

The Infamous Disorder Table for Cyberpunk 2020

Author: Karsten Müller

D6	D100	Disorder	Gains			
1-2	01-15	Paranoia	Awareness +3, Dodge & Escape +2	50-56	afraid of insects	Zoology +2, First Aid +2
	16-22	hatred of specific race	Oratory +1, Intimidate +1, Interrogation +1	57-61	afraid of snakes	Zoology +2, Toxin Binders
	23-34	Suicidal Tendencies	Intimidate +3, Luck +2	62-67	afraid of darkness	Cybereye with IR, super bright flashlight
	35-42	Megalomania	Oratory +2, Leadership +3	68-73	afraid of monsters	Awareness / Notice +1, Hide / Evade +1
	43-47	simulate illness	Perform +3, Diagnose Illness +1	74-78	afraid of rodents	Zoology +2, vat grown Tiger-Cat (REF: 9, MA: 10, BODY:5, BTM: -2 / Bite +4 => 1D6)
	48-53	Absent Mindedness	Library Search +2, Interview +1	79-82	afraid of being alone	Cyberaudio: Wearman, Wide Band Scanner
	54-63	Narcissim	Personal Grooming +3, Wardrobe & Style +1	83-85	afraid of death	Nylon Helmet, Skin Weave (SP: 6)
	64-72	manic	REF +1	86-91	afraid of hidden cyberwear	Cybertech +4, Cybereye with thermograph
	73-81	Pathological Liar	Persuasion & Fast Talk +3, Perform +1	92-96	afraid of pain	Pain editor, 2D6 doses Endorphin (just in case the damn thing doesn't work ...)
	82-89	Kleptomania	Pick Pocket +4	97-00	afraid of strangers	Human Perception +1, Hide / Evade +1
	90-96	Pyromania	Chemistry +2, Demolitions +2	5-6	addicted to sex	Seduction +4, Mr Studd (or Midnight Lady) Sexual Implant
	97-98	Masochism	Resist Torture & Drugs +2, Endurance +1	10-18	addicted to gambling	Gamble +4, Expert: Casinos +4
	99-00	Fetishism	Choose on Expert Skill +5 and specific object	19-28	addicted to speed	Driving or Motorcycle +2, one other REF-Skill +1
3-4	01-05	afraid of disease	Biomonitor, Nasal Filters, Diagnose Illness +2	29-35	addicted to videogames	Expert: Video Games, SegAtari System
	06-09	afraid of treachery	Human Perception +2, Lie detector	36-44	Endorphin addict	COOL +1, Resist Torture & Drugs +3, 2D6 doses
	10-15	afraid of heights	Two Cybereyes with teleoptics	45-52	Snapcoke addict	6 Skill Points for EMP-Skills, 2D6 doses
	16-20	afraid of fire	MA +1, fire-proof longcoat (SP: 8)	53-55	Speedball addict	Military Cyberwear for 4000 eb, 1D6 doses
	21-25	afraid of crowds	Hide / Evade +2, small and cheap apartment	56-69	Nicotine Stick addict	COOL +1, Awareness / Notice +1, 2D6 packs
	26-32	afraid of open places	Streetwise +2, small and cheap apartment	70-80	Coffeine Stick addict	Awareness / Notice +1, Skill Point for a REF-Skill, 2D6 packs
	33-38	afraid of small places	One Pilot Skill +2, Survival Kit with sleeping mat and so on ...	81-91	Uppers addict	2 Skill Points for REF-Skills, 2 D6 doses
	39-44	afraid of aliens	Library Search +4, Expert: Alien Stories +6	92-96	Downers addict	Dodge & Escape +1, Hide / Evade +3, 2D6 doses
	45-49	afraid of accidents	First Aid +3, First Aid Kit, 1D6/2 Doses Speedheal	97-00	IQ addict	4 Skill Points for INT-Skills, 1D6 doses

Rules



Bei der Charaktergenerierung unter CP2020 kann man als Spielleiter die Spieler einmal auf dieser Tabelle würfeln lassen. Jede Disorder bringt dem jeweiligen Charakter auch Vorteile (unter Gains beschrieben). Dies können Ausrüstungsteile oder Skillerrhöhungen sein. Falls dem jeweiligen Spieler seine Disorder nicht gefällt, kann er nochmal würfeln, muss die nächste Disorder aber auf jeden Fall nehmen.



[Translation by Karsten:] During Charactergeneration as per CP2020 rules the GM lets the Player roll once on this table. Each disorder also has an advantage, to be found under the heading 'gains'. This can be a plus on skills or parts of equipment. If the player dislikes the disadvantage, (s)he may roll again, but then is stuck with the new disadvantage.