

Transea 1995 Bogey Chart

“Life is like a box of chocolates. You never know what you’re gonna get.”

- 01 – 02 – Beauty. +1D6 to Comeliness.
- 03 – Unbeauty. -1D6 to Comeliness.
- 04 – 05 – Animal Empathy. Animals naturally like you. Animal Handling and Husbandry is half cost.
- 06 – 07 – Bad Reputation. You are not like among many local social groups.
- 08 – 09 – Strange Events. You’ve seen some weird stuff. You get the skill Occult Knowledge at 20.
- 10 – Presence of Mind. -1D4 from CUF, +25 to sanity.
- 11 – 12 – Easily Spooked. Beginning CUF no lower than 7. Leadership double cost.
- 13 – 14 – Poor Sight. -1D10 to Agility when uncorrected.
- 15 – Enhanced Vision. +20 Perception, +1 band for Ranged Weapons.
- 16 – Enhanced hearing. +20 to Recon and Hear Noise.
- 17 – 18 – Insomnia. -1 from your constitution. Disaster die for quality of sleep.
- 19 – 20 – Gift of Sleep. +1 to your constitution. Can sleep anywhere, anytime.
- 21 – 22 – Good Health. +1 to Fitness.
- 23 – 24 – Poor Health. -1 to Fitness.
- 25 – Asthma. Roll a disaster die in smog areas. -1D100 to all skills during attack.
- 26 – Resistance to Fatigue. Double Constitution for endurance purposes.
- 27 – Can take a beating. Roll a D6, add the result to the hit points of each body location.
- 28 – Resistance to Pain. No stun damage.
- 29 – 20 – Add a D6 to a random Stat.
- 31 – 32 – Subtract a D6 from a random Stat.
- 22 – Hard hitter. Get an additional D6 damage when punching someone.
- 23 – Touch as Nails. Each hit point location can soak a point of damage, yes it’s stackable.
- 24 – Wiggin’ Out. You have a phobia. Roll a D6. 1 = Fear of enclosed spaces. 2 = Fear of isolation. 3 = Fear of spiders. 4 = Fear of snakes. 5 = Fear of heights. 6 = Fear of crowded spaces.
- 25 – 26 – Jinkies! You gain Library Use at 20.
- 27 – 28 – You got wheels. A small car or pick up, semi decent shape. Nothing special.
- 29 – 30 – Light weight. Your character cannot handle their liquor. Alcohol effects are X2.
- 31 – 32 – Off Campus Crib. Your character has off campus housing instead of a dorm room.
- 33 – 34 – Game masters choice. Play favorite evil laugh at this time.
- 35 – 36 – Bad Name. There is a local serial criminal in the area with the same name as you. Not fun.
- 37 – If you end the session with a coin you may spend it to add one point to any skill.
- 38 – Everything is coming up Millhouse. Once per game you may get a tick mark on a failed skill roll.
- 39 – 40 – Gift of Tongues. Languages and learning time are halved.
- 41 – 42 – Monolingual. Only speaks one language and new languages are double cost to learn.
- 43 – 44 – Born Swimmer. +1 Agility, 50 Swimming skill.
- 45 – 46 – Born Climber. +1 Agility, 50 Climbing skill.
- 47 – 48 – Low Pain Threshold. Stun is doubled, all skills are -20% when injured over ten points in a hit point location.
- 49 – 50 – Natural Sense of Direction
- 51 – 52 – Gift of Sleep. +1 to CON, the character can sleep anywhere, anytime.
- 53 – 54 – Not of Sound Mind. -10 from Sanity.
- 55 – 56 – Fast learner. Whenever you raise a skill by using it, add an extra one to the increase roll.
- 57 – 58 – Add a D6 to a random stat.
- 59 – 60 – Subtract a D6 from a random stat.
- 61 – 62 – Body Builder. +2 Stature, +2 Self Discipline, +2 Constitution.

- 63 – Hated/Hunted. A group or organization (CIA, FBI, Men in Black, etc) is watching you.
- 64 – Ace In The Hole. May ‘bank’ one skill roll and save the result for later. You have to reroll the skill check you banked from though.
- 65 – Disarming skill. PC may choose to disarm their opponent in melee combat instead of doing damage.
- 66 – Left handed. Opponents in melee or BC are at ½ DB for 1D4 rounds.
- 67 – Ambidextrous. PC takes no off hand penalty.
- 68 – Memories of Alien Abduction. Your hazy memories has sparked your interest into research. Get Alien Knowledge at 20%.
- 69 – Hard of Hearing. Perception is halved when rolling to hear noise. Gain American Sign Language at 50%.
- 70 – Susceptible to light. Light hurts you eyes, fortunately you have acquired multiple pairs of sunglasses, -25% to all skills in bright light when not wearing them.
- 71 – 72 – Bad Decisions. You have a D6 of really badly done tattoos.
- 73 – 74 – Animal Aversion. Animals naturally dislike you. Animal Handling and Husbandry is double cost.
- 75 – Toss a Coin to Gamemaster. When you crit on a reroll from a spending a coin, you get the coin back.
- 76 – 77 – Sneaky. +20 to Stealth.
- 78 – 79 – Cha-Ching. You get +3 to Wealth/Social.
- 80 – 81 – Financial Problems -2 to Wealth/Social.
- 82 – 83 – Distinctive Voice/Appearance. The PC will be remembered.
- 84 – Weapon Training. Melee skills are half cost.
- 85 – 86 – Short Round. Minus a D6 from your Stature.
- 87 – 88 – Orphan. No living relatives.
- 89 – Albino.
- 90 – Famous parent. With all the good and bad that can have.
- 91 – Mentor. PC has an ally who can offer advice and sometimes aid.
- 92 – Endure. PC may endure the ravages of thirst, hunger, heat, cold, pain and torture.
- 93 – Buzz Kill. PC is unmannered, lacking in social graces and doesn’t care. People are often offended by them and their attitude. DD when they interact in heavy social situations.
- 94 – Social Chameleon. Gets on and interacts well with others, blends in with most any group.
- 95 – 96 – Talent. Pick one: Art, Musical Instrument, Sewing, Cook, Dance, Sing at 50.
- 97 – Luck. PC is the fortunate one. May call for one GM reroll per game day.
- 98 – 99 – Fast Healer. Healing rate is X2.
- 100 – Players Choice, subject to GM approval.

Random Stat Roll

- 1 – Con
- 2 – Dex
- 3 – Int
- 4 – Self
- 5 – Stat
- 6 – Com