has specialized in using intrusive methods of healing, including cutting, sewing, removing and transplanting. This is the career where people can be saved.

Prerequisite: TP: Medical Degree.

Skills	Ranks
Scientific (life science).....	2
Medical (diagnosis).....	4
Medical (surgery).....	5
Profession (medical).....	4

SURGICAL SPECIALIST

The Surgical Specialist is a surgeon who has specialized in a specific area of surgery.

Prerequisite: TP: Surgeon.

Skills	Ranks
Scientific (life science).....	5
Medical (surgery).....	5
Medical (diagnosis).....	2
Profession (medical).....	3

S.W.A.T

The S.W.A.T is special police forces to take down special cases and crimes. All members of

S.W.A.T are very highly trained, but still they are no match for Force Recons.

Prerequisite: TP: Police Officer.

Skills	Ranks
Armor	2
Endurance.....	2
Mundane Lore (tactics).....	3
Weapon Skill (small arms).....	4
Weapon Skill (rifles).....	4

TAXI DRIVER

Taxi Drives is an easy career for anyone, the only requirement for this job is a driving license and a car.

Skills	Ranks
Mundane Lore (streetwise).....	4
Vehicle (cars).....	5
Profession (taxi driver).....	3

TERRORIST

Terrorists use coercion promotes a belief system or a set of goals. This translates into the use of violence, or the threat of violence, to advance their cause, but not always. The destruction of property combined with vandalism, usually found with animal rights activists, is another form of terrorism on the rise.

Skills	Ranks
Duping.....	3
Mundane Lore (tactics).....	2
Craft (select one).....	3
Weapon Skill (select one).....	2

UNDERCOVER AGENT

Undercover Agents have a very dangerous job; they must cover their identity with either someone else' or a fictitious one without ever forgetting that they are a law enforcement officer. There is only one rule when going under: never ever blow your cover!

Prerequisite: TP: Police Officer.

Skills	Ranks
Acting.....	2
Duping.....	2
Perception	4
Mundane Lore (select one).....	2
Weapon Skill (small arms).....	2
Profession (agent).....	3

Firearm Critical Table I					
Result	Tiny	Small	Medium	Large	Huge
01 – 10	It tickles! 1H	You pulled the trigger, right? 1H	Next time aim as well 1H	That's all you got? 2H	Is this a Jackpot? 3H
11 – 20	Puff? 2H	Pam! 3H	Aaargh!! 4H	Cracks! 6H	(total silence) 9H
21 – 30	What was it? 3H	What a waste of ammo. 5H	Nice hit, no effect 7H	You almost got him 9H	What a big gun and small effect 14H
31 – 40	Yes? 4H	Sorry... 7H	What the...? 10H	Oh? 13H	Scream! 19H 1S
41 – 50	Lucky or skills? 5H	Dull... 9H	He's tough 13H 1S	Gotcha! 16H 1S 1B	You nick him! 25H 1S 1B -5M
51 – 55	Nice one, but next time try harder 6H 1B	Cool! 10H 1S	Foe seems elasticity 15H 1S	Little bit more to the right and you could have got him 19H 2S 1B	That's quite scratch you got 30H 2S 2B -5M
56 – 60	Bullet hardly hit, you will learn someday 7H 1S	Bring it on! 12H 1S	Foe won't die so easily 17H 1S	Make my day 22H 2S 1B -5M	Is that enough pain in your bottom? 35H 2S 3B -10M
61 – 65	Don't worry this gun can do better 8H 1S 1B	Awesome! 13H 1S 1B	Foe looks very pale for a while 20H 2S 1B -5M	That will leave a mark 26H 2S 2B -10M	Check do you have all limb attached 40H 3S 4B -20M
66 – 70	Aim for the vitals! 9H 1S 2B	Stylish! 15H 1S 1B -5M	You did more than you expected 23H 2S 2B -10M	Medic! 30H 3S 2B -15M	That was fun. 46H 4S 5B -30M
71 – 75	The quality matter, not the quantity 10H 2S 2B	Foe is making strange voices that can be hear from 20' away 17H 2S 2B -10M	Don't worry, this is only a role playing game 26H 3S 2B -10M	Hurts like hell 34H 4S 3B -25M	How brutal can you be? 52H 4S 6B -40M
76 – 80	Don't underestimate your foe 11H 2S 3B -5M	You can't watch this 19H 3S 3B -10M	Don't speak, just die 29H 4S 3B -20M	Hey it's pain 38H 4S 4B -35M	Really painful 59H 5S 8B -60M
81 – 85	Way to go man! 12H 3S 3B -5M	Look what you did, foe almost cries 22H 3S 3B -15M	Heaven's punishment? 33H 3S 4B -30M	Foe's messing with the wrong people 43H 4S 5B -40M	Almost a Checkmate 67H 5S 8B -70M
86 – 90	Size doesn't matter 13H 3S 3B -10M	Bloody hell!? 25H 3S 4B -20M	Is that ketchup? 36H 4S 4B -40M	Foe can still bite you 48H 5S 6B -45M	Foes pain is uncontrollable. 75H 5S 9B -80M
91 – 95	Who told you this gun can't harm anyone? 14H 3S 4B -15M	Always look on the bright side of life 28H 4S 5B -30M	Foe tries to avoid your bullet until he understands that it takes two to tango 40H 4S 6B -55M	What a mess! Who is going to clean this up? 54H 5S 8B -65M	Believe me, you don't want to be in his shoes 85H 6S 12B -100M 4-D
96 – 98	Who needs a bigger gun? 15H 3S 5B -20M	What a shame. Foe yells for pain 31H 4S 5B -35M	You would better find good doctor. 44H 5S 7B -65M	That should be enough. 60H 6S 10B -75M 4-D	Just flesh wound, oh, waits a sec. 96H 8S 15B -100M 2-D
99	Great, now you have master degree in human anatomy. 16H 3S 6B -25M 8-D	Foe seems to understand the essence of shooting people 33H 4S 7B -40M 4-D	Hmm, foe's missing something 48H 6S 9B -75M 4-D	Look! A big hole! 67H 7S 12B -85M 2-D	Foe falls without saying goodbye 107H 0-D
100	It tickles! As long as foe's alive. 17H 5S 8B -30M 4-D	Holy grap! A Bull's Eye! 34H 5S 10B -50M 2-D	That must have hurt. 51H 0-D	That's all Folks! 71H 0-D	Jackpot! 110H 0-D

Firearm Critical Table II					
Result	Single Shots vs. Large	Burst Mode vs. Large	Single Shots vs. Huge	Burst Mode vs. Huge	Grenade attacks
< (-10)	Err... 1H	Umm... 1H	You hurt him, a little 1H	This is a beginning 1H	Foe was not there 1H
(-10) - 0	Doh! 2H	Plats! 2H	Blop... 2H	Prrrr! 2H	Ka-Boom! 3H
01 - 10	Boring! 3H	You got to be kidding 4H	Weapon is ineffective 3H	Harder than it looks 3H	Only a minor wound 6H 1S 1B
11 - 20	Could you stop playing around? 4H	Tossing rocks would do better 6H	Why not trying a nuke? 4H	Life isn't easy, eh? 4H	Shrapnel almost hits foe to vital organs 10H 1S 1B
21 - 30	Stay smart! Get a bigger gun 5H	Don't read manual while shooting 8H	Are you flirting foe? 5H	Foe must have some sort of steel body 5H	Aijajee! 14H 1S 2B
31 - 40	You play too much games 6H	Keep your eyes open while firing 10H	Why not training you more? 6H	Make your move! Not like that... 6H	Foe avoids the major damage 18H 1S 2B -5M
41 - 50	You did it again! 7H	That won't do it 13H	Size matters? 7H	A little by little. 7H	Blast tear foe's skin 22H 2S 2B -5M
51 - 55	Do not to hold back 8H	Concentrate more 16H	Foe isn't an ant 8H	Foe forgives you 9H	Killer rapid, where? 26H 3S 2B -10M
56 - 60	Almost there, keep going 9H	Aim little bit to right 19H	This foe is a lot harder to defeat 9H	Did you hope to catch foe off guard? 10H	Foes pain can be seen from 50' away 31H 3S 3B -15M
61 - 65	A little bit more and you could have don it 11H	Good, now its up to foes evasions 23H	This is huge creature, you know 10H	Wow! Really! 11H	Holy grenades could do more damage 37H 3S 4B -20M
66 - 70	Nice going! 13H 1S	You really did something this time 27H 1S	Going well, try more 11H	Really awesome! 13H	Foe should staunch these wounds 44H 4S 4B -25M
71 - 75	You really learnt how to do it 15H 1S	Foe wonders how this is possible 31H 1S 1B	Try giving another shot 12H	Foe won't forgive you anymore 15H 1S	Foe is cursing the existence of shrapnel! 52H 5S 5B -30M
76 - 80	Shot cracks bones 17H 1S -5M	Well placed shot! 35H 2S -5M	Hit to weak point! 13H 1S	Lucky! 18H 1S	Foe needs a plaster 61H 6S 5B -40M
81 - 85	You showed what you are made of 24H 2S -5M	Foe seems to understand you 40H 2S 1B -5M	Are you letting foe to life a little longer? 15H 1S	At this rate you will have your chance 22H 1S -5M	Hail weapon's manufacturer? 71H 7S 5B -50M
86 - 90	Amazing shot! 31H 2S -10M	Foe has new holes 46H 2S -10M	That look painful 18H 1S	For hates you 27H 1S -10M	No pain, no gain? 83H 8S 6B -60M
91 - 95	Say hi to bullet 40H 2S -15M	Foe is now marked 53H 2S 1B -15M	You ordered a pie? 22H 1S -5M	Meet the pain 33H 1S 1B -10M	Foe is flying! 97H 9S 6B -75M
96 - 100	You're shaping the foe 49H 2S 1B -15M	Foe is going to be toasted 61H 2S 2B -20M	No mercy! 27H 1S 1B -5M	You really got some skill 40H 2S 1B -15M	It's not your fault, but the blast's 113H 10S 7B -100M 4-D
101 - 105	Foe is yelling aloud! 58H 2S 1B -20M	Maybe foe should use his white flag 70H 3S 2B -20M	Skilful shot pierces foe's skin and bone 33H 1S 1B -10M	Foe had no chance to dodge 48H 2S 2B -15M	That was way too much for foe 131H 10S 8B -125M 2-D
106 - 110	Is it dead yet? - No 68H 3S 2B -20M	Foe is tasting his own blood 80H 3S 2B -25M	Foe doesn't avoid your attack 40H 1S 1B -15M	Foe's body seems contain something 57H 2S 2B -20M	Foe could be carried in plastic bags 151H 0-D
111 - 115	You just hunted a Bigfoot! 78H 3S 3B -25M 4-D	Foe won't make it to heaven 90H 3S 3B -30M 4-D	This is sport for you right? 48H 2S 1B -15M	You're breaking Foes bones! 67H 3S 2B -20M	Foe is on his way to hell 174H 0-D
116 - 119	Ultra kill! 88H 4S 3B -30M 2-D	Foe live only once 100H 4S 4B -30M 2-D	Just the right spot! 57H 2S 1B -20M 4-D	Foe seeks his grave 77H 3S 3B -20M 2-D	Overkill! 199H 0-D
120	Monstrous kill! 99H 0-D	Sliced and diced 110H 0-D	Foe is already dead 67H 0-D	Foe is a heap 88H 0-D	Foe just disappeared! 226H 0-D

