



These tables were adapted for our character generation system from the original article on spending time in prison and the IPC from Interface 1.1 - the actual final result bears little resemblance to the article in question, but does include a bunch of the possible side-effects of prison as they described it.

Each year in prison a character rolls 1d10 on the following table.

1-3	Nothing Happens This Year
4-7	Luck, Good or Bad
8-0	Make A Friend or Enemy

LUCK	
Roll D20 + Luck. If the result is 19+ then you had good luck, otherwise you took a hit.	
Good Luck (d8)	Bad Luck (d8)
1 You undergo Braindance Training. Get +2 to an INT or TECH based skill so you have a usefull skill in time for your release.	1 Horribly Scarred either while being interrogated, punished, or in a fight or brawl inside the prison. -1 ATTR
2 Go back to school. Gain +2 to Education / General Knowledge or a Specific Knowledge skill.	2 BrainBurned. You have been brainburned into not performing whatever it was that sent you to jail. Make a cool roll at -2 whenever you attempt to break this BrainBurn. If you fail you cannot break the conditioning.
3 Hard Physical Training. Gain +2 to one of Endurance, Strength Feat, Athletics, Swimming, etc.	3 Ingrained Hatred of Authority Figures. (Make a cool roll at -2 to not freak when authority comes down on you or to attempt to deal with any authority figures in day to day activities such as security checks, etc)
4 One Year's Hard Labour. You work your ass off for a year breaking rock or working in one of the nasty physical jobs they shaft bad prisoners with. Gain +1 BOD or STR.	4 Hospitalized (for an injury or for some mental problems) for 1d10 months.
5 You pick up a new vice. Gain +2 to one of Streetwise, Pharmaceuticals, Pick Locks, Pick Pocket, Gambling, Resist Torture/Drugs or Intimidate.	5 Drug Addiction. You got hooked on something they've been smuggling inside and you addiction has followed you to the outside world.
6 Someone owes you a favor. He's on the outside now too.	6 You were the subject of a tailored disease or chemical experiments without your knowledge or consent. (-1 REF or BOD)
7 You learned of a weapons or equipment cache from someone else on the inside (probably left-overs from a heist). You collected it as soon as you were let out. D10x200eb value.	7 Serious Injury - you lost a limb. If you can pay for it from your starting funds you can replace it with a cyberlimb, otherwise you had one grafted to replace it - not necessarily of the right skin-tone, etc.
8 Early Release, return to the normal Lifepath Table and roll again for this year.	8 Collect a Debt. You managed to pick up a sizeable debt this year (getting cigarettes, for bribing guards, maintaining your habbit, etc). You still owe D10x300eb to someone who can collect even on the outside.