

## Annual Life Event Rolls (2d6)

During the year some type of major life event will occur to the PC. This could be long- or short-term in duration. Unless the GM determines that the PC is a POW / MIA during that year they will roll on the Life Events table below. The categories include:

- 2 Disaster Event
- 3 Legal Event
- 4 Health Event
- 5 Family Event
- 6 Financial Event
- 7 Relationship Event
- 8 Political Event
- 9 No Event
- 10 No Event
- 11 No Event
- 12 No Event

### Disaster Event (2d6)

- 2-3 Hurricane (Ocean) or Tornado (Land)
- 4-5 Tsunami (Ocean) or Flood (River)
- 6-7 Earthquake or Volcanic Eruption
- 8-9 Rural Wildfire or Urban Firestorm
- 10-11 Terrorist Event
- 12 Mass Causality Accident (airliner crash, train wreck)

GM may provide more detail on event as desired:

#### PCs Response During Disaster (2d6)

+1 DM if Integrity is 7+; +2 DM if Integrity is 9+; +3 if Integrity is 12

- 2 PC was an injured victim and not involved in the rescue effort
- 3-7 PC was uninjured but minimally assisted the rescue effort -- but did not risk own life.
- 8-11 PC was uninjured and directed some of the rescue and recovery effort
- 12 PC was uninjured and personally rescued many victims taking major risk. PC cited for bravery and received major media attention. Add 2 PIPs and 2 positive personal contacts.

## Legal Event (2d6)

Roll to determine if the PC was a civil or criminal defendant, criminal victim, civil plaintiff, key witness or juror.

2	Felony Arrest (Criminal Defendant) <sup>A</sup>
3	Misdemeanor Arrest (Criminal Defendant) <sup>B</sup>
4-5	Civil Lawsuit (Plaintiff or Defendant)
6-11	Witness (Criminal or Civil Trial)
10-12	Juror (Criminal or Civil Trial)

### <sup>A</sup> Felony Crime (2d6)

2	Murder
3	Manslaughter
4	Espionage
5	Robbery
6	Sexual Assault
7	Sedition
8	Counterfeiting
9	Arson
10	Grand Larceny
11	Embezzlement
12	Tax Evasion

### <sup>B</sup> Misdemeanor Crime (2d6)

2	Tech-Running
3	Trafficking Contraband
4	Smuggling
5	Burglary
6	Identity Theft
7	Perjury
8	Forgery
9	Blackmail
10	Fraud
11	Trespassing
12	Obstruction of Justice

### **Criminal Investigation (2d6) (Optional)**

(If PC is Criminal Defendant)

- 2-3 PC made an enemy of a politically connected person or powerful criminal figure who framed them for the crime and arranging evidence and witnesses to support the charges. Go to a jury trial. Media interest is overwhelming and the press is stalking the PC day and night. Roll for Jury Decision below.
- 4-8 PC is the primary suspect in the crime. All the evidence and witnesses points to the PC for the crime. The news media is stalking the PC day and night. (For game purposes it does not matter whether the PC actually committed the crime only that the state was able to determine culpability). Roll for Jury Decision below.
- 9-10 PC named by the news media as a person of interest in the investigation, but the prosecution has not found enough evidence to take the matter to trial. There is occasional media interest.
- 11-12 After an extensive investigation the PC is fully exonerated of any involvement in the crime. A public announcement is made. The media has abandoned reporting about this story.

### **\*Jury Decision (2d6)**

(If PCs Appearance and Charisma of 9+ = +2)

(Both Attorneys SL in Persuasion plus their Charisma of 9+ = +2)

- 2-3 PC was found guilty and convicted of the crime. Roll for Sentencing below.
- 4-7 Judge declares a mistrial due to jury or attorney misconduct. News media will extensively report about the PC for remainder of the year. PC is released from custody.
- 8-10 Prosecution loses critical evidence or a key witness disappears or changes their testimony or new evidence is found exonerating the PC. News media will report on the case for few months then lose interest.
- 11-12 PC is acquitted of the crime. PC is released to go about their life. The News media will report of several weeks and then lose interest.

### **Sentencing for Felony Conviction (2d6)**

- 2 Death Penalty
- 3 Life without Parole
- 4 Sentenced to 3d6 years in confinement in penal colony
- 5 Sentenced to 2d6 years in confinement in penitentiaries
- 6 Sentenced to 1d6 years in confinement in prison
- 7 Sentenced to 2d6 months in county jail
- 8 Sentenced to probation for 2d6 months
- 9 Sentenced to community service for 1d6 months
- 10 Sentenced to probation for 1d6 months
- 11 Sentence to fine of 100 ICr x 1d6
- 12 Probation or Community Service for 1d6-3 years.

If prison use the "Prison Life" module resolution tables.

### **Sentencing for Misdemeanor Conviction (2d6)**

- 2 1 Year in Jail
- 3 6 Months in Jail
- 4 3 Months in Jail
- 5 1 Month in Jail
- 6 7 Days in Jail
- 7-12 Probation or Community Service

### **Civil Lawsuit**

#### **Party in Litigation (2d6)**

- 2-7 Defendant
- 8-12 Plaintiff

#### **Court (2d6)\***

- 2-4 Bankruptcy Court
- 5-7 Probate Court (Will, Trust, Inheritance)
- 8-10 Superior Court (Negligence, Malpractice, Wrongful Death, Breach of Contract)
- 11-12 Family Court (Divorce, Child Custody, Adoption or Paternity Suit)

#### **Damages Requested (2d6)**

- 2 1d6 x 10,000 ICrs
- 3 2d6 10,000 ICrs
- 4 3d6 10,000 ICrs
- 5 4d6 10,000 ICrs
- 6 1d6 100,000 ICrs
- 7 2d6 100,000 ICrs
- 8 3d6 100,000 ICrs
- 9 4d6 100,000 ICrs
- 10 1d6 1,000,000 ICrs
- 11 2d6 1,000,000 ICrs
- 12 3d6 1,000,000 ICrs

#### **Jury Verdict / Settlement (2d6)**

- 2-4 Plaintiff wins lawsuit and receives full amount requested plus court cost and lawyer fees
- 5-6 Plaintiff wins lawsuit and receives half the amount requested plus court cost and lawyers fees
- 7 Neither side wins (the jury decides that both parties were equally at fault) and each party pays their own lawyers fees and shares the court cost
- 8-9 Defendant wins lawsuit and receives half the amount requested plus court cost and lawyers fees
- 10-12 Defendant wins lawsuit and receives full amount requested plus court cost and lawyers fees

## Health Event

### Medical Diagnosis (2d6)

- 2 PC suffered from a serious addiction and underwent successful rehabilitation for one year (substance abuse (dust / anagathics / pain meds), gambling, pornography, sex, food, etc.)
- 3 PC suffered from serious Post-Traumatic Stress Disorder and spent one year in intense psychotherapy.
- 4 PC was seriously injured in vehicle accident resulting in a loss of limbs or sensory organs requiring bionic replacements. Consult GM.
- 5 PC contracted a serious communicable disease which resulted in isolation and recuperation for one year.
- 6 PC suffered exposure to a unique organism. GM will determine if creature is a destructive parasite, benign or positive nanites or a friendly symbiote.
- 7 PC has a serious medical condition which results in various surgeries and specialty treatments for one year (i.e., cancer, heart attack, stroke).
- 8 PC suffered exposure to an energy force which unleashed a unique psionic talent or ability. Consult GM.
- 9 PC suffered from severe phobia and underwent intensive psychotherapy. Consult GM. (i.e., fear of open space, germs, closed spaces, heights, crowds, electricity, bugs)
- 10 PC joined an aerobics workshop and began working out intensively, after one year they increased their Dexterity, Speed and Agility by one point on a roll of 9+.
- 11 PC joined a gym and began working out intensively, after one year they increased their Strength, Body Mass and Endurance by one point on a roll of 9+.
- 12 PC underwent numerous plastic surgeries automatically increasing their Appearance by one point along with participating in an intense reading program increasing their Intelligence and Charisma by one point on a roll of 9+.

## Relationship Event

### If PC is Single (2d6)

- 2 PC has not dated anyone during past year
- 3 PC has had numerous one night stands during past year
- 4-5 PC has dated a few people during past year
- 6-8 PC has been dating one person exclusively during past year
- 9-10 PC became engaged to marry a specific person. Couple has been living together on roll of 9+.
- 11-12 PC married specific person during past year. GM should rollup basic details of spouse \*

### \* Only If Already Married (2d6)

- 2 Spouse suffered serious tragedy during past year\*\*\*
- 3 Couple had hostile breakup and divorce / parties part as enemies\*\*
- 4 Couple had amicable breakup and divorce / parties remain friendly\*\*
- 5-8 Couple had some serious relationship problems and separated \*\*
- 9-10 Couple had relationship issues but continue to live together.
- 11-12 Couple continues to have a great relationship.

### \*\*Reason for Separation / Divorce (2d6)

- 2-3 Sexual Infidelity (spouse cheated during marriage)  
(1-3 = with only one person / 4-6 = with two or more persons)
- 4-5 Substance Abuse (spouse addicted to drugs or alcohol and unable to get clean)
- 6-7 Domestic Violence (spouse emotionally and/or physically abusive and unwilling to get help)
- 8-9 Mental Illness (spouse has serious psychiatric illness with numerous hospitalizations)
- 10-11 Indebtedness (spouse is a compulsive shopper or gambler and wiped out couples wealth)
- 12 Irreconcilable Differences (mutual loss of love or spouse desires personal freedom)

### \*\* Spousal Tragedy (2d6)

- 2 Death\*\*\* (Roll Life Insurance below)
- 3 Crime Victim (of rape or physical assault)
- 4 Missing in Action (MIA) / Disappeared – Left without any notice (possibly kidnapped).  
Police notified but spouse never found but could show up in a future adventure.
- 5 Criminal Conviction with Prison Sentence (2d6 in years)
- 6 Serious mental illness requiring long-term hospitalizations
- 7 Serious injury with major physical disability, hospitalizations and surgeries
- 8 Pregnancy was aborted or miscarried
- 9-12 Childbirth — child born healthy (roll 1d6-3 for possible twins and triplets – minimum of one)  
(treat child(ren) as NPC(s))

### \*\*\* Cause of Death (2d6)

- 2 Killed In Action (KIA) (while serving on active duty or as a civilian victim of war)
- 3 Suicide (spouse killed themselves due to depression or overwhelming stresses)
- 4-7 Accident (spouse was victim of vehicle, aircraft, watercraft or spacecraft crash)
- 8-9 Homicide (spouse was murdered) (roll 2d6: 1 = criminal was never identified, 2 = identified but not enough evidence available (he walks), 3 = found guilty for 1d6 years, 4 = found guilty for 3d6 years, 5 = found guilty and given life sentence, and 6 = found guilty and received death penalty)
- 10-12 Natural Cause (spouse died from disease or medical condition (i.e., cancer, infection or heart failure))

### Life Insurance (2d6)

(Upon Death of Spouse)

- 2-5 None
- 6-7 2d6 x 10,000 ICrs
- 8-9 2d6 x 100,000 ICrs
- 10-12 1d6 x 1,000,000 ICrs

### Children (2d6)

Children can result from either a long-term committed relationship (marriage) or from a one-night stand. With the later, it's possible that the PC may have never known about the child's existence until years later. The GM should create an NPC with a name and basic data for both the mother and child, especially if they may be showing up in the game at a future date. Any spouse, ex-spouses, children, parents or other relatives are NPCs run by the GM but with loyalties to the PC (unless stated otherwise). GMs should exercise restraint to avoid having spouses, ex's and children showing up constantly.

If the PC is currently single the GM can optionally roll as some point to determine if they had a child from a random sexual encounter, unless the player declares at the beginning of the game that they are either gay, or had a medical procedure that prevented future conception. Once the PC has finished rolling up their career and is ready to adventure, only then will the GM make the announcement about the child, or the GM may wait for a unique time to drop this on the PC.

If the PC has a child and later divorces their spouse, it will be assumed that the child will live with the ex-spouse as not to interfere with game adventuring. GMs should keep track of birth dates (and other basic details) of each child, since they may appear in future adventures.

## Family Event

This event pertains to the PCs family including ex-spouses, children, parents, grand parents, siblings, cousins, nieces, nephews, aunts, uncles and close childhood friends.

### Person Affected (2d6)

- 2-3 Child (if no child then re-roll)
- 4-5 Spouse or significant other (ex-spouse, latest girl or boy friend, current live-in lover, etc.)
- 6-8 Parent (living mother, father, step parent, grand parent, etc.)
- 9-10 Sibling (living brother or sister, step brother or sister, adopted brother or sister, etc.)
- 11-12 Close extended relative or personal childhood friend (uncle, aunt, niece, nephew, cousin, childhood friend, etc.)

### Nature of Event (2d6)

- 2 Death\*\*\* (Roll on Life Insurance Table)
- 3 Victim of serious disabling crime (rape, kidnapping, aggravated assault or attempted murder)
- 4 Disappearance without explanation
- 5 Criminal conviction and prison sentence (3d6 years)
- 6 Serious mental illness requiring long-term hospitalization (their mind is gone)
- 7 Serious physical illness or disabling disease requiring long-term hospitalization
- 8 Announcement of graduation from a college, university, military academy, law or medical school with academic honors.
- 9 Announcement of a child birth
- 10 Announcement of a major promotion
- 11 Announcement of marriage
- 12 Graduation from college, service academy, graduate school or post graduate school

### \*\*\* Cause of Death (2d6)

- 2 Killed In Action (while serving on active duty or as a civilian victim of war)
- 3 Suicide (spouse killed themselves due to serious depression or overwhelming stresses)
- 4-7 Accident (spouse was victim of vehicle, aircraft, watercraft or spacecraft crash)
- 8-9 Homicide (spouse murdered in a crime) (roll 2d6: 1 criminal was never identified, 2 identified but not enough evidence available (he walks), 3 found guilty for 1d6 years, 4 found guilty for 3d6 years, 5 found guilty and given life sentence, and 6 found guilty and received death penalty)
- 10-12 Natural Cause (spouse died from dangerous disease or serious medical condition (i.e., cancer, infection or heart failure)

## Financial Event

PC lost or made a large amount of money during the past year.

### Amount Made or Lost (2d6)

(Income could result from employment salary, sales commission, special bonus package, retirement pension, social security check, investment dividends, business profits, lotto winnings, court settlements, gambling winnings or loses) (Add DMs for skill levels in Financial and Gambling)

- 2 PC lost 3d6 x 100,000 ICrs
- 3 PC lost 2d6 x 100,000 ICrs
- 4 PC lost 1d6 x 100,000 ICrs
- 5 PC lost 1d6 x 10,000 ICrs
- 6 Broke even
- 7 Broke even
- 8 Broke even
- 9 PC made 1d6 x 10,000 ICrs
- 10 PC made 1d6 x 100,000 ICrs
- 11 PC made 2d6 x 100,000 ICrs
- 12 PC made 3d6 x 100,000 ICrs

### Source of Income or Debt (2d6)

- 2 Criminal Enterprise
- 3 Gambling
- 4 Investment Portfolio
- 5 Real Property
- 6 Lawsuit Judgment
- 7 Tax Audit
- 8 Loan
- 9 Business
- 10 Private Settlement
- 11 Inheritance
- 12 Lotto Winnings

### Current Available Bank Credit Line (2d6)

+1 DM if Social Status is 9+; +2 DM if Social Status is 12; -2 if PC owes 100,000+ ICrs;  
-4 if PC lost 100,000 ICr; -6 if PC lost 1,000,000; +2 if PC made over 100,000 ICr;  
+4 if PC made over 1,000,000 ICr.

- 2-3 10,000 ICrs
- 4-5 25,000 ICrs
- 6-7 50,000 ICrs
- 8-9 75,000 ICrs
- 10-11 100,000 ICrs
- 12 250,000 ICrs

## Political Event (2d6)

PCs life is effected by:

- 2 Acquired a powerful nemesis (enemy). GM will roll-up an NPC but the Player/PC will not see this record sheet. The nemesis may not be named at first (it's up to the GM). This person has serious political influence who has negatively affected the PCs career during this year (i.e., influences a command or special assignment or promotion roll).
- 3 Betrayal from a close friends or trusted ally. This could be the disclosure of a family or personal secret. (No one will return your calls — lose 3 PIPs).
- 4-10 Nothing major happens during this year.
- 11 PC discovered they have a psionic talent and becomes interested in pursuing its development, in spite of the fact it's illegal to practice psionics without notifying the authorities. Psionic talents are taken to the Ministry of Security and many times Psionics are never seen again. PC can choose to keep this quite and get more information.
- 12 Acquired a powerful mentor (friend). GM will roll up an NPC but Player/PC will not see this record sheet. This could be a person with serious political influence who has positively affected the PCs career during this year (i.e., influences a promotion or selection for a special assignment).