RAYGUN-SLINGERS

d100 Resolution System

How to Use These Tables:
1. Roll d100 (percentile dice)
2. Apply modifiers (+/- from skills, gear, situations)
3. Find your result in the appropriate table band
4. Follow the outcome description

Modifier Guidelines:
• Novice/Untrained: +0 to +5
• Competent: +10
• Expert: +15
• Master: +20
• Situational bonuses/penalties: ±5 to ±15
• Quality gear: +5 to +10

Critical Ranges:
• Rolling 01-05 (after modifiers) is ALWAYS catastrophic, even if you'd succeed
• Rolling 96-00 (after modifiers) is ALWAYS exceptional, even if you'd fail

TABLE 1: COMBAT - RANGED

For raygun shootouts, long-distance duels, and firefights

d100	Result	Effect	Options/Examples
01-10 (10%)	CATASTROPHIC FAILURE	Weapon fails spectacularly	• Weapon malfunction (unusable 1d6 rounds) • Explosive backfire (2d6 damage, ignores armor) • Dropped weapon (lands in dangerous position) • Exposed position (next attack on you: +15)
11-30 (20%)	FAILURE + COMPLICATION	Miss and situation worsens	• Enemy counterattack (+10 bonus) • Cover compromised (lose cover bonus) • Wasted ammo (2x normal consumption) • Collateral damage (hit something bad)
31-45 (15%)	SIMPLE FAILURE	Clean miss, nothing changes	Your shot goes wide. Tactical situation unchanged. Try again.
46-65 (20%)	PARTIAL SUCCESS	Hit but there's a cost	• Half damage • Full damage but weapon overheats (disadvantage next shot) • Full damage but exposed (+5 enemy bonus) • Full damage but waste 1d6 ammo
66-85 (20%)	CLEAN SUCCESS	Solid hit, full damage	Shot connects cleanly. Deal full weapon damage. Weapon performs as expected.
86-95 (10%)	SUCCESS + BENEFIT	Excellent shot with advantage	• Critical hit (full damage + 1d10) • Disarm (damage + enemy drops weapon) • Suppress (damage + enemy morale check) • Tactical position (damage + next action: +10)
96-00 (5%)	EXCEPTIONAL SUCCESS	Devastating, legendary shot	**Minor enemies:** Instant takedown **Significant enemies:** Triple damage + stunned/disarmed **Major enemies:** Triple damage + critical weakness hit **Bonus:** +5 intimidation for session

TABLE 2: SOCIAL - PERSUASION

For negotiations, fast-talking, deal-making, and convincing NPCs

d100	Result	Effect	Options/Examples
01-05 (5%)	CATASTROPHIC FAILURE	Permanent enemy made	• They refuse completely • They actively work against you • Reputation damage (-10 with faction) • May attack or sabotage you later
06-20 (15%)	FAILURE + COMPLICATION	Refusal and new problem	• Spread rumors (–5 social with connected NPCs) • Demand compensation for wasted time • Alert authorities (Marshall or Canyon) • Counter-offer trap (seems good but isn't)
21-35 (15%)	SIMPLE FAILURE	Polite refusal, no change	They hear you out and decline. No hard feelings. Can try again with better approach or leverage.
36-65 (30%)	PARTIAL SUCCESS	They agree but you pay a cost	• Future favor owed (GM defines scope) • Immediate payment (money/gear/info) • Public commitment (reputation tied to theirs) • Limited scope (reduced version of request) • Time delay (get it later, after complications)
66-85 (20%)	CLEAN SUCCESS	They agree to your request	Argument compelling, deal fair, or they trust you. Get what you asked for, no strings attached.
86-95 (10%)	SUCCESS + BENEFIT	Enthusiastic agreement + help	• Extra resources (bonus gear/info/supplies) • Valuable introduction (contact/ally/broker) • Future discount (+10 on next roll with them) • Active support (volunteer help beyond request)
96-00 (5%)	EXCEPTIONAL SUCCESS	Devoted ally gained	• Complete agreement • Recurring ally (no future negotiation needed) • Reputation bonus (+10 with faction) • Unique resources/info offered

TABLE 3: EXPLORATION - URBAN

For searching Pecos City, gathering intel, finding hidden things, shadowing targets

d100	Result	Effect	Options/Examples
01-05 (5%)	CATASTROPHIC FAILURE	Attract hostile attention	• Ambush (combat encounter) • Arrested (garrison or enforcers) • Exposed identity (enemy knows who you are) • Trap sprung (explosion/alarm/poison)
06-25 (20%)	FAILURE + COMPLICATION	Find nothing AND new problem	• Target knows someone's looking (prepares defenses) • Witnessed by someone (reports/rumors/blackmail) • Evidence destroyed (clumsy search ruins it) • Timer started (security sweep/owner returns)
26-45 (20%)	SIMPLE FAILURE	Dead end, nothing found	Lead goes cold. Location has nothing relevant. No progress, but no new problems either.
46-70 (25%)	PARTIAL SUCCESS	Find info but it costs something	• Costs money (bribe 10-50% of funds) • Costs time (miss opportunities, arrive late) • Costs favor (owe someone future help) • Incomplete info (useful but missing details) • Attracts attention (someone knows you looked)
71-90 (20%)	CLEAN SUCCESS	Find exactly what you need	Search succeeds. Find hidden document, locate target, uncover clue, gather intel. No complications.
91-95 (5%)	SUCCESS + BENEFIT	Find extra valuable info	• Bonus intel (secret entrance/schedule/blackmail) • Valuable object (credits/artifact/quality gear) • Useful contact (informant/ally/merchant) • Shortcut discovered (saves time on future jobs)
96-00 (5%)	EXCEPTIONAL SUCCESS	Major discovery changes situation	• Game-changing intel (reframes adventure) • Legendary find (nobody knew it existed) • Perfect evidence (destroy enemy's power) • Major secret revealed (massive leverage) Bonus: +5 social with relevant factions

TABLE 4: TECHNICAL - REPAIR/HACKING

For fixing gear, jury-rigging explosives, hacking systems, defusing traps

d100	Result	Effect	Options/Examples
01-05 (5%)	CATASTROPHIC FAILURE	Spectacular technical disaster	Repair: Device destroyed OR take 2d10 damage Hacking: System lockout + alerts sent OR counterhacked Bombs: It explodes (full damage)
06-25 (20%)	FAILURE + COMPLICATION	Fail and create new problem	• Damaged worse (loses functionality, needs parts) • Timer started (countdown/trace/guards alerted) • Resource consumed (lose repair kit/hacking tool) • Partial alarm (soft alert triggers)
26-40 (15%)	SIMPLE FAILURE	Fail but nothing worsens	Device resists. Code doesn't crack. Stays broken. No progress, but didn't make it worse. Try again.
41-60 (20%)	PARTIAL SUCCESS	Works but with limitations	• Temporary fix (1d6 rounds/one scene only) • Degraded function (half damage/speed) • Resource cost (double materials needed) • Unstable (25% jam/alert chance each use) • Takes extra time (miss opportunities)
61-85 (20%)	CLEAN SUCCESS	Works as intended	Repair holds. Hack succeeds. Bomb defused. Device functions properly. No complications.
86-95 (10%)	SUCCESS + BENEFIT	Works better than expected	• Enhanced function (weapon +5 damage, vehicle faster) • Backdoor installed (future access granted) • Intel bonus (discover valuable information) • Resources saved (supplies still have uses)
96-00 (5%)	EXCEPTIONAL SUCCESS	Masterwork result, major advantage	Repair: Better than new (+10 damage permanently) Hacking: Root access to entire network Bombs: Defused AND salvaged for your use Bonus: +10 technical tasks this session

TABLE 5: VEHICLE COMBAT/CHASE

For train heists, rocket dogfights, hovercycle pursuits, mounted combat

d100	Result	Effect	Options/Examples
01-08 (8%)	CATASTROPHIC FAILURE	Vehicle disaster	• Crash (3d10 damage, vehicle destroyed) • Fatal malfunction (emergency rolls or death) • Enemy rams you (collision + attack at +15) • Ejected (2d10 damage, vulnerable on foot)
11-30 (20%)	FAILURE + COMPLICATION	Fail and situation worsens	• Lost ground (enemy escapes/closes distance) • Terrain hazard hit (2d6 damage + vehicle damage) • Exposed position (next attack: +10) • System damage (weapons/shields offline)
31-45 (15%)	SIMPLE FAILURE	Maneuver fails, no catastrophe	Trick doesn't work. Enemy doesn't crash. Still in chase/fight, just no progress made.
46-65 (20%)	PARTIAL SUCCESS	Succeed but with cost	• Vehicle damage (1d10 hull/shield damage) • Fuel/ammo cost (low reserves warning) • Passenger risk (someone takes 1d6 damage) • Terrain penalty (difficult ground, lose speed) • Exposed flank (next enemy attack easier)
66-85 (22%)	CLEAN SUCCESS	Maneuver works as intended	Pull off the trick. Land the shot. Make the jump. Vehicle performs well, no complications.
86-94 (9%)	SUCCESS + BENEFIT	Excellent piloting with advantage	• Damage + advantaged position (next action: +10) • Evasive success (enemy can't target you next turn) • Terrain mastery (shortcut/cover gained) • Intimidation (enemy morale check required)
95-00 (6%)	EXCEPTIONAL SUCCESS	Legendary stunt, major impact	• Devastating hit (triple damage to enemy vehicle) • Perfect maneuver (automatically win chase/escape) • Enemy disabled (can't pursue/attack next 1d6 turns) • Cinematic moment (gain reputation/legend status) **Bonus:** +5 piloting this session