

# Central High

Welcome to **Central High**, a roleplaying game that captures the volatile mix of teenage ambition, social drama, and the struggle to survive senior year.

In this world, you aren't just a student; you are a member of an urban tribe—whether a Jock, Nerd, Goth, or Criminal—navigating a landscape where your Reputation (KP) is just as vital as your Health Points. Your days are split between the high-stakes pressure of the classroom and the unpredictable chaos of the streets after the final bell rings.

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First let's **Create Your Character**:

Average age per grade:

Elementary	Middle school	High school
1 <sup>st</sup> – 7	7 <sup>th</sup> - 13	10 <sup>th</sup> – 16
2 <sup>nd</sup> – 8	8 <sup>th</sup> - 14	11 <sup>th</sup> – 17
3 <sup>rd</sup> – 9	9 <sup>th</sup> - 15	12 <sup>th</sup> – 18
4 <sup>th</sup> – 10		
5 <sup>th</sup> – 11		
6 <sup>th</sup> – 12		

### Step 1: Roll Your Attributes

Roll 6D10 where 0= 10, once for each attribute:

Strength (STR) – physical power

Dexterity (DEX) – agility and speed

Intelligence (INT) – reasoning ability

Willpower (WP) – resistance to temptation/pain

Charisma (CHA) – force of personality

Appearance (APP) – looks

### Step 2: Calculate Health Points (HP)

HP = 1d10 + STR + WP

Your starting HP will be somewhere between 3 and 20, if it drops to 0 your character becomes unconscious and must roll **Death Saves**. Keep in mind receiving 6 or more points of Exhaustion in one day results in unconsciousness.

You regain 1 HP from concussive damage per hour, 1 HP per day from lethal damage.

Regain 1d6+2 HP if you rest for a day, 1d8+1 when you use a First aid kit (requires a medicine roll and a full round). Stimpak restores 1d20+1 HP.

Injector items such as Stimpaks, Med-X or such only need 1 action to be used, no roll required.

Fatigue: you get 1 point of Exhaustion each day you sleep less than 4 hours

### Step 3: Check for Problems (Optional but likely)

If your APP is 4 or lower, roll (5 – APP) times.

#### Affliction Table: roll 1d20

Result	Problem	Result	Problem
1,2	Respiratory problem	14	Dental problem
3	Missing teeth	15,16	Vision problem
4	Speech impediment	17	Tall
5,6	Weight problem	18,19	Acne
10-13	Short height	20	Mania

**Respiratory problem:** Character loses 1 HP per 2 turns of strenuous activity, like sprinting, fast sports and combat. A character who is a “Chain smoker” will have the same effect.

**Missing teeth:** -1 to APP, this effect can be removed by spending \$250.

**Speech impediment:** -1 to all Social Skill rolls. Can be removed by 6 months of therapy.

**Weight problem:** Roll 1d6, you are underweight if even and overweight if odd, -1 to APP

**Short:** Roll 1d10, if 1 to 6 the character gets -1 to APP

**Dental problem:** Character must wear braces. Roll 1d10: if 1-6 the character will wear them a full year, if 7-10 only for 1d4 months.

**Vision problem:** Character must wear glasses. Roll 1d10: if 1-6 the character will get a -2 penalty to Awareness checks when not wearing glasses, if 7-10 only -1.

**Tall:** Roll 1d10, if 1 to 6 the character gets -1 to APP if female, +1 if male

**Acne:** Roll 1d10, if 1 to 6 the character gets -1 to APP, if 7-10 it is only light acne

**Mania:** Roll 1d20 a mania for the player to roleplay in the table below:

Manias	
1 Compulsive lying	12,13 Hoarder
2,3 Pyromania	14 Paranoid
4,5 Gambler addict	15,16 Bites nails
6,8 Kleptomaniac	17-20 Phobia*
9-11 OCD	

Phobias	
1,2 Claustrophobia	8 Pyrophobia
3,4 Acrophobia	9 Xenophobia
5,6 Glossophobia	10 Cynophobia
7 Aquaphobia	

\*Roll 1d10 in the phobia table

**Phobias:** Fear of...

Claustrophobia: Closed/tight spaces

Acrophobia: Heights

Glossophobia: Public Speaking

Aquaphobia: Large amount of water

Pyrophobia: Fire

Xenophobia: Foreign things/people

Cynophobia: Dogs

### Step 4: Determine Social Class (SC)

Roll 1D10: the result is your SC

1d10	Social class
1	Poor
2,3	Lower Middle
4-8	Middle
9	Upper Mid
10	Wealthy

Social Level affects starting money, allowance, and parent reactions.

Weekly allowance equals SC x \$10

Starting money represents your savings: (WP + CHA + SC) x \$50

### Step 5: Skills

Skills are abilities that your character may be proficient at or have no clue about it at all. At character creation you begin with 5,7 and 9 skill points to allocate between physical, mental and social skills, as you best see fit. You may not raise a skill above 5. Skill ranks increase by 1 every 5 successful practices of that skill (using your afternoon/evening turn to study), where you roll the skill and succeed.

Skills		
Physical	Mental	Social
Athletics (STR)	Academic (INT)	Charm (APP)
Brawl (STR)	Awareness (INT)	Empathy (CHA)
Craft (DEX)	Investigation (WP)	Fast Talk (CHA)
Firearms (DEX)	Medicine (INT/WP)	Intimidation (APP)
Melee (STR)	Politics (WP)	Leadership (CHA)
Quick Hands (DEX)	Science (INT)	Performance (CHA/APP)
Stealth (DEX)	Technology (INT)	Streetwise (CHA)

**Skill Checks** are resolved by rolling 1d10 and trying to get a result equal to or lower than a Target Number.

Target Number = 2 + (Your Attribute + Skill Rank + Modifiers) – Target's Attribute

You then roll 1d10. If the result is ≤ Target Number, you succeed.

Difficulty	Modifier	Example
Very Easy	+4	Convincing a close friend
Easy	+2	Walking on a ledge
Moderate	0	Normal task
Hard	-2	Jumping a fence
Very Hard	-4	Convincing all three Kanker Sisters at once

**Un-opposed Rolls:** When there is no opposing character (e.g., picking a lock, jumping a fence), the formula is:

Target Number = 2 + (Your Attribute + Skill Rank + Modifiers)

Roll  $1d10 \leq$  Target Number to succeed.

Examples:

Task	Formula
Picking a simple lock	$1d10 \leq$ DEX + Quick Hands
Jumping a fence	$1d10 \leq$ STR + Athletics
Hotwiring a car	$1d10 \leq$ DEX + Quick Hands – 2 (Hard)
Studying math	$1d10 \leq$ (INT+WP)/2 + Academics (no bonus to test score if failed)

### Example: Cheating on a Test

The Situation

Alex (DEX 7, Quick Hands rank 4) is cheating on a math test. The teacher is distracted. Alex is sitting in the front row (risky).

Teacher's WP = 6, average willpower (low WP teachers may not care you cheat).

**Step 1:** Determine the Roll

This is an opposed roll:

Target = 2 + (Your Attribute + Skill Rank + Modifiers) – Target's Attribute

Attribute (DEX) = 7

Skill Rank (Quick Hands) = 4

Modifiers: +2 (teacher distracted) –1 (sitting in front row) = +1 total

Target's Attribute (WP) = 6

Target = 2 + (7 + 4 + 1) – 6 = 14 – 6 = 8

**Step 2:** Roll 1d10

Alex's player rolls 1d10 → 4

### Step 3: Compare to Target

Target = 8

Roll = 4

$4 \leq 8 \rightarrow$  Success!

### Step 4: Determine Critical Result

The roll was 4, not a 1 (critical success) or 10 (critical failure). Normal success.

### Step 5: Roleplay the Outcome

GM: "Mr. Harrison is helping a student at the front of the class. He has his back turned to you. You glance over at the paper of the student next to you and catch the answer to question 5. You quickly scribble it down. He doesn't notice."

Alex's player: "I'll try to get a few more answers."

GM: "Roll again if you want to keep cheating. Each extra peek increases risk – I'll give you a –1 cumulative modifier for each additional attempt."

### What If He Rolled a 1 (Critical Success)?

GM: "You glance over and see the entire answer key sitting on the teacher's desk. You copy every answer perfectly. The teacher never suspects a thing. Add an extra  $1d10 \times 2$  to your test score."

### What If He Rolled a 10 (Critical Failure)?

GM: "You lean over to look at your neighbor's paper, but your elbow knocks your pencil case off the desk. It crashes to the floor. Everyone turns to look. The teacher walks over, picks up your cheat sheet, and sighs. 'Principal's office. Now.' You get a zero on the test and detention."

### Common Opposed Rolls

Action	Formula
Dating / Seduction	$2+ (\text{CHA} + \text{Charm} + \text{Mods}) - \text{Target's WP}$
Fast Talk / Persuasion	$2+ (\text{CHA} + \text{Fast Talk} + \text{Mods}) - \text{Target's INT}$
Intimidation	$2+ (\text{APP} + \text{Intimidation} + \text{Mods}) - \text{Target's WP}$
Lying	$2+ (\text{CHA} + \text{Fast Talk} + \text{Mods}) - \text{Target's INT}$

### Step 6: Motivation and concept

These aspects will be an aid on how to roleplay your character, select 1 capital virtue, a deadly sin and your character's ambition.

Capital virtues are humility, charity, chastity, kindness, patience, temperance, and diligence.

The seven deadly sins—pride, greed, lust, envy, gluttony, wrath, and sloth

Ambition is the long-term goal of your character, such as “being the most popular kid” or “becoming a sponsored athlete”.

Finally, you should select your **Concept**: your urban tribe, you have a +2 in all social interactions with any character of your own tribe: Is your character a...

Nerd, Jock, Criminal, cheerleader, jokester, cowboy, goth, hippie, creep, etc....

### Character(s) done!

Once you created your character(s) you can begin to play, the game is divided in days and days are divided in 3 turns, 1 event during schooltime (all rolled from a table), 1 afternoon event of which you can choose to study, work part-time or roll a Loiter table and 1 evening event, same as the afternoon (different table). You can skip after-school events by doing mundane/uneventful things as playing videogames or doing the laundry, this is a low risk/low reward move.

You can skip school but must roll the school encounter table twice to see if your caught, if you were not caught you can roll the on one of the Loiter tables up to 3 times.

### Grades & Academics

You must determine what classes your character will take, it's suggested to pick 6 between: math, history, geography, ethics, religion, physics, chemistry, language, P.E., etc.

To determine if you pass the formula below is used:

Test Score = 2 + (INT × 5) + (Academic rank × 5) + (Study sessions × 10) + 1d20

Passing: 60+

Letter grades: A= 2 +90+, B= 2 +80–89, C= 2 +70–79, D= 2 +60–69, F= 2 +below 60

**Cheating:** Roll Quick Hands vs. Teacher's WP (1–5). Success = 2 + add (15+1d20) ×2 to score. Failure = 2 + zero on test + detention.

**To study/practice a skill** you can use the following:

$1d10 \leq (\text{INT} + \text{WP}) / 2 + \text{Academics} (+10 \text{ to test score if successful})$

**Karma Points (KP):** All your actions can gain or lose the respect of people around you, including your friends and parents:

Reputation affects NPC reactions:

KP 15+ = +1 to social skill checks

KP 30+ = +2

Negative KP = -1 or -2

Ways to earn KP:

### Academics

Action	Gain	Action	Gain
Getting an A on a test	+2	Helping a friend study (and they pass)	+1
Getting a B on a test	+1	Tutoring someone for free	+2
Getting an F on a test	-1	Getting on the honor roll (all grades B or higher)	+10
Winning an academic award (spelling bee, science fair, etc.)	+5	Being caught plagiarizing	-3
Caught cheating	-3		

### Dating

Action	Gain	Action	Gain
Successful date	+2	Going steady with someone popular	+3
Critical success on a date (magical night)	+3	Getting caught cheating on your partner	-5
Getting rejected (publicly)	-2	Getting caught making out in school	-1
Breaking up with someone (you initiated)	-2	Getting caught having sex on school grounds	-3
Being broken up with	-1	Being the subject of a love letter / public confession	+2

### Fighting

Action	Gain	Action	Gain
Winning a fight (fair, one-on-one)	+2	Defending someone else (and winning)	+3
Winning a fight against a bully	+3	Fighting dirty (eye gouge, cheap shot)	-1
Winning a fight against someone weaker (unprovoked)	-1	Using a weapon in a fair fight	-2
Losing a fight	-2	Jumping someone (2+ vs 1)	-1
Starting a fight (unprovoked)	-1	Being knocked unconscious	-3

### Sports

Action	Gain	Action	Gain
Winning a game (team sport)	+2	Showing good sportsmanship	+1
Scoring the winning point/goal	+2	Getting into a fight during a game	-2
Losing a game	-2	Joining a sports team	+1
Getting MVP of the game	+5	Being named team captain	+5
Making a humiliating mistake (own goal, tripping)	-2	Skipping practice	-1
		Getting cut from the team	-3

### Drugs and Alcohol

Action	Gain	Action	Gain
Getting caught with alcohol at school	-2	Getting suspended for drug/alcohol offense	-5
Getting caught with marijuana at school	-3	Helping someone who overdosed	+3
Getting caught with hard drugs at school	-5	Pressuring someone into drugs/alcohol	-2
Getting caught selling drugs	-7	Being known as a dealer	-5
Getting drunk/high at school	-2	Staying clean at a party (if witnessed)	-1

## Encounter Tables

### School encounters: Roll 1d100

1-12 Student trio (F)	51-54 Hall monitor
13-24 Student trio (M)	55-65 Teacher (F)
25-28 Nerd (F)	66-76 Teacher (M)
29-32 Nerd (M)	77-85 Principal
33-37 Cheerleader	85-95 Janitor (1d6: even F, odd M)
38-40 Bully (M)	96-00 Visitor, 1d10: 1-3 Parent, 4-5 Repair Man, 6-8 Delivery (F), 9 Local pornstar, 10 Streaker (F)
41-45 Jock (M)	
46-50 Jock (F)	

### School events table:

1d100	Event	1d100	Event
1-2	Practice fire alarm (everyone leaves class for 20 minutes)	51-53	A jokester (M) throws a stinkbomb inside the classroom
3-6	Power failure (class dismissed early)	54-58	Group project announced – forced to work with someone
7-8	Substitute teacher (easy to fool, +2 to cheating rolls)	59-62	Your ex walks into class – awkward
9-11	Visitor (School encounter table)	63-66	Teacher flirts with a student (creepy or funny, GM's call)
12-14	Surprise quiz	67-70	Nude photo leak scandal – someone's in big trouble
15-17	Student gets caught cheating – big scene	71	Student proposes to another in the middle of class
18-21	Gossip bomb drops – someone's secret is exposed	72-75	Secret relationship exposed in front of everyone
22-26	Flirty note passed to you – sender unknown	76-80	Teacher is hungover – very forgiving (+2 to all social rolls)
27	Teacher leaves room – unsupervised chaos	81-83	Student shows up drunk/high – chaos ensues
28-30	Fight breaks out between two students	84-88	Police called to campus – someone's getting arrested
31-35	Someone pulls the fire alarm as a prank	89-91	Sex scandal rumor spreads like wildfire
36-40	A love letter found in your locker	92	Student walks into wrong class naked (dare or accident?)
41-44	Assembly called – boring but chance to socialize	93-96	Teacher catches students making out in the back row
45-49	Teacher leaves class with movie, accidentally plays a porno	97-99	A streaker runs through the hallways
50	School lockdown drill – tense but boring	00	Orgy starts in the locker room

**Loitering table:**

<b>1d100</b>	<b>Event</b>	<b>1d100</b>	<b>Event</b>
1-5	Nothing interesting – wasted time	51-55	Find drugs in the bathroom (1d4 doses, random type)
6-10	Find loose change \$1d10	56-60	Someone flashes you – awkward or exciting?
11-15	Vending machine gives double item	61-65	Get caught sneaking around – detention risk
16-20	Underclassman asks for advice (+1 KP if helpful)	66-70	Discover a secret hangout spot (future +1 to Stealth there)
21-25	Get offered drugs (1d6 doses)	71-75	Ex tries to talk to you – emotional scene
26-30	See a teacher having an affair in a parked car	76-80	See a streaker run across the field
31-35	Catch two students hooking up behind the gym	81-85	Walk in on someone changing – roll APP for reaction
36-40	Find a lost wallet (\$2d20 inside, or return for +2 KP)	86-90	Get offered a threesome (yes or no?)
41-45	Get invited to a party tonight	91-95	Find hidden porn stash in the library
46-48	A stranger flirts with you – roll charm for a potential date	96-99	Someone sends you a nude by "accident"
49-50	Bullies target someone – intervene or watch?	00	Wild locker room party – everyone's invited

**Evening Loitering Table (1d100) – Town / nightlife**

<b>1d100</b>	<b>Event</b>	<b>1d100</b>	<b>Event</b>
1-5	Boring night – nothing happens	56-60	Hook up with a stranger (roll Charm)
6-10	Run into a friend +1 KP	61-65	Get mugged – lose 1d10 × \$10
11-15	Get free food at a fast food place	66-70	Police show up – hide or talk your way out
16-20	See a movie – cheap entertainment	71-75	Walk in on a public sex act
21-25	Get hit on at a bar/club	76-80	Get a booty call from an ex
26-30	Catch someone cheating on their partner	81-85	See a teacher at a sex club – blackmail opportunity
31-35	Find a used condom – gross	86-90	Get invited to an orgy
36-40	Get invited to an after-party	91-95	Find someone passed out – help or take advantage?
41-45	Witness a street fight – join or flee	96-98	Streaker runs through the street
46-50	Meet someone famous (+2 KP)	99	Accidentally walk onto a porn shoot
51-55	Get offered drugs (1d4 doses)	00	Wild night – roll twice and combine results

## Quest generator

1d100	Quest	Objective
1-2	Wedgie Revenge	A nerd wants you to give three jocks wedgies before 3 PM.
3-4	Stinkbomb Sabotage	Plant stinkbombs in the teacher's lounge during passing period.
5-6	Graffiti the Gym	Spray-paint the rival school's mascot on the gym wall without getting caught.
7-8	Carnival Ticket Shakedown	Collect "donations" (read: intimidation) from 5 underclassmen for the school fair.
9-10	Bike Tire Massacre	Slash or deflate the tires of 3 prefects' bikes while they're in class.
11-12	Panties on the Flagpole	Steal a cheerleader's underwear from the locker room and raise it up high.
13-14	Tutor a Failure	A jock will pay you \$50 to write his history essay. Don't get caught plagiarizing.
15-16	Find the Missing Hamster	The science class pet escaped. Find it before the creepy teacher returns.
17-18	Slingshot Massacre	Shoot 10 students with a slingshot from the clock tower. Bonus for teachers.
19-20	Kiss a Nerd (Dare)	A dare from the popular crowd. Kiss the geekiest kid in school. Publicly.
21-22	Dodgeball Betrayal	Intentionally peg your own teammate in the face during dodgeball. \$20 reward.
23-24	Steal the Test Answers	Break into the principal's office and photocopy the math final.
25-26	Cramps for the Queen Bee	Replace a popular girl's tampons with superglue-soaked fakes. Cruel but funny.
27-28	Fight Club, After School	Organize an underground fighting ring in the auto shop. Winner takes \$100.
29-30	Fire Alarm Prank	Pull the fire alarm during the assembly. Escape without being seen.
31-32	Egg the Prefect's Car	The hall monitor drives a pristine Volkswagen. Egg it. No witnesses.
33-34	Yearbook Sabotage	Swap the yearbook photos of the most popular kid with a troll face.
35-36	Honey Trap	Catch a Teacher at a "Sex Club" and use the info for a grade boost or money.
37-38	Gym Shorts Heist	Steal the entire boys' gym team's shorts during practice. Leave towels only.
39-40	Grave Digging (Prank)	Dig up the "time capsule". Replace contents with dog poop.
41-42	Risky Business	Find a hookup for the janitor, make sure he don't get caught...
43-44	Plant Drugs on a Teacher	A student wants a teacher fired. Plant a baggie of oregano in her desk.
45-46	Trespass the Cemetery	Spend one hour in the old cemetery at midnight. Take a selfie as proof.
47-48	Steal the Mascot Costume	The rival school's bulldog costume is in their gym. Steal it before the big game.
49-50	Poison the Punch	Add laxatives to the cafeteria punch bowl. Wait for chaos.
51-52	Destroy the Nerd's Project	Smash the science fair volcano before judging. The jocks will protect you.
53-54	Make Out with Two People (Same Day)	A dare from the drama club. Kiss two different people before final bell.

55-56	Steal the Principal's Toupee	The principal is bald. Get his wig. \$75 reward.
57-58	Skip Class Marathon	Skip all 6 classes without getting caught by any teacher or prefect.
59-60	Put a Fish in the Vent	Dead fish + air conditioning vent = school closure. Do it.
61-62	Pants the Bully	Pull down the toughest kid's pants in the middle of lunch. Run fast.
63-64	The Panty Raid	Break into the girls' locker room and steal 5 bras. For "art."
65-66	Hallway Gladiator	Win a "fair" one-on-one fight against the school bully in front of a crowd.
67-68	Kidnap the Mascot (Live Animal)	The rival school has a live goat as a mascot. Borrow it. Permanently.
69-70	Teacher's Dirty Laundry	Find proof that two teachers are dating. Photos or it didn't happen.
71-72	Dirty Dozen	Get dirty pics of 12 girls, blackmail them into doing stuff
73-74	Photo Leak Cleanup	Intercept a "nude photo leak" scandal before the Principal finds it.
75-76	The Study Session	Turn a boring tutoring session into a successful date request.
77-78	Seduce the Teacher	Flirt hard with a teacher. Get them to write you a hall pass for anything.
79-80	Booze-Man	Use a Fake ID to buy alcohol for a senior party without getting caught by a teacher or parent.
81-82	Egg the Newcomers	Throw eggs at 5 freshmen
83-84	The Spud Gun Sniper	Build a potato gun. Hit 3 prefects from long range.
85-86	Steal the Test (From the Office)	Break into the main office after hours. Photograph every test.
87-88	Locker Room Heat	Sneak into the opposite locker room
89-90	Shave a Jock's Head	While he's asleep in detention, shave a stripe down his head.
91-92	Cafeteria Mouse Release	Release 10 feeder mice in the cafeteria during lunch. Screaming guaranteed.
93-94	Fight the Prefects (3v1)	Three hall monitors corner you. Beat them all. Earn +10 KP.
95-96	Steal the School Bus	Take the keys from the bus driver's lounge. Joyride around the track.
97-98	TP the Mayor's House	The mayor's son goes to rival school. TP his entire house.
99-00	The Burn Book	Recover a stolen diary containing secrets about the Cheerleaders before it's read over the PA system.

## Heat

If caught doing something you shouldn't, you can attempt to bribe the authorities to go free:

Min bribe amount: Target's SC x \$15, roll to check if bribe is accepted:

$1d10 \leq (\text{CHA} + \text{Fast Talk}) - \text{Target's WP}$

Flirt with authorities (only if possible):

$1d10 \leq (\text{APP} + \text{Charm}) - \text{Target's WP}$

**Heat level:** if you're caught red handed, the GM may choose to set one of these levels:

Status	Effect	Recovery
0- Cool	No one is watching you.	
1- Suspected	People are whispering. You get a <b>-1 penalty</b> to all Social and Stealth rolls in that location.	1 day of "Mundane/Uneventful" activity.
2- Watched	Teachers/Police are actively looking for you. -2 to all Task.	3 days of laying low
3- Wanted	Your name is on a list. NPCs of your "Urban Tribe" won't help you to avoid the heat. <b>+2 to Severity Modifiers</b> if caught.	1 week of laying low or a successful <b>Fast Talk</b> roll vs. Principal's INT to clear your name.
4- Targeted	Detention/prison for an appropriate timeframe.	Successful bribe
5-Burned	Immediate <b>Parental Reaction Roll</b> at <b>+5 Severity</b> . You are likely suspended or arrested.	Automatic "Nuclear" parent reaction

Gain 1 Heat level when caught red-handed by an authority figure. Gain +1 additional Heat if you fail to bribe or talk your way out.

### Drug Use/Alcohol

Roll to determine the degree of influence of the drug

Effect Severity = 1d10 + Drug Potency – (WP + Modifiers)

Result	Severity	Effects for it's duration
0 or less	Very mild	No effect
1-3	Mild	+2 to social rolls, -1 to DEX
4-6	Moderate	Same as above, -2 to all physical skills
7-9	Strong	Same as above, -2 to all rolls
10+	Severe	Same as above, roll 1d10 ≤ 12 – WP every hour to stay conscious

If you use drugs again while under the influence, add the result to the previous result

MODIFIERS	
+2: character's WP is 8+	-1 Tired/sick
+1: Used this drug before	-2 Mixing drugs
	-3 Empty stomach

Potency	Examples	Price
1	Beer, wine, weak marijuana, glue	1d4 x \$5
2	Hard liquor, imported weed, amphetamines	2d4 x \$10
3	Cocaine, LSD, magic mushrooms	1d10 x \$10
4	Heroin, morphine, PCP	2d8 x \$10
5	Crystal meth, fentanyl, pure MDMA	2d10 x \$10

**RECOVERY:** Mild 1d4h / Moderate 2d4h / Strong 3d6h / Severe 1d4 days

**ADDICTION** if Potency is 3 or more roll

$1d10 \leq 2 + (WP + \text{Medicine Rank} + \text{Modifiers}) - \text{Drug Potency}$

5 Addiction Points = Addicted.

Withdrawal = -2 all actions without drug.

## Parent reaction score

Component	Notes
Parent's WP	1–10 (average parent = 5)
Character's KP	Reputation Points (higher KP = parents more trusting)
Severity Modifier	See table below

### Severity Modifiers (what you did)

Offense	Severity Modifier
Caught skipping 1 class	+1
Caught cheating on a quiz	+2
Caught skipping a full day	+2
Caught drinking alcohol	+3
Caught cheating on a final exam	+4
Caught with marijuana	+4
Caught vandalizing school property	+5
Caught in a fight (you started)	+5
Caught with hard drugs (cocaine, etc.)	+6
Caught having sex on school grounds	+6
Arrested by police	+7
Suspended from school	+7
Caught selling drugs	+8
Expelled	+9
Pregnant / Got someone pregnant	+10

### Reaction result

Parents WP + (your KP/2, rounded up) + Severity modifiers

If you pass a Fast Talk roll, divide the result by half

<u>Reaction Value</u>	<u>Parental Reaction</u>
<b>0 or less</b>	Disappointed but understanding – light lecture, no punishment
<b>1–2</b>	Mild annoyance – stern lecture
<b>3–4</b>	Angry – grounded for 1d4 days
<b>5–6</b>	Very angry – grounded for 1d3 weeks, allowance halved
<b>7–8</b>	Furious – grounded for 1d4 months, allowance cut to 0
<b>9–10</b>	Enraged – grounded indefinitely, allowance cut to 0, possible school transfer
<b>11+</b>	Nuclear – kicked out of the house (live with relative or on streets), or sent to military school / boarding school

### Part Time Jobs

Possible jobs you can take during your afternoon/evening turn

<b>Job</b>	<b>Min Skill</b>	<b>Skill Used</b>	<b>Weekly Pay (\$)</b>	<b>Risk Level</b>
Fast Food Worker	None	Craft (DEX)	150	Low
Retail (Mall)	None	Charm (APP)	120	Low
Tutor	Academic 2	Academic (INT)	50	Low
Dog Walker / Pet Sitter	None	Empathy (CHA)	100	Low
Babysitter	None	Empathy (CHA)	120	Medium

<b>Job</b>	<b>Min Skill</b>	<b>Skill Used</b>	<b>Weekly Pay (\$)</b>	<b>Risk Level</b>
Movie Theater Usher	None	Charm (APP)	180	Low
Grocery Bagger	None	Athletics (STR)	140	Low
Lifeguard	Athletics 2	Athletics (STR)	250	Medium
Delivery Driver	Driver's license	Athletics (DEX)	300	Medium
Barista (Coffee Shop)	Craft 1	Craft (DEX)	220	Low
Janitor / Cleaner	None	Stealth (DEX)	160	Low
Store Clerk	Athletics 1	Athletics (STR)	180	Low
Phone Sales	Fast Talk 2	Fast Talk (CHA)	200 + 3d8x10	Medium
Modeling	Charm 4	Charm (APP)	400	Low
Bartender	Streetwise 2	Craft (DEX)	250	High
Drug Mule	Stealth 2	Stealth (DEX)	800	Very High
Illegal Fighting	Brawl 2	Brawl (STR)	400 win / 100 lose	High
Sex Work (OnlyFans / Cam)	Charm or Performance 2	Charm or Performance	600	High
Escort / Hooking	Charm 3	Charm (APP)	500	Very High

Each week you work roll the appropriate skill: if you fail the roll, you only make half the pay.

relates to job risk: Low= easy, Medium= Moderate, High= Hard

## Dating:

### Step 1: Asking Someone Out (The Date Request)

Target = 2 + (CHA or APP + Charm + Mods) – Target's WP

Modifier	Situation	Modifier	Situation
+2	You're already friends	+2	KP above 30
+1	You've flirted successfully before	+1	KP 15 or above
-1	Asking in front of a crowd	-1	Distant relative
-2	They're dating someone else	-2	Inappropriate moment
-3	They hate you (negative KP)	-3	Close relative

### Step 2: The Date Itself (Date Success)

Target = 2 + (CHA or APP + a Social Skill + Mods) – Target's INT or WP

Example: You decide to play a ballad for your date:

Target = 2 + (CHA + Performance + Mods) – Target's WP

You want to impress them with your conversation:

Target = 2 + (CHA + Fast Talk + Mods) – Target's INT

### Date results

Result	Outcome	KP Change
Critical Success	Magical night – they're falling for you	+3
Success	Good time – they'd date again	+2
Failure	Awkward – they're unsure	-1
Critical Failure	Disaster – they leave early	-3

If a seduction or hookup succeeds, roll 1d10:

1d10	Result
1	Amazing chemistry – become friends with benefits
2	It was amazing – +2 KP
3	One-night stand – no strings attached
4	They brag about it – +1 KP but everyone knows
5	They want a relationship now
6	They regret it – hostile afterward
7	Awkward – lose 1 KP
8	Caught in the act – major scandal (-3 KP)
9	Pregnancy scare (roll 1d10: 1 = actually pregnant)
10	You wake up in a strange place – adventure hook

**Going steady:** Have 3 successful dates with the character.

**Soliciting:** to offer sex services set a price, target can pay SC x \$10 max

Roll Charm to see if they accept:  $1d10 \leq \text{Your APP} + \text{Charm Skill} - \text{Target's WP}$

## Combat Rules

Combat is fast and brutal. Each combat round represents about 5–10 seconds of action. All characters can move 10 meters per round. During each round you may take 2 of the following actions: attack, block, dodge, grab, run, shove or use an item.

**Attack:** attempt to damage the target. Perform an attack roll to see if successful.

**Block:**  $1d10 \leq (\text{your STR} + \text{Brawl} + \text{Mods}) - \text{Target STR}$  to receive half damage

**Dodge:**  $1d10 \leq (\text{your DEX} + \text{Brawl} + \text{Mods}) - \text{Target DEX}$  to avoid incoming attacks.

**Grab:**  $1d10 \leq (\text{your STR} + \text{Athletics} + \text{Mods}) - \text{Target STR}$  to grapple the target.

**Run:**  $1d10 \leq (\text{your DEX} + \text{Athletics} + \text{Mods}) - \text{Target DEX}$  to run, +10mts speed.

**Shove:**  $1d10 \leq (\text{your STR} + \text{Athletics} + \text{Mods}) - \text{Target STR}$  to push the target 5m away.

**Use item:** draw/improvise a weapon, use a Stimpak, open a door, etc.

**Step 1: Initiative (Who Goes First)** At the start of combat, each participant rolls:

Initiative =  $2 + 1d6 + \text{DEX}$ .

Higher result acts first. Tie → player goes first. Surprise: The ambusher gets a free full round of combat

**Step 2: Attack Roll**

Target =  $2 + (\text{STR} + \text{Combat Skill} + \text{Mods}) - \text{Target's DEX}$

Roll  $1d10 \leq \text{Target} \rightarrow \text{Hit!}$

**Modifiers** are situational:

Situation	Mod	Situation	Mod
Target is surprised	+3	Target has a longer weapon	-1
Target is restrained	+2	Uneven ground	-1
You are flanking	+1	Target is in dim light	-2
You have the high ground	+1	You are being choked	-3
Target is grappled	+1		

### Step 3: Damage

Roll damage based on weapon type. Subtract armor (if any) from damage.

Damage Type: Concussive(C) (fists, clubs) → Heals 1 HP per hour

Lethal(L) (blades, guns) → Heals 1 HP per day

If a character receives 8 HP of concussive(non-lethal) damage in a single fight, they are knocked unconscious. If an NPC loses 50% of their health or more you can do a morale check:

$1d10 \leq 12 - \text{Target WP}$ . Player rolls below Target = flees.

**Death saves:** if a player reaches 0 HP they must roll 1d10, if equal or lower to their WP + 5. On 3 successful death saves, you stabilize and regain 1 HP. On 3 failures, you die.

The character may also recover from this state if they are healed by at least 1 HP. Using a First Aid Kit requires a full round an un-opposed medicine roll:

$1d10 \leq 2 + (\text{INT} + \text{Medicine} + \text{Mods})$ ; Modifiers: -2 if using it on themselves, +1 if using it on another character. No need to roll for Stimpaks and they only require an action.

**Disciplines:** 3 ranks in brawl are required to get a discipline. If you have one you can use its formula for attack rolls. These are some examples:

Judo/Jiu Jitsu: Target =  $2 + (\text{DEX} + \text{Brawl} + \text{Mods}) - \text{Target's DEX}$

Karate/Taekwondo: Target =  $2 + (\text{STR or DEX} + \text{Brawl} + \text{Mods}) - \text{Target's DEX}$

Boxing/Wrestling: Target =  $2 + (\text{STR} + \text{Brawl} + \text{Mods}) - \text{Target's DEX}$

**Grappled** characters cannot attack and are considered knocked prone. To escape a grapple you roll  $1d10 \leq (\text{your STR} + \text{Athletics} + \text{Mods}) - \text{Target STR}$ . You may try once per turn.

Characters who have another character grappled may apply torsion each turn, doing  $1d8+1$  Concussive damage, if you have a discipline that would allow it (Judo, Jiu Jitsu, Wrestling).

**Takedowns** are only possible if you know a discipline that allows it. To perform one roll as if you were attacking, if successful the target gets  $1d10$  concussive damage and is **knocked prone** (can't attack and melee attacks against them have advantage).

For takedowns a target difficulty is inverse to your size related to your target:

Bigger target: +2, same size: 0, smaller: -2

### Advantage and Disadvantage:

In some situations, your character will have an easier time attacking: like when attacking someone engaged with another character, or attacking someone knocked prone; when this happens, you may roll 2d10 and keep the lowest result for your attack roll. At the same time, if your character is faces difficulty, such as standing in slippery surface or attacking from below, you roll 2d10 and keep the highest result.

### Conditions:

**Blinded:** attacks by this character have disadvantage, attacks against them have advantage

**Grappled:** same as knocked prone. Can roll each turn to escape

**Knocked Prone:** cannot attack and melee attacks against them have advantage

**Unconscious:** cannot act for 1d4 h

**Ranged Weapons** with **Full-Auto** capability can fire 3 times in the same attack.

On a critical failure, a firearm jams and you must spend a full round un-jamming it.

### Ranged attack modifiers (for attack rolls)

Range	Distance	Modifier
Point blank	2m or less	+2 to hit
Short	3-10m	0
Medium	11-49m	-2
Long	50m or more	-4

### Cover modifiers:

Type	Example	Modifier
Half cover	Target behind a desk, car door	-1 to hit
Cover	Target behind a concrete barrier	-2
Prone on floor		-1

Weapons Table

<b>Weapon</b>	<b>Damage</b>	<b>Price (\$)</b>	<b>Skill</b>	<b>Notes</b>
Fists / Feet	1d3C	0	Brawl	Always available
Brass knuckles	1d4+1C	20	Brawl	+1 damage
Broken bottle	1d6C	0	Melee	Lethal
Slingshot	1d4C	5		
Switchblade / Pocket knife	1d6L	50	Melee	Concealable (+2 to hide)
Box cutter	1d6L	10	Melee	Common in schools
Baseball bat	1d8C	40	Melee	Two-handed
Pipe / Crowbar	1d8C	30	Melee	Also used for breaking locks
Hockey stick	1d6C	50	Melee	Can trip (+1 to hit)
Chain	1d6C	25	Melee	Can entangle
Sledgehammer	1d10L	60	Melee	Two-handed, -1 to initiative
Taser / Stun gun	1d3 C+ stun	100	Melee	Target rolls WP or stunned 1d3 rounds
Pepper spray	Special	30	Firearms	Target saves DEX or blinded 1d4 rounds
Small pistol (.22)	1d10L	200	Firearms	Concealable, loud
Revolver (.38)	1d12L	300	Firearms	Reliable, louder

<b>Weapon</b>	<b>Damage</b>	<b>Price (\$)</b>	<b>Skill</b>	<b>Notes</b>
Semi-auto pistol (9mm)	1d10L	400	Firearms	Magazine holds 12 shots, full -auto
Sawed-off shotgun	2d8L	500	Firearms	+2 to hit at close range (3m), -2 beyond 10m
Hunting rifle	2d8L	800	Firearms	Long range, slow reload
Assault Rifle	3d6L	1200	Firearms	Long range, full auto
Improvised firearm (zip gun)	2d4L	50	Firearms	May jam on rolling a 1

### Armor Table

<b>Armor</b>	<b>Protection</b>	<b>Price (\$)</b>	<b>Notes</b>
Leather jacket	-1 damage	80	Common, looks cool
Winter / Bomber jacket	-2 damage	150	Bulky, -1 to Stealth
Sports padding	-2 damage	100	Only protects torso
Kevlar vest (light)	-4 damage	400	Concealable, illegal for minors
Motorcycle helmet	-2 damage to head	120	Also +1 to Intimidation

## GM's Resources

### General items list

Type	Price	Effect
First Aid Kit	\$15	Recover 1d8+1 HP
Stimpak	\$50	Recover 1d20+1 HP, injector
Med-X	\$30	Cures any disease, injector
Addictol	\$200	Cures all addictions, injector
Condoms	\$5	3 pack
Pack of cigarettes	\$10	10 pack
Movie Ticket	\$5	
Movie Ticket (Premium)	\$15	Includes snacks
Fast food meal	\$10	Cheap meal
Ethnic meal	\$25	Hard to tell what's in it
Fresh meal	\$60	Fancy meal
Vending machine snack	\$2	
Skateboard	\$70	+1 KP
Bus Pass(monthly)	\$40	
Bicycle	\$150	
Used Sedan	\$1,200	Requires Driver license
Textbooks (Full Set)	\$180	
Backpack	\$30	
Headphones (Noise Canceling)	\$150	
Prepaid "Burner" Phone	\$40	Required for illegal jobs
Gaming Console	\$500	
Laptop (Basic)	\$350	
Smartphone (High-end)	\$900	
Smartphone (Mid-range)	\$400	
Fake ID	\$150	Fast talk to conceal your identity
Lingerie	\$250	+2 to APP
Formal wear	\$300	+1 to APP
Urban Tribe Gear	\$120	Niche clothing
Designer Outfit	\$300	+1 to Charm or Seduction checks
School Uniform (Clean)	\$60	Standard in some schools
Riske underwear	\$60	+1 to APP
Cheap shoes	\$50	
Stylish shoes	\$500	
Rope	\$10	20m
Tent, cheap	\$50	
Service droid	\$3,500	Does cleaning, simple tasks

Example classroom/NPC Stat block:

<b>Name</b>	<b>STR</b>	<b>DEX</b>	<b>INT</b>	<b>WP</b>	<b>CHA</b>	<b>APP</b>	<b>HP</b>	<b>SC</b>	<b>Skills</b>
Ed	10	4	3	7	3	3	16	3	Athletics 3, Brawl 1
Edd	3	6	10	8	6	7	9	4	Academic 4, Technology 3, Craft 2
Eddy	5	8	6	5	8	5	14	2	Fast Talk 3, Streetwise 2, Quick Hands 2
Lee Kanker	8	6	3	7	4	4	13	1	Brawl 3, Intimidation 2, Streetwise 1
Marie Kanker	6	6	3	5	4	5	12	1	Brawl 2, Stealth 1, Intimidation 1
May Kanker	10	4	2	9	3	3	16	1	Brawl 3, Athletics 2, Intimidation 1
Kevin	8	8	5	5	6	7	13	5	Athletics 3, Brawl 2, Leadership 2
Nazz	5	7	5	5	7	9	10	6	Charm 3, Empathy 2, Athletics 1
Rolf	9	6	5	9	5	5	12	3	Athletics 3, Brawl 2, (Animal) Empathy 2
Jimmy	2	4	5	3	4	5	10	3	Craft 2 (art), Performance 1, Fast Talk 1
Sarah	4	6	5	7	4	7	8	3	Intimidation 3, Brawl 2, Empathy 1 (with Jimmy)
Johnny (and plank)	4	6	4	5	4	4	6	2	Awareness 2 (for Plank), Streetwise 1, Empathy 1 (with Plank)
Ms. White	2	1	6	4	2	8	8	4	Academic 4, Awareness 2, (subject skill) 2
Principal	4	1	7	4	5	2	12	6	Leadership 3, Intimidation 2, Politics 2

## Example Play

### Characters:

Edd (INT 10, WP 8, CHA 6, APP 7) — Academic 4, Technology 3, Craft 2, Fast Talk 0 (untrained)

Lee Kanker (WP 7, INT 3) — Brawl 3, Intimidation 2, Streetwise 1

**Situation:** Edd wants Lee Kanker to skip class with him and make out behind the gym. This is wildly out of character for Edd. He's nervous. Lee is aggressive, unpredictable, and has a crush on him (which she expresses through threats).

### Step 1: The GM Sets the Scene

GM: "It's 2nd period. You're walking past the girls' bathroom when Lee Kanker steps out, flanked by Marie and May. She cracks her knuckles and grins."

Lee: "Well, well. If it isn't Brainiac. Where's your little friend with the sock on his head?"

Edd's player: "I... uh... I was wondering if you wanted to..."

GM: "She raises an eyebrow. Marie snickers."

### Step 2: Determine the Roll

Edd is attempting to ask someone out / seduction (page 19).

Formula: Target = 2 + (CHA or APP + Charm + Mods) – Target's WP

Edd's APP = 7 (he's using his looks because his Fast Talk is 0)

Charm skill = 0 (untrained)

Modifiers:

Lee already likes him (GM ruling) → +2

Asking in front of her sisters (crowd) → -1

Edd is nervous (roleplay penalty) → -1

Total Mods = 0

Target's WP = 7

Target = 2 + (7 + 0 + 0) – 7 = 2 + 7 – 7 = 2

Edd needs to roll 1d10 ≤ 2 (20% chance). This is very hard.

### **Step 3: The Roll**

Player rolls 1d10 → 1

GM: "Critical success!"

### **Step 4: Roleplay the Outcome**

GM: "Describe what happens."

Player (as Edd): "I take off my hat. I look her right in the eyes. 'Lee. I've calculated the probability of enjoyment. Skip class with me. Behind the gym. Five minutes.' My voice doesn't crack. For once."

GM (as Lee): "Her mouth opens. Closes. Marie is about to laugh but Lee elbows her. '...Did you just grow a spine, Edd?' She grabs your collar. 'Fine. But if you're joking, I'm kicking your ass!'"

GM: "She shoves her sisters aside and drags you toward the back door. Marie yells 'Get it, Lee!' May just stares blankly."

### **Step 5: The Makeout (Date Success Roll)**

Now they're behind the gym. Grimy brick wall. A dumpster nearby. Lee pushes Edd against the wall.

Formula (page 19):  $\text{Target} = 2 + (\text{CHA or APP} + \text{Social Skill} + \text{Mods}) - \text{Target's WP}$

Edd has no Performance, no Fast Talk. He has nothing. But the GM rules this is no longer a "request" — it's happening. So instead, the GM calls for a simple unopposed roll to see if Edd messes it up.

GM: "Roll  $1d10 \leq (\text{APP} + \text{WP})/2$ . That's  $(7+8)/2 = 7.5$ , round down to 7."

Player rolls 1d10 → 8

GM: "Failure. But not critical."

### **Step 6: The Awkward Result**

GM: "You lean in. She leans in. Your foreheads bump. Hard. 'Ow!' she shouts. You try again and your teeth clank against hers. She pushes you back."

Lee: "What is WRONG with you?! Do you even know how to kiss or do you just read about it in a book?"

Edd: "Well, technically, I've reviewed several anatomical diagrams—"

Lee: "Shut up."

GM: "She grabs your face and does it properly. It's aggressive. There's tongue. You're pretty sure your lip is bleeding. After ten seconds, she pulls back, wipes her mouth, and smirks."

Lee: "That was pathetic. Do it again tomorrow."

GM: "She walks off. Marie is watching from the corner of the building and gives you a thumbs down. May is eating a glue stick."

### **Step 7: Karma Points & Aftermath**

KP Changes (page 8-9):

Successful date? Partial. GM rules it's a success (not critical) because she wants to do it again. → +2 KP

Getting caught making out in school? Not caught... yet. No penalty.

Edd's new KP: Increases by 2.

GM: "You fix your glasses. Your lip is swollen. You have exactly three minutes to get to class before the bell. Also, Marie is now following you, making 'smooching' noises."