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# BREAKING YOUR STUFF

## RULES FOR MAINTAINING (AND DAMAGING) GEAR

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## OPTIONAL RULES ARE OPTIONAL

The golden rule always applies – if a rule isn't fun, dump it or change it. We're giving you this system as a way of enhancing your game, but if it doesn't, then don't use it. Maybe you want to use this system on occasion, when you feel it would make **Cyberpunk RED** more interesting or just for a few key items instead of every item in an Edgerunner's inventory. The point is, these rules exist as a potential way of enhancing the joy of play. Apply them only in ways you deem serve that purpose.

*"Welcome! People call me Torch, and if you're here at Torch's Total Repairs, it means you've got something needing repair, ey choomba? Busted agent, huh? Once upon a time, you would have tossed it and bought a new one. These days, though? Who knows when you'll find a model on the shelf worth purchasing. Better to keep the old one running.*

*Yeah, looks like you brought this just in time. I got most of the parts for it. The rest I can print out on the minifabricator.*

*How are things shaking for you? Me? Let me tell you, a Tech's life is constant variety. Yesterday, I stopped by From the Ashes to fix their network – otherwise the docs wouldn't know who needs what treatment! A week ago, 6th Street drove me out to their HQ to patch up some rocket launchers. Earlier this year, an Exec named Wail hired me to... fiddle with braindance viewers being used for an experimental private prison. She liked my work enough to offer me a gig as their on-call technician. Pay was decent but I've got bigger dreams than being a suit's pet fix-it monkey. I wanna expand this place. Make my own Neocorp with franchises across the continent.*

*There. Done. Just need to let the adhesive set. You know the Corps wanna return to the bad old days of planned obsolescence, right? Brainwash the masses into thinking broken stuff is broken forever and the only real choice is to throw it out and buy new; Put Techs like me out of business. Until they fix the supply lines to a hundred percent, though, that shit won't fly. There's no way to know when the next shipment of neural links or blenders will actually make it to port instead of being hijacked by pirates or blown up by AI-driven seeker mines.*

*It all means, the most powerful person in the city is the one who can sweet talk broken technology into running again...*

*... and for now? That's me.*

Adding rules for maintaining, and breaking, gear creates another layer of verisimilitude to the world of **Cyberpunk RED**. Is top end gear worth it if an Edgerunner can't afford to maintain it? Can they really survive an armor-piercing rocket to the face without something breaking – besides their bones, that is?

Below, you'll find optional rules to help your Crew better experience the daily grind and grit of being Edgerunners in the Time of the Red. Strap in grease monkeys, and let's dig in!

## DAMAGED GEAR

We've previously introduced two Conditions for gear.

**Destroyed:** The gear is broken and cannot be used until repaired with an appropriate Tech Skill (**SEE CP:R PAGE 140**).

**Destroyed Beyond Repair:** The gear is decimated and can never be repaired.

Now we're adding a third Condition; Damaged. Gear with this Condition is usable but in danger of suffering a malfunction (**SEE PAGE 6**). The Damaged condition is applied to gear at the Gamemaster's discretion. It can occur if gear isn't well maintained, is used improperly, or is subjected to harmful circumstances.

Damaged gear isn't always obvious at a glance – something shady Fixers and vendors might use to their advantage to sell a customer garbage despite a claim of full functionality.

Determining if a piece of gear is Damaged requires an appropriate DV13 Tech Skill Check and 1 minute (20 Rounds) of examination. If you want to make it more fun, make it an Opposed Check – the Tech Skill of the observer versus the Forgery Skill of the choomba who polished it up for display.

## WHAT'S DAMAGED GEAR WORTH?

If a buyer knows gear is Damaged, it sells for one category lower than its normal cost. For example, a Damaged Assault Rifle would sell for 100eb (Premium) instead of 500eb (Expensive). Fixers with an Operator Rank of 4 or higher automatically know if an item is damaged, unless an effort has been made to disguise it – usually via the Forgery Skill. Few Fixers in the know will buy a Damaged item with a normal cost of 20eb (Everyday) or less.

Some Fixers will purchase Destroyed gear at a price two categories lower than the normal cost. For example, a Fixer might purchase a Destroyed Assault Rifle for 50eb (Costly) instead of 500eb (Expensive). Few Fixers will purchase gear with the Destroyed Beyond Repair Condition.

The above also holds true for Techs using broken gear for Maker purposes. A Damaged Assault Rifle can be broken down into 100eb (Premium) worth of materials. A Destroyed Assault Rifle can be broken down into 50eb (Costly) worth of materials. Gear with the Destroyed Beyond Repair Condition is practically worthless for crafting.

**THERE I WAS. JUST ME AND  
A DOZEN OF MY TARGET'S  
CLOSEST FRIENDS. TWELVE  
GUNS ALL POINTED MY WAY.  
NO PROBLEM, I THINK! MY  
METAL GEAR CAN STAND  
UP TO ANYTHING!  
EXCEPT THERE WERE  
MICROFRACTURES  
IN THE PLATES. I WAS  
LUCKY TO GET OUT ALIVE!**

— COOPER  
SOLO FOR HIRE

Whether or not a Fixer or vendor will sell Damaged or Destroyed gear is up to the Gamemaster. Some avoid it to maintain their reputation. Others will happily sell it – either openly, at a reduced price – or as part of a scam. Clever Gamemasters can use this to make trips to the Night Market more interesting. It can also add variety to looting bodies and salvaging (**SEE THE SALVAGING NIGHT CITY DLC**).

## MAINTAINING GEAR

Of course you want to care for your babies, but how?

Simple, just live the listed Lifestyle or higher for your gear's cost and there's no Check or time needed for maintenance – you just do it as a part of your regular routine. For anything you own with a cost pushing beyond your Lifestyle (**SEE PAGE 5**), you need to allot time **once per month** and make an appropriate Skill Check. On a failed Skill Check, halfway through the process, you realize you've messed up and need to start over again. When a piece gear has additional parts, such as a firearm with an attachment or a vehicle with upgrades, each is maintained separately. Edgerunners cannot use their Lifestyle to maintain someone else's gear but anyone can make a maintenance Check. It doesn't have to be the item's owner. Items that automatically repair themselves or other items cannot perform maintenance as part of their function.

Maintenance removes the Damaged Condition from any gear with it. Unmaintained equipment does not automatically receive the Damaged Condition but the Gamemaster always has the option of applying it if they feel the circumstances warrant it.

There's no cost to maintaining items beyond Lifestyle and potential time investments.

## SNEAKY PLAYERS ARE SNEAKY

*By these rules, yes, the poor Solo can technically "give" their Tsunami Arms Helix to the rich Exec and then "borrow" it for the month in order to skirt around spending money and time on maintenance. It is up to the GM to decide if this sort of rule maneuvering is allowed at their table.*

## ARMOR WITH OTHER FUNCTIONS

Some armor has other functions beyond stopping damage. For example, an armored jacket might also light up and provide a bonus to Wardrobe & Style Checks. When armor like this is reduced to 0 SP, the other functions still work unless the Gamemaster determines the gear as a whole is Damaged (in which case, it is subject to potential malfunctions) or Destroyed.

## MULTI-TYPE ITEMS

An item might fall under more than one category of gear type: light-up armor, for example.

When multiple malfunction tables might apply to an item, the GM should pick whichever makes the most sense at the moment.

Don't roll on multiple tables. That's just mean!

## ROLES AND MAINTENANCE

Some Roles have advantages when it comes to maintenance on specific gear.

- **Techs** are treated as if their Lifestyle is one level higher for the purposes of maintaining any gear they own.
- **Lawmen** and **Solos** are treated as if their Lifestyle is one level higher for the purposes of maintaining weapons and armor.
- **Netrunners** are treated as if their Lifestyle is one level higher for the purposes of maintaining cyberdecks, bodyweight suits, and virtuality goggles.
- **Medias** are treated as if their Lifestyle is one level higher for the purposes of maintaining cameras, microphones, and other equipment directly involved in capturing and producing a story.
- **Rockerboys** are treated as if their Lifestyle is one level higher for the purposes of maintaining musical instruments, microphones and amps, or other equipment directly involved in performance.
- **Execs** do not have to perform maintenance on gear assigned to their team by their employer.
- **Medtechs** do not have to perform maintenance on gear they receive via their Role Ability, such as cryopumps.
- **Nomads** do not have to perform maintenance on vehicles or upgrades received via their Role Ability.

## AN EXAMPLE OF MAINTENANCE

At the beginning of the month, Stinger paid 100eb for a Kibble Lifestyle. Her Very Heavy Pistol and Light Armorjack are both maintained automatically as part of the Lifestyle but her more expensive Cyberarm and Neural Link aren't covered. If she

doesn't take time to maintain these (or get them maintained) she risks them becoming Damaged.

Luckily, she's friends with a Tech named Mason Dorado and he's willing to donate his time and expertise in exchange for a cup of KoffPop. Stinger visits her friend's workshop with KoffPop in hand and sits through a few hours of poking, prodding, and scanning as he lubes, tunes, and calibrates. Dorado rolls gold, succeeding at both Cybertech Checks, and Stinger is assured she won't have to worry about her cyberware malfunctioning this month... from a lack of maintenance at least.

## HP, SDP, AND SP

Items with lower than maximum Hit Points (HP), Structural Damage Points (SDP), or Stopping Power (SP) do not automatically receive the Damaged Condition and restoring the HP, SDP, or SP via repairs doesn't count as maintenance.

Replacing a broken axle isn't the same as giving your car a tune up, though both might be done back to back since you're in the garage anyway.

## ► MAINTENANCE SKILLS

Gear Type	Skill
<b>Armor</b>	Basic Tech
<b>Cyberdecks</b>	Electronics/ Security Tech
<b>Cyberware</b>	Cybertech
<b>Drones</b>	Electronics/ Security Tech
<b>General Gear</b>	Basic Tech
<b>Personal Electronics</b>	Electronics/ Security Tech
<b>Vehicles, Air</b>	Air Vehicle Tech
<b>Vehicles, Land</b>	Land Vehicle Tech
<b>Vehicles, Sea</b>	Sea Vehicle Tech
<b>Weapons</b>	Weaponstech



## ► MAINTENANCE BASICS

Gear Value	Lifestyle Needed for Automatic Maintenance	Maintenance DV	Maintenance Time
<b>0eb+ (Gear)</b> <b>0eb+ (Drones/Vehicles)</b>	Kibble	13	30 minutes
<b>500eb+ (Gear)</b> <b>20,000eb+ (Drones/Vehicles)</b>	Generic Prepak	15	1 hour
<b>1,000eb+ (Gear)</b> <b>50,000eb+ (Drones/Vehicles)</b>	Good Prepak	17	3 hours
<b>5,000eb+ (Gear)</b> <b>100,000eb+ (Drones/Vehicles)</b>	Fresh Food	21	1 day

## BREAKING STUFF

Dealing with gear breaking is just a part of life, even if you're a good little choombatta and keep your kit in perfect working order. The following is a list of possible situations where even well maintained gear could become Damaged. None are automatic. Damaging gear is always at the GM's discretion and should be used to enhance the game and bring home the impact of living a dangerous life on The Edge. It shouldn't be used to punish Players.

### ► LACK OF MAINTENANCE

If an item isn't maintained properly, the GM can apply the Damaged Condition to it.

**Example:** *Three months have passed in-game and Stinger hasn't once taken her Diego Motors Range Trike in for a tune up, despite regular, heavy use out in the Badlands. The Gamemaster decides the vehicle is absolutely clogged with dust and applies the Damaged Condition to it.*

### ► CRITICAL INJURIES

If a sledgehammer breaks the chrome arm where you stow your cyberdeck, there's a chance the deck is sparking. If you're wearing smart glasses and take a headshot, they might have cracked. At the GM's discretion, a Critical Injury might also give an item worn on or stowed in the appropriate area of the body the Damaged Condition.

### ► ELECTROCUTION

Being hit with a proper jolt of electricity (**SEE CP:R PAGE 180**) could cause Damage to the circuit-stuffed gear most Characters carry in Night City. This doesn't include EMP-stye effects, such as from EMP ammunition or Microwavers.

### ► ENVIRONMENTAL CONDITIONS

If environmental conditions and weather are bad enough to harm a person, they're probably bad enough to Damage gear, too. Whenever a weather or environmental effect impacts a Character, the GM might decide to Damage gear as well.

### ► EXCESSIVE DAMAGE

Attacks resulting in 20 or more damage (after SP reduction) could Damage cyberware, worn gear, or a vehicle even if it doesn't result in a Critical Injury. The GM might also decide to Damage an item with 0 HP, SP, or SDP when it takes an additional hit.

### ► FIRE AND RADIATION

Fire and high level radiation are terrible for the longevity of many things – including gear. A Character spending two or more Rounds exposed to radiation or on fire (**SEE CP:R PAGE 180**) can be enough justification for the GM to slap the Damaged Condition on impacted items. Think about that the next time you decide one more pop shot at an enemy is more important than taking the time to stop, drop, and roll!

#### DATA

**SEE CP:R** means check the appropriate page in the **Cyberpunk RED** core rulebook.

Poison/Drugs

Things not intended for human consumption can do a good job of messing a body up. At the GM’s discretion, multiple doses of toxins or long-term drug use can alter the balance of a Character’s biochemistry and throw their Cyberware out of whack, giving it the Damaged Condition.

MALFUNCTIONS

So gear can be Damaged, but what does it mean? Why not just carry a Damaged Shotgun everywhere instead of a fully functional one? Because of malfunctions, a new way in which gear may fail its owner. Most can be suffered through, but they’re all going to make life worse for anyone who decides to cheap out on their kit. Malfunctions last for an indicated period of time, after which the gear in question goes back to operating normally.

You’ll find example malfunctions below, but they’re just guidelines. When the GM determines a piece of equipment malfunctions, they can roll randomly, choose from the chart, or improvise something appropriate.

Gamemasters, we encourage you to impose malfunctions on Damaged equipment at the most dramatic and memorable moment possible to spice up the game. If you’d like a more automated way of using malfunctions, though, impose one whenever a Player rolls a natural 1 on a Check while using a poorly maintained item.

Performing maintenance on a piece of malfunctioning gear eliminates any ongoing malfunctions. A Tech with points in the Field Expertise speciality of Maker can attempt to jury rig a piece of malfunctioning equipment as an Action by making an appropriate Check against the normal maintenance DV for the item (SEE PAGE 5).

If the Tech succeeds, the gear in question operates properly for 10 minutes per point in Field Expertise. Once the jury rig ends, the malfunction returns.

AN EXAMPLE MALFUNCTION

Let’s say Stinger didn’t bring her chrome into Dorado for maintenance but let it go for a month. The GM decides, after two sessions of combat, the arm’s taken enough knocks to impose the Damaged condition.

Now, she’s negotiating with Hornet, the Fixer who gave her Crew their most recent job, for a bigger payday. They really need the cash!

The GM figures this is the perfect time for her Damaged arm to act up and consults the Cyberlimb Malfunction Table and rolls a 2. Stinger’s chrome arm begins gesturing in concert with her unconscious thoughts during negotiations, giving away the desperation the Edgerunners feel and imposing a -2 penalty to Stinger’s Social Skill Checks for the duration of the discussion with Hornet.

ARMOR MALFUNCTIONS

1d6	Malfunction
1	<b>The weave is loose or the plates are soft.</b> For the next 1 day whenever the armor is ablated, it loses 1 additional point of SP.
2	<b>The straps are worn and frayed.</b> For the next 1 day, if you suffer a Critical Injury to the part of your body where the armor is worn, it falls off.
3	<b>Stretches or cracks in the armor’s make-up reduce its effectiveness at absorbing kinetic energy.</b> For the next 1 day, whenever you are hit by a successful Attack while wearing the armor you take 1 damage directly to your HP and your armor is ablated by 1, even if the damage didn’t surpass its SP.
4	<b>The balance on the armor is wrong.</b> For the next 1 day, increase its Armor Penalty by 1, even if it is normally 0.
5	<b>Your armor shifts during movement, exposing you to potential damage.</b> For the next 1 minute, halve your armor’s SP when dealing with damage from firearms and explosives.
6	<b>An unnoticed flaw in your armor renders it extremely vulnerable to lucky shots.</b> For the next 1 day, the first time your armor is ablated, it loses an additional 2 points of SP.

## CYBERDECK MALFUNCTIONS

1d6	Malfunction
1	<b>The deck interprets information incorrectly.</b> Choose a program on the deck that normally grants a bonus to an Interface Check. The next time it is used, it imposes a penalty equal to the bonus instead.
2	<b>A worn circuit causes feedback.</b> The next time you Jack Out, the deck sparks and a random program on it is Destroyed.
3	<b>A surge disrupts a program's functions.</b> Choose a random Black ICE loaded on the Deck. For 1 Round after it rezzes, its targeting subroutines are damaged and it attacks you instead of an enemy. If the deck has no Black ICE, randomly choose one program – it will not function for the next 1 minute.
4	<b>The port for your Interface Plug is loose.</b> The next time you take damage while inside a NET Architecture (whether it is reduced or not), you must succeed at DV15 Electronics/Security Tech Check or be unsafely Jacked Out.
5	<b>A faulty sensor registers a non-existent error.</b> The next time you Jack Into a NET Architecture, your cyberdeck begins beeping audibly and continues to do so for 1 Minute unless Destroyed.
6	<b>When was the last time you optimized your cyberdeck?</b> For 1 minute after Jacking Into a NET Architecture, the your NET Action count is decreased by 1 (minimum 1). This persists even if you Jack Out, then Jack In again.

## CYBERWARE: CYBERLIMB AND RELATED BORWARE MALFUNCTIONS

1d6	Malfunction
1	<b>Circuit deterioration is a problem.</b> One of your cyberlimb's options is deactivated and cannot be used for the next 1 minute. If the option in question was already deployed (for example, a Pop-up Weapon), it instead cannot be retracted for the next 1 minute.
2	<b>There's such a thing as your cyberlimb being too in tune with your brain.</b> Your cyberlimb develops a nervous tic, telegraphing your intentions. You suffer a -2 penalty to any Social Skill Check made during the next 1 minute.
3	<b>The complex processors directing motion in your cyberlimb glitch.</b> Make a DV15 Concentration Check. If you fail, you either drop a held item (if a cyberarm) or fall prone (if a cyberleg).
4	<b>Your cyberlimb develops microfractures in its myomar muscle fibers.</b> Too much stress can agitate the damage. For the next 1 hour, if you achieve a Critical Success (a 10 on a d10) on a Skill Check in which the cyberlimb was used you gain the Torn Muscle Critical Injury.
5	<b>Your cyberlimb's inertial motivators exert too much force while moving and you accidentally strike the nearest target.</b> Treat this as a Brawling Attack.
6	<b>Your cyberlimb's joints partially lock.</b> This lasts for the next 1 minute. If it is a cyberarm, you cannot drop/pick up an item with it. If it is a cyberleg, your MOVE is decreased by 1 (minimum 1).

## CYBERWARE: CYBERAUDIO, CYBEROPTICS AND RELATED BORWARE MALFUNCTIONS

1d6	Malfunction
1	<b>Junk data fills your field of vision or auditory processors</b> and remains there for 1 minute or until you spend an Action to clear it. While the junk data remains you suffer a -1 penalty to all Checks requiring vision (if cyberoptics) or hearing (if cyberaudio).
2	<b>Your field of vision or auditory perception warps.</b> For the next 1 minute, you take a -1 to all Checks involving spatial awareness (if cyberoptics) or balance (if cyberaudio).
3	<b>Your perception of the world loses or gains definition.</b> For the next 1 hour, you can only see in black and white or in shades of one specific color (if cyberoptics) or hear a constant ringing (if cyberaudio). Do your best to roleplay accordingly.
4	<b>A circuit wore out.</b> For the next 1 hour, your cyberoptics or cyberaudio suite refuses to wirelessly connect to any other devices except their installed options. This includes Agents, Chipware Sockets, linked tracers, and similar personal electronics.
5	<b>A deactivated cyberoptic or cyberaudio suite option randomly activates</b> and cannot be shut off for the next 1 Round. The sudden shift in perspective effectively obscures your vision, imposing a -2 penalty to any Checks requiring vision (if cyberoptics) or hearing (if cyberaudio).
6	<b>Your cybereyes or cyberaudio suite refuses to process the distinguishing characteristics of other people.</b> For the next 1 hour you are unable to identify anyone based on facial features (if cyberoptics) or voice (if cyberaudio). Do your best to roleplay accordingly.

# BREAKING YOUR STUFF

## ► CYBERWARE: EXTERNAL, INTERNAL, AND FASHIONWARE MALFUNCTIONS

1d6	Malfunction
1	<b>Small quantities of a toxic chemical leak into your bloodstream.</b> For the next 1 day, you feel nauseated and suffer a -2 penalty to all Resist Torture/Drug Checks.
2	<b>The cyberware heats to an unbearable degree for a split second,</b> dealing 5 damage directly to your Hit Points. This damage cannot be soaked by armor.
3	<b>The cyberware flickers and buzzes or emits a noxious odor</b> for the next 1 hour. Any bonuses to Wardrobe & Style or Personal Grooming are lost and you suffer a -2 penalty to any Social Skill Check.
4	<b>You feel an intense stinging sensation where the cyberware is installed.</b> For the next 1 Round, before making any Check you must first succeed at a DV13 Concentration Check. If you fail, the Check you intended to make also fails.
5	<b>The cyberware glitches for the next 1 day.</b> If it is Grafted Muscle and Bone Lace, you retain the benefits but you gain a +1 to all Death Saves. If it is armor, you retain the benefits but the armor cannot repair itself. Otherwise, the cyberware shuts down and cannot be accessed, used, deployed, or opened.
6	<b>The area surrounding the cyberware becomes infected and inflamed.</b> For the next 1 day, whenever you suffer a Critical Injury to a part of your body containing the cyberware or enhanced by it, you take an additional 5 HP bonus damage.

## ► CYBERWARE: NEURALWARE MALFUNCTIONS

1d6	Malfunction
1	<b>Junk data in your Neuralware makes it hard to focus.</b> You suffer a -4 penalty to Concentration Skill Checks for the next 1 day.
2	<b>You experience a power surge in your Neural Link.</b> A random Neuralware option activates if deactivated or deactivates if activated. Activating/deactivating it requires an Action.
3	<b>A sharp pain in your skull distracts you.</b> For the next 1 Round, before making any Check you must first succeed at a DV13 Concentration Check. If you fail, the Check you intended to make also fails.
4	<b>Certain receptors in your brain activate, making you feel intoxicated.</b> For the next 1 minute, you suffer a -2 penalty to all Checks. Do your best to roleplay accordingly.
5	<b>Your mind begins to fog.</b> For the next 1 hour you suffer a -1 penalty to all INT-based Skill Checks.
6	<b>The language centers of your brain are temporarily scrambled.</b> You can only speak gibberish for the next 1 minute.

## ► DRONE MALFUNCTIONS

1d6	Malfunction
1	<b>The drone's friend or foe targeting system is on the fritz.</b> Its next Attack Check is made against your or ally instead of an enemy.
2	<b>The drone's friend or foe targeting system is really on the fritz.</b> For the next 1 hour, the drone identifies all potential targets as either friendly or hostile (GM's choice).
3	<b>The drone's wireless receptors are malfunctioning.</b> For the next 1 hour, it cannot move more than 2m/yds from the broadcast point of its controlling signal. If it does, it deactivates.
4	<b>Lack of maintenance accidentally exposes a backdoor into the drone's control systems.</b> For the next 1 day, using Electronics/Security Tech to counter the drone requires only 1 Action instead of 5 minutes.
5	<b>A worn circuit causes communication issues within the drone's body.</b> One of its equipped options malfunctions and cannot be used or stops working for the next 1 minute.
6	<b>The drone's locomotion system begins seizing up.</b> The drone's MOVE is cut in half (rounded up) for the next 1 hour.



## ► GENERAL GEAR AND PERSONAL ELECTRONICS MALFUNCTIONS

1d6	Malfunction
1	<b>The item functions poorly.</b> For the next 1 day, whenever you use the item while performing a task, you do not gain any bonuses to Checks and, in fact, suffer a -1 penalty to any associated Checks.
2	<b>The item shocks, stabs, pokes, scrapes, batters, or otherwise accidentally damages you,</b> dealing 5 damage directly to their HP.
3	<b>The item only has so much life left in it.</b> After this item is next used, it breaks and is Destroyed.
4	<b>A poorly maintained tool is no better than no tool at all.</b> For the next 1 minute, you do not gain any bonuses to Checks and, in fact, suffer a -2 penalty to any Check made while using the item.
5	<b>Something is wrong!</b> The item refuses to perform one specific function, of the GM's choice, for the next 1 hour.
6	<b>The problem is not easy to spot.</b> At the start of the month, the item is not properly maintained, even if it normally would be due to Lifestyle or a successful Skill Check.

## ► LINEAR FRAME (INTERNAL AND EXTERNAL) & CYBERCHAIR MALFUNCTIONS

1d6	Malfunction
1	<b>Your actuators are out of sync, affecting the balance of your movements.</b> For the next 1 minute, when you finish a Move Action, the Gamemaster will move you 2 m/yds (1 square) to the left or right of where you stopped.
2	<b>A short circuit sends a surge of electricity through the structure.</b> You take 5 damage directly to your HP. This damage cannot be soaked by armor.
3	<b>When you activate the internal motors, their governing processors glitch.</b> <i>Linear Frame:</i> For the next 1 hour your BODY is not enhanced by your linear frame, though your Hit Points, Seriously Wounded Threshold, and Death Save are still calculated as if they were. <i>Cyberchair:</i> For the next 1 hour your MOVE while in the chair is reduced by 1.
4	<b>A lack of proper lubrication causes the joints to seize.</b> For the next 1 minute you suffer a -1 penalty to all DEX and REF-based Skill Checks.
5	<b>A piston is out of alignment, creating a knocking sound when you move.</b> For the next 1 hour you suffer a -2 penalty to all Stealth Checks unless you are staying completely still.
6	<b>Fluid leak!</b> <i>Internal Linear Frame:</i> The leak is inside your body. For the next 1 day, you feel nauseated and suffer a -2 penalty to all Resist Torture/Drug Checks. <i>External Linear Frame and Cyberchairs:</i> The leak trails behind you. You leave an embarrassing trail of foul smelling liquid wherever you go. Do your best to roleplay accordingly.

## ► VEHICLE MALFUNCTIONS

1d6	Malfunction
1	<b>You crank the engine. The vehicle sputters and whines.</b> For the next 1 day, whenever you try to start the vehicle, make an appropriate DV15 Vehicle Tech Check. If you fail, the vehicle does not start and you waste an Action.
2	<b>Chaos!</b> The vehicle's radio, headlights, horn, windshield wipers, and other non-essential options activate at random for the next 1 minute.
3	<b>Smoke rises from the engine.</b> The vehicle's speed (both Combat and Narrative) is cut in half (rounded up) for the next 1 hour.
4	<b>The vehicle seems prone to stalling.</b> At any time during the next 1 day, the GM can ask for an appropriate DV15 Vehicle Tech Check. If you fail, the vehicle stalls out and stops moving. You must use an Action to restart it.
5	<b>The control mechanism is stiff and unresponsive.</b> For the next 1 hour, you suffer a -2 penalty to any Check made to drive or pilot the vehicle.
6	<b>Microfractures in the vehicle's frame make it vulnerable.</b> For the next 1 hour, any successful Attack against the vehicle deals x2 damage, as if a weak spot was hit.

# BREAKING YOUR STUFF

## ▶ WEAPON (INCLUDING EXPLOSIVES) MALFUNCTIONS

1d6	Malfunction
1	<b>A dull edge or dirty barrel ruins the moment.</b> The weapon deals 1d6 less damage for the next 1 minute.
2	<b>A worn grip or miscalibrated sight leads to an accident.</b> <i>Ranged:</i> Your next Attack Check targets an ally within 6 m/yds of the target instead of an enemy. <i>Melee:</i> Your weapon slips and you drop it. <i>Thrown Explosive:</i> The explosive falls to your feet and goes off. Make your Attack Check as normal to determine the DV for possible Evasion.
3	<b>Without proper care, a weapon becomes less accurate.</b> You take a -2 penalty to your next Attack Check with this weapon.
4	<b>A dull blade or carbon build-up in the barrel reduces effectiveness.</b> The weapon cannot cause a Critical Injury via a damage roll for the next 1 minute.
5	<b>Did you clean it properly? Make sure the mechanisms weren't jammed?</b> <i>All but Thrown Explosives:</i> After the next Attack Check, the weapon jams, regardless of its Quality. <i>Thrown Explosive:</i> When next used in an Attack, the explosive lands but does not go off. If it can be retrieved, it can be used again.
6	<b>It isn't just the weapon or the blade. Ammunition, strings, and hilts need to be checked, too.</b> <i>Firearm:</i> All ammunition currently loaded in the weapon is Destroyed Beyond Repair. <i>Melee and Bows:</i> The weapon is treated as Poor Quality for the next 1 minute. If the weapon is already Poor Quality it is considered Destroyed and non-functional for the next 1 minute. <i>Thrown Explosive:</i> The explosive fizzles and is Destroyed Beyond Repair.

**SOVOIL**  
**LUBRICANT**



**MAKE**  
**EVERYTHING**  
**EASIER**

