

SURVIVE THIS!!

DARK PLACES & DEMOGORGONS

IT'S THE 1980S AND THERE ARE **STRANGE THINGS** HAPPENING EVERYWHERE!

THE ROLEPLAYING GAME



**PLAYER OPTIONS
& GM GUIDE**

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THE ROLEPLAYING GAME
PLAYER OPTIONS & GM GUIDE

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**SURVIVE THIS!! IS BASED ON THE WORLD'S MOST POPULAR
1970S FANTASY ROLEPLAYING GAME**

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SKILLS

Each character selects 4 at level one, in addition to Class skills. Each time your Character levels up they get 2 more skill points + their INT modifier. The maximum Skill Points you can assign to a particular skill is your Character's level. For each point in the skill you get to add 1 to any roll for that skill, and add the Attribute modifier to the roll as well.

NOTE: Your Character can only choose 1 Fighting Skill. Fighting Skills do not advance in rank.

Art & Music (INT)

Basic Athletics (DEX or STR)

***Botany** (INT)

Brawling (DEX or STR)

Computer skills (INT)

Cooking (WIS)

Dancing (DEX)

Driving (DEX)

Electronics (INT)

***Fashion** (CHA)

First Aid (WIS)

***Horsemanship** (DEX)

Intimidation (STR)

Investigation (WIS)

Knowledge – General (INT)

***Knowledge - History** (INT)

***Knowledge – Literature** (INT)

***Knowledge- Local** (INT)

***Knowledge – Magic** (INT)

***Knowledge - Pop Culture** (INT)

***Knowledge - _____** (INT)

Language (INT)

Martial Arts (DEX or STR)

Mathematics (INT)

Mechanics (INT)

***Outdoorsmanship** (DEX or WIS)

Paranormal (INT)

Persuasion (CHA)

***Photography** (WIS)

Ranged Weapons (DEX)

Science (INT)

***Sleight of Hand** (DEX)

***Stealth** (DEX)

***Street Smart** (INT)

***Theater** (CHA)

***Trick Riding** – Bicycles, Skateboards or Surfboards (DEX)

Video Games (DEX)

Wrestling (STR)

ART & MUSIC

Knowledge or Performance skill (INT) the knowledge of basic art & music, and your ability to perform music and to create art.

BASIC ATHLETICS

Physical skill (DEX or STR) you are trained in basic physical activities and are proficient at running (DEX), climbing (STR), jumping (STR) & swimming (STR).

Taking this skill gives you a +1 to constitution, dexterity or strength.

***BOTANY**

Knowledge Skill (INT) you have a green thumb and a knack for identifying plants.

BRAWLING

Fighting physical skill (DEX or STR) you are proficient at basic schoolyard fighting. You can use blunt weapons & brass knuckles. You gain +1 to attack, +1 against intimidation attempts & toughness +1. You may only have one fighting skill.

COMPUTER SKILLS

Knowledge skill (INT) you know how to use a computer.

COOKING

Knowledge skill (WIS) you know how to cook & bake

DANCING

Performing or Physical skill (DEX) you know how to dance. Taking this skill gives you a +1 to Dexterity

DRIVING

Physical skill (DEX) you are able to drive basic vehicles, including stick shift. Additionally, Driving checks can be applied to basic bicycle riding, basic horseback riding, water based vehicles and simple farm & construction machinery.

ELECTRONICS

Knowledge skill (INT) you are knowledgeable on basic and home electronics.

***FASHION**

Knowledge skill (CHA) you know style and know how to set trends. You have basic mending and sewing skills.

FIRST AID

Knowledge skill (WIS) At the GM's discretion, after combat, a Character can attempt to mend basic wounds on another person, restoring 1d4 HP. This requires 1 minute of uninterrupted concentration to perform and can only be done 3 times a day. Note: A Character can only perform simple First Aid on themselves.

***HORSEMANSHIP**

Physical skill (DEX) you are highly skilled at horseback riding and training. You also know how to care for and groom horses. You may try to ride bareback with a -4 penalty (-8 if not trained).

INTIMIDATION

Physical skill (STR) you are able to intimidate people for your personal gain. You may use your charisma bonus instead of strength if you choose.

INVESTIGATION

Knowledge skill (WIS) you are able to gather information from sources that most people ignore or miss.

KNOWLEDGE - GENERAL

Knowledge skill (INT) you have a strong base of general knowledge. You may make a knowledge roll to see if you have information on any subject.

LANGUAGE

Knowledge skill (INT) you learn to read, speak & write in a language each time you take this. You cannot use more than 1 skill point on each language.

RANDOM LANGUAGE TABLE	
01-03	American Sign Language
04	Czech
05-06	Bosnian, Croatian or Serbian
07-15	Spanish
16-22	Russian
23-28	German
29-32	Vietnamese
33	Norwegian
34	Finnish
35	Bengali or Tamil
36	Persian
37	Ukrainian
38-39	Irish
40-43	Mandarin Chinese
44-48	Japanese
49	Thai
50	Danish
51-57	French
58	Scottish or Welsh
59-63	Arabic
64-68	Korean
69-72	Dutch
73-74	Swedish
75	American Braille
76-79	Portuguese
80-82	Hebrew
83-84	Romanian
85	Hindi or Urdu
86-90	Italian
91-92	Polish
93	Esperanto
94	Swahili
95	Greek
96-97	Turkish
98-99	Tagalog
00	Icelandic

MARTIAL ARTS

Fighting physical skill (STR/ DEX) you are skilled in the martial arts. You gain +1 to all saves and a +2 to armor class. You are able to use basic melee weapons & martial arts weapons. You can choose to not attack in a round and add +2 to your armor class for that round. You can do a back flip. You may have only one fighting skill.

MATHEMATICS

Knowledge skill (INT) you have a knowledge of basic, and some advanced, mathematics

MECHANICS

Knowledge skill (INT) you have the knowledge of basic mechanics and have the ability to fix them.

***OUTDOORSMANSHIP**

Physical skill (DEX or WIS) you are able to hunt, fish, track & survive in the wild with basic proficiency. You are able to use basic firearms & bows with no penalty. You can create arrows. You get a +2 on any wilderness related survival checks.

PARANORMAL

Knowledge skill (DEX) you have a good knowledge of the world of the paranormal (aliens, cryptozoology, ghosts, UFOs, vampires, etc.)

PERSUASION

Knowledge skill (CHA) you are able to get people to do things for you with a wink or a few words.

***PHOTOGRAPHY**

Knowledge skill (WIS) you have an eye for the camera and know how to use a darkroom. You have basic knowledge of video recording equipment.

RANGED WEAPONS

Physical skill (DEX) you know how to use basic firearms, bows & rifles without penalty. You get a +1 to all ranged attacks for each skill point.

SCIENCE

Knowledge skill (INT) you have a basic knowledge of science (astronomy, biology, chemistry, geology, physics, etc.)

***SLEIGHT OF HAND**

Physical skill (DEX) you remarkably quick hands and have mastered the art of making distractions. You get a +1 Initiative bonus when you take this skill.

***STEALTH**

Physical skill (DEX) you are adept at moving silently, passing with a trace and hiding, sometimes in plain sight.

***STREET SMART**

Knowledge skill (INT) you know how to track down information through informal channels and know where to track down drugs and items on the street. You know how things are on the street and know how to take of yourself.

***THEATER**

Performance skill (CHA) you know the ends and outs of the theater. You know how to help set up the stage, prepare wardrobe, act and write plays.

***TRICK RIDING -BICYCLE, SKATEBOARD OR SURFBOARD**

Physical skill (DEX) you excel at riding a bike, skateboard or a surfboard (select one when you choose this skill). You can race and perform tricks on your selected vehicle. When attacking on your vehicle or performing a riding skill check, add your skill level and Dexterity bonus to that roll. When riding on your vehicle add +1 damage and +2 to your AC.

VIDEO GAMES

Physical skill (DEX) you are awesome at video games & pinball you play.

WRESTLING

Fighting skill (STR) you are well trained in the art of grappling. You get +1 to attack, +1 to armor class and toughness: 1. You can try to grab your opponent and immobilize them if they are your size or smaller (roll a melee attack + STR bonus, if you hit they are immobilized. They may try to escape once a round – STR check). You may only have one fighting skill.

NEW CLASSES

Equestrian Show Rider
Equestrian Rider
Monster Hunter
Party Animal
The Performer
Phantasmagon
ROTC Cadet
Soviet Spy
Spy in Training
Street Tough
Survivalist
Teen Ninja
Telepath

MAGIC CLASSES & RULES

Black Witch
Mechano-Mage
Nature Witch
White Witch
Voodoo Practitioner

ADDITIONAL LEVELS AND NEW OPTIONS FOR CORE CLASSES

NEW CLASSES

***Optional Rule:** Each new class will have 7 levels and the classes from the Core Book will have 2 additional levels and options for new skills for each one. This is an optional increase in levels. If you choose to only play with five levels, simply ignore advancement past fifth level.

EQUESTRIAN SHOW RIDER

The state of Kentucky is steeped in a grand, equestrian tradition, and the Jeffersontown area is no exception. Dozens of beautiful horse farms populate the outskirts of town. Some farms are small and quaint, while others are large and magnificent. You are a part of the magnificent tradition of the large family farms that have dozens, if not hundreds of ribbons and trophies adorning their showrooms. Looking good and winning events is your *raison d'etre*.

PREREQUISITES: Dexterity 9, Charisma 9, Intelligence 7

LEVEL 1: +1 to Charisma, Horsemanship at +2, Basic Athletics, Fashion at +2, +1 to AC on Horseback, +1 Courage saves on Horseback

LEVEL	ADVANCEMENT
2	+1 to Horsemanship, +1 to Fashion
3	+1 to attack on Horseback, Bareback Riding (no penalty)
4	+1 to Horsemanship
5	+1 to Toughness, +1 to attack on Horseback
6	+1 to Horsemanship, +1 Fashion
7	May spend an extra Survival point on any failed Survival rolls while on horseback (or on any roll concerning horses, fashion or riding)

STARTING GEAR: Several horses, several saddles & horse supplies, your own tack room, high riding boots, sunglasses, 1000d6 dollars, fancy clothing, golden pocket knife, 30' rope, library about horses, several trophies & ribbons, high end mountain bike, large Breyer Horse collection (when 16 – a truck or SUV with a trailer)

“She's got the look. She's got the look. What in the world can make a brown-eyed girl turn blue?” - Roxette, *The Look*

EQUESTRIAN RIDER

The state of Kentucky is steeped in a grand, equestrian tradition, and the Jeffersontown area is no exception. Dozens of beautiful horse farms populate the outskirts of town. Some farms are small and quaint, while others are large and magnificent. You are a part of this tradition smaller, quaint tradition and you love it. You enjoy riding horses, but do it out of love or necessity, not necessarily for ribbons and trophies (but it would be nice to show up those snooty, rich trophy hunters from the prestigious farms).

PREREQUISITES: Dexterity 9, Intelligence 7

LEVEL 1: +1 to Dexterity, Horsemanship at +2, Basic Athletics, First Aid, +2 to AC on Horseback, +1 to Courage saves (+1 additional save on Horseback)

LEVEL	ADVANCEMENT
2	+1 to Horsemanship, Bareback Riding (no penalty)
3	+1 to Toughness, +1 AC on Horseback
4	+1 to Courage saves, +1 to Horsemanship
5	+1 Toughness, +1 to attack on Horseback
6	+1 Horsemanship, +1 Courage saves
7	May spend an extra Survival point on any failed Survival rolls while on horseback (or on any roll concerning horses or riding)

STARTING GEAR: Access to horses (your family may own a small farm or you may take lessons at a stable, etc.), a saddle & horse supplies, riding boots, sunglasses, 10d6 dollars, moderate clothing, pocket knife, 30' rope, books about horses, mountain bike, a few third-place ribbons, small My Little Pony collection, a couple Breyer Horses

“He's gone crazy, completely crazy. Trying to tame the American horse.” – The Cult, *American Horse*

MONSTER HUNTER

You know they are out there. They are all over the place, hiding in plain sight. You have seen them, and you hope to one day prove all of the doubters wrong by bringing a dead monster's corpse, or at least some video footage, to a TV station or a police station. To say that you are obsessed with cryptozoology is an understatement.

PREREQUISITES: Survival 8

LEVEL 1 – Outdoorsmanship at +2, Paranormal at +2, -1 to Charisma, Knowledge: History or Local, Ranged Weapons or Photography. Choose a Monster Type you specialize in hunting (you get +1 to Courage saves, +1 to hit, +1 to Track, +1 AC against them & do +1 damage to that type).

LEVEL	ADVANCEMENT
2	+2 to Paranormal
3	The bonus to your favored Monster Type is now +2
4	+2 to Outdoorsmanship, +1 to Toughness
5	The bonus to your favored Monster Type is now +3 & you may use Outsmart on that type
6	Advantage on all Courage and Terror saves, +2 to Paranormal
7	May spend an extra Survival point on any failed Survival roll, gain all other Monster Types as a favored enemy at +1

STARTING GEAR: survival/hunter's clothes, hunting rifle/ 100 rounds of ammo or photography gear, survival knife, pocket knife, camping/survival gear, maps of the area, books on the paranormal, bug out bag, binoculars, mountain bike, 5d6 dollars

Monster Types:

Alien (Otherworldly creatures)

Aquatic (Water based or Amphibious creatures)

Beasts (Dire animals, werebeasts, chupacabra, etc.)

Bipedal (Bigfoot, Pope Lick Monster, Yeti, etc.)

Spectral (Ghosts & Spirits)

Undead (Vampires, Zombies, Ghouls, etc.)

“Monsters on my right and cobwebs on my left, scary man standing in front of me.” Dangerous Toys, *Scared*

PARTY ANIMAL

You are always the life of the party. Whenever you show up at any event, or at anyone's house, things always get more interesting. Even though you are a kid, you somehow have access to drugs & alcohol, and you have the uncanny ability to hit the parties of kids much older than you without anyone kicking you out. You cannot wait to see what college frat parties are like.

PREREQUISITES: Charisma 12, Survival 8

LEVEL 1: Street Smart at +1, Persuasion, Art & Music, +1 to Charisma, -1 to Intelligence or Wisdom, +2 to Poison save, -1 to all interactions with authority figures

LEVEL	ADVANCEMENT
2	+1 to all saves, Immune to Telepathy
3	+1 to Street Smart, +1 to Courage saves, +2 to Persuasion
4	+2 to Charisma, -1 to Intelligence or Wisdom
5	Immune to Fear, Terror & Mind Control, +2 to Street Smart
6	All allies within 30' of you have advantage on all Courage saves, +2 to Poison saves, -1 to Intelligence or Wisdom
7	May spend an extra Survival point on any failed Survival roll +1, Charisma or Survival

STARTING GEAR: Stash of booze and/ or drugs, 100d6 dollars, several pair of sunglasses, cool clothing, ironic clothing, bicycle, book of connections, a good fake ID, pocket knife, toga, boom box & some cassettes (Beastie Boys, INXS, Iron Maiden, Prince, etc.).

“You didn't invite us and that's okay and I don't think we're gonna leave.” - M.O.D, *Party Animal*

THE PERFORMER

Since you were a small child you have been able to perform for groups of smiling people. Whether it be by song, dance, the playing of a musical instrument or acting, you know how to enthrall a crowd. You are a showstopper.

PREREQUISITES: Charisma 13

LEVEL 1: Choose two at +3 each (Art & Music, Dancing or Theater), Fashion, Persuasion, +1 to all saves, +1 to any Performance check

LEVEL	ADVANCEMENT
2	Golden Aura: all friendly characters within 30' of you get a +1 to all saves and +1 AC. If you are attacked, the attacker must make a Mental save (add your CHA bonus to their roll). If they fail, they must attack another target in the area. This does not apply if you are the only option within 30'.
3	+2 to any 2 skills, +1 to Charisma
4	All friendly characters within 60' gain saving throw bonus equal to your CHA bonus
5	Showstopper: Perform an action and make a skill check in Art & Music, Dancing or Theater (DC: 15) to make a showstopping performance. If you make the check, all friendly characters within 60' of you gain +1 to AC, +1d6 to HP, +1 to attack, +1 to damage, +1 to all skill checks & +1 to all saves for 1 hour. Does not stack.
6	+1 to all saves, +1 to an Attribute, +2 to any skill
7	You may use an extra Survival point to re-roll any failed skill or save roll.

STARTING GEAR: Choose a musical instrument of your choice, dancing gear and clothes or acting/ stage books (based on each talent). 100D6 dollars, nice clothing, full length body mirror, sunglasses, bicycle, videos and recordings of their performances, pocket knife, good music or movie collection.

“All the world's indeed a stage and we are merely players, performers and portrayers. Each another's audience outside the gilded cage.” Rush – *Limelight*

PHANTASMAGON

You were born with a dark, rare power that makes you a dangerous and extremely destructive. You relish in your abilities, but you also fear that if discovered, you would be a prize to any army or nation on Earth. Most Phantasmagons tend to be loners that hate their powers, some seek friendship in groups using their powers for good and still others love their powers and use them in a reckless manner. Phantasmagons are psionic and use the rules on p. 91 & 92 in the Core Book.

PREREQUISITES: Intelligence 9, Wisdom 11

LEVEL 1: Intimidation or Persuasion at +2, Paranormal at +1, Stealth, First Aid, +2 to Mental saves, +1 to Psionic attack, Advantage on all Courage, Terror & Intimidation saves, Sense Fear (100'): target makes a Mental save roll, if they fail you know what they fear the most and gain +1 to AC, +1 to skill rolls, +1 to any attack & +1 damage against them for 1 day.

LEVEL	ADVANCEMENT
2	Manipulate Fear (100'): Activate Psionic power. If successful the target may attempt a Mental save, if they fail they gain a new fear (chart on p. 70) and are at disadvantage on all Mental saves for 1 hour. Fear (100'): Activate Psionic power. If successful the target may attempt a Courage or Mental save (they choose), if they fail they roll on the Failed Courage Chart (p. 17 Core Book).
3	Mental Horror: Activate Psionic power. If successful the target may attempt a Mental save, if they fail they pass out for 1d4 minutes, losing 1 HP every 30 seconds (cannot be lethal). When they awaken they regain HP and attributes at a normal rate and gain a permanent, new fear (p.70).
4	+3 to Intimidation or Persuasion, +1 to Wisdom, +1 to Stealth
5	Immunity to Fear, Terror & Intimidation, + 1 to Psionic attack,
6	Mass Panic: Activate Psionic power. If successful, everything else within 200' must make a Courage or Mental save (they choose & all those you consider friendly gain Advantage on their roll). Everything that fails must roll on the Failed Courage Chart (p.17 Core Book)
7	Gain Advantage on the Activate Psionic Power roll, +1 to Psionic attack

STARTING GEAR: Moderate clothes (usually black, outsider style), sunglasses, a copy of *Catcher in the Rye*, 4d6 dollars, pocket knife, bike or a skateboard, boombox, small tape collection, books on psychic phenomenon.

"Nightmares are coming all the time. Nightmares will give me piece of mind." Iron Maiden, *Still Life*

ROTC CADET

Discipline and order are your friends. Practice and routine give your life meaning. Standing up for and defending America from the godless heathens gives you pride. You feel sorry for all of those weirdo freaks at school that are wasting their lives fighting for nothing. They should go to Russia and be with all the other losers. You are an American. You are a winner.

PREREQUISITES: Strength 9, Constitution 9, Survival 8

LEVEL 1: Basic Athletics at +2, Choose 1 Fighting skill, First Aid at +1, Outdoorsmanship, Ranged Weapons, +1 to melee attack, +1 to Initiative, +2 to Courage & Terror saves, +2 to all skill rolls when interacting with authority figures

LEVEL	ADVANCEMENT
2	Knowledge: Military at +1, +1 to First Aid, +1 to melee attack
3	Toughness at +1, +1 to Ranged Weapons, +1 to Basic Athletics
4	Advantage on all skill rolls when interacting with authority figures
5	+2 to Outdoorsmanship, +1 to Initiative
6	Advantage on all Courage & Terror saves
7	May spend an extra Survival point on any failed attack or skill roll, gain an extra attack per round

STARTING GEAR: 10d6 dollars, ROTC dress uniform x2, military field uniform, preppy or simple clothes, combat boots, basic bug out bag, machete, Swiss Army Knife, mountain bike, sunglasses, 2 rifles, 100 ammo (rifle), small handgun, 20 ammo (pistol), baseball bat or hockey stick, subscription to Soldier of Fortune

“Soldier boy, made of clay. Now an empty shell. Twenty-one, only son, but he served us well.” Metallica, *Disposable Heroes*



SOVIET SPY

Since you were a toddler in the Soviet Union, you have been trained on how to behave like decadent, American scum. However, you are Russian through and through. You have been sent to retrieve information about the U.S.A (perhaps you are an exchange student, or maybe your whole family are Soviet spies?). You must keep your mission a secret from everyone, even your friends.

PREREQUISITES: All stats at 8+

LEVEL 1: Knowledge: America at +3, Knowledge: Pop Culture, Investigation at +2, General Athletics, Stealth or Sleight of Hand, +1 to Courage and Terror saves, Computer Skills, Photography, Language – English (Russian as native tongue), First Aid, Martial Arts, Ranged Weapons and access to basic spy gadgets. You receive no other skill points at 1st level.

LEVEL	ADVANCEMENT
2	Gain Knowledge: Local at +1, +1 to Knowledge: America & Pop Culture
3	+1 to AC and +1 to melee & ranged attacks
4	+2 to Investigation, Gain Outsmart
5	Choose 1: Escape Master (+1 to Dexterity, +4 to Climbing & Jumping, re-roll the first failed escape attempt each day) or Hacker (+4 to Computer Skills, +2 to Investigation, re-roll the first failed Computer Skills attempt each day)
6	+1 to Outsmart, +1 to AC, +1 to melee & ranged attacks
7	May spend an extra Survival point on any failed attack or skill roll, gain an extra melee attack per round

STARTING GEAR: nice clothing, 100d6 dollars, fake ID, fake passport, \$200 in spy gadgets (p. 57), cyanide capsule, 2 oz. of gold, first aid kit, good quality Swiss army knife, bicycle or skateboard, small tape recorder, small camera w/ film

“Dance into the fire, to fatal sounds of broken dreams.” - Duran Duran, *A View to a Kill*

SPY IN TRAINING

Since you were a toddler in America, you have been trained on how to behave like a godless, commie heathen, or a person from whatever country we will be at war with next week, or sometimes even as a cherished ally (you never know or you may be being trained to work with them). However, you are an American through and through. You are being trained by the government and this your final test to see if you can trick Americans into thinking that you are a kid from a certain country. You must keep your mission a secret from everyone, even your friends. Once you graduate you will be off to the country of your expertise to help secretly defend democracy and the American way of life.

1D20	COUNTRY OR AREA YOU ARE BEING TRAINED FOR (YOU MAY CHOOSE OR ROLL)
1-5	Soviet Union (add Russian, Intimidation and Science)
6	The United Kingdom, Canada or Australia (add 1 Language, Driving at +2 & Arts and Music)
7	China (add Mandarin Chinese and choose one Science or Mathematics)
8	Southeast Asia (add 2 Languages – Thai, Chinese, Vietnamese, Tagalog or Malay)
9	Japan (add Japanese, Electronics & Video Games)
10	Korea (add Korean and +2 to Computer Skills)
11	Middle East (add 2 Languages -Arabic, Persian or Turkish & Persuasion at +1)
12	Africa (add 2 Languages – French, regional African language, Arabic or Swahili & Street Smart)
13	Scandinavia (add Russian and 1 Scandinavian Language, +2 to Outdoorsmanship)
14	The Caribbean (add 2 Languages - French, Dutch, Spanish or regional language, +3 to Swimming)
15	South America (add Spanish and Persuasion at +2)
16	India (add Hindi and one other Indian language & Street Smart)
17	Western Europe (add 2 Languages – French, German, Spanish, Dutch or Italian & Fashion at +2)
18-20	Eastern Europe (add Russian and 1 other Eastern European Language & Street Smart)

PREREQUISITES: All stats at 8+

LEVEL 1: Knowledge: Your area of expertise at +5, Investigation at +2, General Athletics, Stealth or Sleight of Hand, +1 to Courage and Terror saves, Computer Skills, Photography, Language – English, First Aid, Martial Arts or Wrestling, Ranged Weapons and access to basic spy gadgets. You receive no other skill points at 1st level.

LEVEL	ADVANCEMENT
2	Gain Knowledge: Local at +1, Gain Outsmart
3	+1 to AC and +1 to melee & ranged attacks
4	+2 to Investigation , +2 to Courage and Terror saves
5	Choose 1: Escape Master (+1 to Dexterity, +4 to Climbing & Jumping, re-roll the first failed escape attempt each day) or Hacker (+4 to Computer Skills, +2 to Investigation, re-roll the first failed Computer Skills attempt each day)
6	+1 to Outsmart, +1 to AC, +1 to melee & ranged attacks
7	May spend an extra Survival point on any failed attack or skill roll, gain an extra melee attack per round

STARTING GEAR: nice clothing, 300d6 dollars, fake ID, fake passport, \$400 in spy gadgets (p. 57), 2 oz. of gold, first aid kit, good quality Swiss army knife, small tape recorder, bicycle or skateboard, small camera w/ film

“We don't know the meaning of fear. We play every minute by ear.” Paul McCartney, *Spies Like Us*

STREET TOUGH

All of your life you have been treated poorly, or just ignored, by all the adults in your life. After taking to the streets you have discovered the missing comradery you have longed for with other outcasts. Usually runaways head to the big city, but you have either stuck around town to live with a friend or with a group of squatters, or you have come here for some reason.

PREREQUISITES: Survival 8

LEVEL 1: Intimidation or Stealth at +2, Sleight of Hand at +1, Street Smart at +4, Brawling, +1 to an attribute of your choice. You generally have problems with authority (-2 to social interactions with them).

LEVEL	ADVANCEMENT
2	+2 to Intimidation Sleight of Hand or Stealth
3	+1 to Initiative, +2 to Street Smart, +1 to Survival
4	+2 to a skill of your choice, Toughness +1
5	+1 to Initiative, +1 to melee attacks
6	Toughness +1, +2 to Street Smart Every time you use a Survival point you have a 25% chance to instantly regain it
7	May spend an extra Survival point on any failed save or skill roll +2 to Street Smart

STARTING GEAR: the clothes on your back, 2d6 dollars, backpack, sunglasses, flashlight, large knife, pocket knife, slapjack, skateboard

“I’m out on the streets alone tonight. Looking for you, it don’t seem right.” - Savatage, *Out on the Streets*

SURVIVALIST

Your dad is always saying that one day “Crazy Ivan is gonna let loose with his nukes” and destroy the world. Who the Hell is Crazy Ivan? Well, at least you and your family will be well prepared for the end of the world. Before you could walk, you knew how to hold build a fire and hold a gun. Your family may seem nuts, but they have prepared you for things that most people would never be able to handle.

PREREQUISITES: Survival 10, Constitution 8

LEVEL 1: Your family are doomsday preppers. +2 to Courage saves, Horsemanship or Driving (even as a kid), Brawling, Outdoorsmanship at +4, Ranged Weapons, First Aid, General Athletics, Cooking or Mechanics. You get only 2 additional skill point at first level (your skills are very specialized).

LEVEL	ADVANCEMENT
2	+1 to Toughness, +2 to Spot checks
3	+2 with ranged weapons, +1 to Courage saves
4	+1 to Strength or Constitution, +2 to Outdoorsmanship
5	May spend an extra Survival point on any failed attack or save roll cannot be surprised
6	+1 to Survival, +2 to Courage & Terror saves. gain Outsmart
7	Advantage on all saves, heals 1 Survival point a day

STARTING EQUIPMENT: farm (with large garden, stock animals, a cistern, etc.), access to a fully stocked, survival bunker (food, gear, weapons, water), gas mask, radiation sickness pills, guns, knives, survival gear, basic clothing (but a warm coat and strong boots), flashlight, mountain bike, ATV, a bug out bag (fully stocked), some Babe Winkleman VHS tapes

“Overflow, population, common group. But it'll do, save yourself, serve yourself. World serves its own needs, listen to your heart bleed.” R.E.M – *The End of the World as We Know It (and I Feel Fine)*

TEEN NINJA

Being a Ninja is more than a fad based on cool movies and video games, it's a way of life. Michael Dudikoff & Leonardo are your heroes. Stormshadow & Fujibayashi Nagato are gods to you. One day you hope to be just like them.

PREREQUISITES: Survival 8, Dexterity 12

LEVEL 1: Cannot take a fighting skill, Sleight of Hand at +1, General Athletics at +1, Stealth at +2, First Aid, +2 to AC, +1 to all saves, +2 to melee attacks, adept using swords & daggers

LEVEL	ADVANCEMENT
2	Pick 1 Ninja Ability, +2 to Courage and Terror saves
3	Pick 2 Ninja Abilities, +1 to melee attacks or +1 to melee damage
4	Gain an extra attack each round
5	Pick 1 Ninja Abilities, +4 to Stealth & Climbing, Toughness +1
6	Pick 1 Ninja Abilities, +2 to Courage and Terror saves
7	Pick 2 Ninja Abilities, May re-roll any one dice a day

STARTING EQUIPMENT: Standard clothes, black ninja gi, low quality sword (-1 damage, 5% chance to break with each attack), 5 Shuriken, 2 daggers, nunchaku, tons of ninja magazines & VHS, punching bag, bicycle, bicycle or skateboard, 6d6 dollars, small zen garden

“Ninja survive, in dreams I walk by your side.” - Europe – *Ninja*

NINJA ABILITIES

CLIMBING MASTER – Gain Advantage & +6 on all Climbing checks. Gain a pair of Shuko (+4 to Climbing)

DISARMING BLOW – If you make a successful melee hit, you may negate the damage to disarm the opponent of 1 weapon.

DODGE - +3 AC, once a day you may use a Survival point to try to negate a successful hit on you. Opponent re-rerolls their attack.

FEARLESS – Immune to Fear (do not have to roll against Courage or Terror)

FLYING KICK – Make a Jumping check of 15, then attack at +1. If both are successful, you deal 2d6 damage, knock the target down (if possible) and land on your feet.

GREAT LEAPER – Gain advantage and +6 to all Jumping checks. Can jump further and higher than normal. Leap Attack: You may Leap Attack anyone within 40'. Add +3 to hit & damage on your next attack and -3 to your AC for 30 seconds. Usable once every 10 minutes.

THE INVESTIGATOR - +4 to Investigation, +2 to Stealth, +3 to Street Smart, Gain Outsmart at 4th Level.

NINJA VANISH – throw a vanishing egg down to create a 20' smoke cloud to escape an area (all enemies within 20' lose their action and are at -2 to all rolls for the next minute). Gain 10 vanishing eggs.

RANGE MASTER – may use bows & throwing weapons at +2, gain an extra range attack at 6th level. Gain a bow, 30 arrows & 30 shuriken.

SNEAK – Gain Advantage and +6 to stealth, +2 to Climbing & +2 to Jumping

SWORD MASTER - +1 to damage with swords, +1 to hit with swords at each level. Gain a quality Ninja Sword. Gain an extra sword attack at 6th level.

THE THIEF - +5 to Sleight of Hand, +3 to Climbing, +2 to Stealth, +1 to Investigation

TIDERUNNER – Can run on water (up to 300' or until you stop running), +4 to Swimming

WALL RUNNER – +3 to Jumping and you can run up and across walls for short distances (up to 25'). You can fall 30' without taking damage and take ¼ damage from falling.

WHIRLWIND – When you make a melee attack, you roll to hit each enemy within arm's length (5') of you.

TELEPATH

Your powers are a blessing and a curse. Everywhere you go the thoughts of the *hoi polloi* course through your mind. It took years for you to train your mind enough to hold those thoughts at bay, so you can focus on the information that you wish to receive. Some telepaths will hone their talents to control the minds of others, while others will use their powers to glean information to use for their benefit or amusement.

Telepaths are psionic and use the rules on p. 91 & 92 of the Core Book. While using any telepathic ability, you cannot do anything else. If your concentration is broken, the effect stops. Telepaths can understand the thoughts of creatures and people that speak other languages, or none at all.

PREREQUISITES: Wisdom 11

LEVEL 1: Investigation, Paranormal at +1, Stealth, +3 to Mental saves, +2 to Initiative, +1 to Psionic attack, gain Outsmart.

Glean Information: make a psionic attack at a target, if the target fails their save you can glean basic information from their mind for 1 minute. If you read for more than one minute, the target becomes aware that someone is in their head and gets another save attempt each minute. You may use this on animals and monsters as well.

Psychometry: you can touch non-living item to obtain memories and basic information about the recent history of the item. Make an Investigation check to reach further back in time (DC based on how far back you wish to go).

Calm Mind: make a Psionic attack, if successful the target becomes calm and loses all hostility for 1 minute. Can be used on animals and monsters.

LEVEL	ADVANCEMENT
2	Remote Viewing: Activate Psionic power. If successful you can remote view a target within 100 miles + 100 miles per level. You may use a Survival point to double the range. Lasts 1d20 minutes. You must have a personal item of the target.
3	Suggestion: Activate Psionic power at Advantage and make a psionic attack, if the target fails their save you briefly gain control of their mind. You can make up to 2 simple three word or less suggestions to the target within 30 seconds. They must follow if possible. May use on animals and monsters. +2 to Paranormal or Investigation, +1 to Outsmart
4	Cannot be surprised, +1 to Psionic attack, Mind Reading: make a psionic attack, if the target fails their save you can read their mind for 1d4 minutes. May use on animals and monsters.
5	Mind Block: you are immune to telepathy and remote detection, and gain Advantage on all Mental, Intimidation and Persuasion saves. Gain +2 to AC from Range attacks and +1 to Outsmart.
6	You always have Initiative. May spend an extra Survival point on any failed save or skill roll.
7	Mass Control: Activate Psionic power and make a psionic attack on up to 6 creatures within 100'. Those that fail their save freeze in place for 1d6 minutes. You control the target as Suggestion. Once both suggestions are made the control breaks 1 minute later. May use on creatures and monsters.

STARTING EQUIPMENT: moderate clothes, bicycle or skateboard, 100d6 dollars, back pack, a journal, a pocket knife, books on psychics and paranormal

“My weaknesses. You know each and every one (it frightens me).” Depeche Mode, *A Question of Lust*

MAGIC CLASSES *(Optional)*

The ability to use magic is very rare in the world of Dark Places & Demogorgons. Those lucky enough to have been born with magic powers must be careful where they wield it. If just fly around town throwing lightning bolts at your enemies, somebody is going to notice and your life will never be the same. Many groups would love to get their hands on a wizard or witch, and would do just about anything to get what they want. So, beware and be careful.



BLACK WITCH

The darkness has always called to you and you have never been too shy to answer it's allure. Some delve into the darkness for influence over others, some to destroy their enemies and others still just like the darkness and hold no grudges against anyone in particular.

PREREQUISITES: Non-Good Alignment, Wisdom 10, Constitution 10, cannot learn Light spells

LEVEL 1: Knowledge: Magic at +2, Botany, Paranormal, +2 to all saves against Magic, +2 to Courage saves, Prestidigitation (can do minor magic tricks at will), Create Darkness (up to a 60' radius of you), pick a Familiar

Level	advancement
2	Pick 2 Minor Spells, Toughness: Magic +1, +2 to Knowledge: Magic
3	Pick 1 Minor Spell, See in total darkness
4	Pick 1 Minor Spell, Toughness: Magic +2, +2 to Paranormal
5	Know all Minor Spells/ Pick 1 Major Spell, Create Potions, Gain Terror: 8 (when openly casting a Major Spell)
6	Pick 1 Major Spell, +1 to Knowledge: Magic & +1 to Botany
7	Pick 1 Major Spell, Immune to Fear & Terror, Your Terror becomes: 12

STARTING EQUIPMENT: lots of black clothing, black make up, lots of jewelry, 4d6 dollars, pocket knife, bicycle or skateboard, library card, spellbook, charms, Magical Charm (choose 1 effect: +1 to a save of your choice, +1 to any Knowledge skill check or you regenerate Survival points at double the normal rate).

“Under his spell. Blinding my eyes. Twisting my mind. Fight to resist the evil inside.” - Slayer, *Black Magic*

MECHANO-MAGE

Technology has always bewitched you. You love to tinker with gadgets and feel an odd kinship with machines and computers. You study the magical arts, but prefer to focus on things less mystical and more modern.

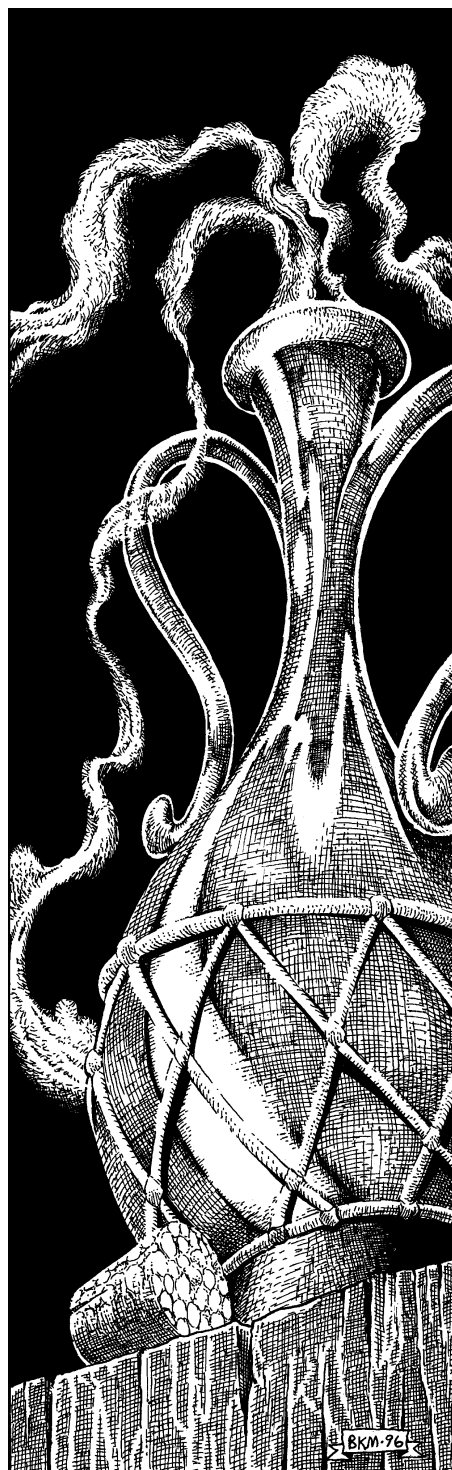
PREREQUISITES: Intelligence 10

LEVEL 1: Computer Skills, Driving, Electronics, Knowledge: Magic, Mathematics, Mechanics, Video Games, +5 to all skill checks involving machines or electronics (can attempt to use machines or electronics you have never seen before), can communicate with machines by touch, can short out/ jam small electronics by touch, Toughness: Electricity +2

LEVEL	ADVANCEMENT
2	Shocking Touch: (touch attack at +1, does 1d4 damage, save against Critical or they pass out for 1d4 minutes), Pick 1 Minor Spell
3	Gain Advantage on all skill rolls involving machines or electronics
4	Can remotely use, short out/ jam, control and communicate with machines & electronics up to 200' (1 at a time), gain Outsmart
5	Pick 1 Minor Spell, Can control multiple mechanical or electrical devices at once (INT modifier +1)
6	Can remotely use, short out/ jam, control and communicate with machines & electronics up to 400' (INT modifier +3)
7	Pick 1 Major Spell or 2 Minor Spells. May spend an extra Survival point on any failed range attack or skill roll.

STARTING EQUIPMENT: specific style of clothing (greaser, steam punk, cyber punk, leather goth, etc.), a subscription to Popular Mechanics, 10d6 dollars, pocket knife, flashlight, note books, tech manuals, Transformers collection, tons of spare parts, bicycle, latest video game system and games.

“My heart is human, my blood is boiling, my brain IBM.” - Styx, *Mr. Roboto*



NATURE WITCH

The natural world is beautiful place that needs protection from the evils of the world. You have devoted your life to protecting the land and the animals from those evils. Man has destroyed enough. Now you will draw power from the very land you protect to defeat your enemies and save the world. Nature Witches tend to dislike shoes and tend to only wear them when forced to.

PREREQUISITES: Non-Evil Alignment, Wisdom 8, Constitution 8, Charisma 8, Cannot Learn Dark Spells

LEVEL 1: Botany at +3, First Aid, Knowledge: Magic at +2, Outdoorsmanship at +1, Paranormal, Dancing, leaves no trace wherever you go (cannot be tracked), +4 to Poison saves, Toughness: Nature/ Weather +2, Pick 1 Minor Spell, pick a familiar

LEVEL	ADVANCEMENT
2	Empathy with animals, you can speak with animals, Create Potions
3	Control Animals (see table), Pick 1 Minor Spell, Toughness: Nature/ Weather +2
4	+2 to Botany, double move speed in nature, empathy with plants, Pick 1 Minor Spell
5	Water Walking, Choose one: Immunity to Fear and Terror or Immunity to Poisons and Toxins
6	Heal & Resurrect animals and plant life (see below), Pick 1 Major Spell or 2 Minor Spells
7	Pick 1 Major Spell, Transform into an animal x2 a day (takes 1 round, lasts 1d4 hours). If the animal form goes to 0 HP, you return to yourself at ½ base HP.

CONTROL ANIMALS TABLE

Range: 100' + 15' per level. You may attempt to control 1 animal for each Charisma attribute bonus plus one (your familiar does not count towards this number). You can make the animal do simple commands and can see from its eyes. The control lasts 1d4 hours or until the animal goes out of range. You cannot attempt to control an animal that you have failed to control in the past 10 minutes. You cannot command the animal to intentional harm itself. You cannot control an animal with more base hit points than you, or other familiars.

1	Failure. Nothing happens.
2	Failure. The animal runs away in fright (50%) or it briefly attacks the nearest thing (50%)
3	Success. Control lasts ½ of regular duration.
4	Success. You briefly take on some behavioral characteristics of the animal you control (Lasts 1d4 hours).
5	Success. Your eyes become animalistic and your teeth slightly sharpen. You gain +1 to Charisma, you can see in the dark and get +1 to Initiative (Lasts 1d4 hours). Does not stack.
6	Success. The animal will follow you double the duration and you.

Heal and Resurrect Animals and Plant Life: Heals 1d4 HP or resurrects by touch (creature can only have died less than an hour ago). Lose 1 Constitution or Survival Point per touch used (drain lasts 1 hour). Resurrection can only effect creatures with less than half of your base hit points.

STARTING EQUIPMENT: lots of natural clothing, hemp jewelry, 5d6 dollars, pocket knife, bicycle or skateboard, library card, spellbook, charms, sun glasses, lots of pets, books about plants and magic, Magical Charm (choose 1 effect: +1 to Create Potions, +1 to any Knowledge skill check or +3 save vs. Poison).

“Come hear the moon is calling, the witching hour draws near” - Venom, *Witching Hour*

VOODOO PRACTITIONER

You have recently moved to this new, unusual place known as Jeffersontown. You miss home and you miss your people. Perhaps you can make the best of bad situation, besides this town seems to have a lot of weird energy about it.

Prerequisites: Wisdom 8, Charisma 8, Survival 10

Voodoo practitioners cast spells using Survival instead of Constitution. Regain an extra Survival point at the beginning of each day.

LEVEL 1: Persuasion, Knowledge: Magic at +2, Botany, Language – French (or another if already known), +2 to Poison saves, +1 to Survival, pick 2 Minor Spells, Pick a familiar.

LEVEL	ADVANCEMENT
2	Pick 2 Minor Spells, Immune to Fear & Terror
3	Pick 1 Minor Spell, +1 to Knowledge: Magic & Botany
4	Create Potions/ Pick 1 Minor Spell & 1 Major Spell
5	+3 to Persuasion /Gain Terror: 8 (when openly casting a Major spell)
6	1 Major Spell/ +1 to Survival/ +2 to Create Potions
7	1 Major Spell/ Immune to all drugs & poisons/ May use an extra Survival point on any failed Persuasion or saving throw roll

STARTING EQUIPMENT: moderate clothes, charms, various powders, collection of knives, an altar, robe, flower press, books on voodoo & witchcraft, spellbook, small garden, library card, Mojo Bag (+1 to all saves)

“Cause I'm caught in your magic spell. It's such a spooky romance. It's voodoo.” - Rachel Sweet, *Voo Doo*

WHITE WITCH

You have always been drawn to the forces of magic, but you have always wanted to use it for the good of others and not just to your benefit. Something otherworldly compels you to this calling.

PREREQUISITES: Must be Good, Wisdom 10, Constitution 10, cannot learn Dark Spells

LEVEL 1: Knowledge: Magic at +1, Botany, Paranormal, +1 to all saves against magic, +3 to Courage saves, Likable aura (+1 Charisma & +1 to Death saves), Healing Touch x5 a day (1 HP healing to living, 1 HP damage to undead, devils or demons), you heal at double rate, Toughness: Evil +2, pick a familiar, pick 1 Minor Spell

LEVEL	ADVANCEMENT
2	Pick 1 Minor Spells/ Can summon Light at will (60', non-blinding)
3	Pick 2 Minor Spells/ Advantage on all saves, Can see in total darkness
4	Healing Touch x8 a day/ +2 to Knowledge: Magic/ Pick 1 Major Spell
5	Create Potions/ Immune to Fear & Terror/ Talk to Animals & Plants
6	Pick 1 Major Spell/ +2 to Death saves/ Toughness: Evil +3
7	Pick 1 Major Spell/ Superior Healing x3 a day (Heals 2d6)

STARTING EQUIPMENT: moderate clothing (any style is applicable, but an unusual style is most common to them & you prefer light or pastel colors), jewelry, 4d6 dollars, spellbook, charms, botany books, vials, mirror, flower press, Protection Charm (+1 AC & +1 Death save), library card, silver pocket knife, small garden at home, bicycle or skateboard

“Danger is great joy, dark is bright as fire. Happy is our family, lonely is the ward” - Marianne Faithfull, *Witches' Song*

SPELLS

Each time you cast a spell you temporarily lose Constitution points. That is the cost of dabbling in the unknown and the dark arts. When you cast a LIGHT spell, you have a 25% chance to instantly regain a Constitution point (This does not include class specific special abilities). Every time you cast a DARK spell, you have a 25% chance to drain a Constitution, Survival point or 1 HP off of another random creature within 60' (choose at random, cannot kill a creature, does not work on class specific abilities). The Constitution points will recover at the rate of 1 per night of sleep (25% chance to regain 2 per night). You cannot cast spells if your Constitution is 3 or less.

MINOR SPELLS

BLIND (1 CON): Touch the target to cause it to go blind (save vs. Mental). The target is at -2 to all rolls, -4 AC & they move at ½ speed for 1d6 minutes.

BURNING ASH HANDS (1 CON): Touch causes things to ignite and burn (1 HP per touch) and 1 HP per round ignited. Spell lasts 1d6 minutes.

CHARM (1 CON): +6 to persuasion and you may use up to 2 Survival points on any Persuasion check for 1d6 hours

CURSE AURA (1 CON): DARK. Everything else within 60' is at -1 on all rolls & feels at unease/ sickly Does not affect familiars or practitioners of magic.

DAQ'S ARMOR (1 CON): +2 AC, Toughness +2, +2 to all saves. Lasts 1 hour.

DARK BLAST (1 CON): DARK. Make a range attack with your Knowledge: Magic skill. 100' range. Does 1d6 damage and the target is at disadvantage on their next 2 save rolls (can accumulate). Can shoot 3 bolts per 1 CON used.

DECAY (1 CON): DARK Your presence makes small plants wilt, small animals flee, large animals & people feel ill in a 20' radius. You gain Terror +4. Your direct touch causes 1 HP of damage and -1 to all saves (cannot be lethal) while in the radius. Lasts 1 hour.

DARKNESS (1 CON): DARK Total darkness in a 60' radius (you may set it on any item within 100'). Lasts 1 hour. You can see in the darkness 10'.

DRAINING BOLT (1 CON): DARK. Make a ranged attack with your Knowledge: Magic skill. If you hit, it does 2 HP damage and you gain 2 HP (cannot exceed max HP). May make 3 bolts per 1 CON.

GLAMMERED APPEARANCE (0 CON): change the appearance of yourself or willing creatures within 100' (must be similar size). Anyone glammered can cast spells without being noticed. Lasts 1 hour or until dispelled.

GREATER FAMILIAR (0 CON) Your Familiar grows slightly larger, gets +3 to AC, +5 HP, Toughness +1 & can speak (only those you allow can hear it). Can only use once per familiar.

LIGHT (1 CON): LIGHT. Cast a 60' area of light on a target within 100'. Lasts 1 hour.

MAGICAL INSIGHT (1 CON): +1 to AC, +3 to Initiative, +4 to all basic Knowledge checks, can identify properties of magical items and potions at +2 for 1d20 minutes

MINOR HEAL (1 CON): LIGHT. Touch a living creature to heal it 1d6 HP. Does damage to devils, demons and undead.

PAIN TOUCH (1 CON): DARK. Touch does 1 HP damage and causes the target to be at disadvantage on saves for 1d6 minutes. Spell lasts 1d6 minutes.

PRESTIDIGITATION (1 CON): Can do minor magic tricks at will. Lasts 1 hour.

RALLY (1 CON): LIGHT. All allies within 100' of you gain +1 to all rolls and +1 to AC. Lasts 1d6 minutes.

READ MINDS (1 CON): can read the basic thoughts of an animal, human or monster for 1 minute within 100' (they may make a Mental save to negate)

SCRYING (1 CON): Attempt to see the future, a current, distant location or the Other Side. Lasts 1d6 minutes. +2 to your Initiative while active.

SLEEP CLOUD (1 CON): Release a sleep cloud on up to 2 creatures within 10' of each other and 50' of you. They make a save against Death or fall asleep for 4d6 minutes.

SURVIVAL (1 CON): +4 to all saves, +2 AC, can breath underwater or in a hostile environment & survive in heat or cold for 1d6 hours.

MAJOR SPELLS

FIREBOLT (1 Con): Make a range attack with your Knowledge: Magic skill. Blast does 2d6 fire damage and 1 additional point per round until doused. Can shoot 2 bolts per 1 CON point.

FLIGHT (1 CON): gain the power of flight (Move 18') & Toughness +1. Lasts 1 hour.

HEART OF NAKAIRRA (1 CON): DARK Gain +2 AC, Toughness +6, +3 to all saves, +6 hit points, +1 Survival (become cloaked in shadows and take a demonic visage). Lasts 1 hour.

ICEBOLT (1 CON): Make a range attack with your Knowledge: Magic skill. Blast does 2d6 cold damage. The target gets -1 DEX for 1d6 minutes. Can shoot 2 bolts per 1 CON point.

INTANGIBILITY (1 CON): turn incorporeal. Cannot touch or be touched. Can walk through walls and solid objects. Lasts 1 hour.

INVISIBILITY (1 CON): Become invisible for 2d6 minutes.

LIGHTNING BOLT (1 CON): Make a range attack with your Knowledge: Magic skill. Blast does 2d6 electric damage. The target takes an additional 1d6 damage if it is mechanical or is in water. Can shoot 2 bolts per 1 CON point.

MIND CONTROL (2 CON): DARK. Touch or get within 30' to try to Mind Control. The target may make a Mental save, adding +2 their roll. If they pass it fizzles and you lose only 1 CON. If it works, you control them for 1d12 minutes. They will not do anything that the person would never do.

PULL UNDER (1 CON): DARK. Instantly pull self or any target to the Other Side for 1 minute (can be used to negate an attack). If the target is unwilling, they get a Mental save at +3 to their roll. You may keep the target there for additional 1d6 minutes if you expend another Con point.

TRANSFERRING TOUCH (1 CON): LIGHT. Touch another living creature to temporarily transfer some of your HP or CON to them (max of 10 total). Can resurrect recently deceased creatures. Causes damage to devils, demons and undead creatures. Any CON gain cannot be used to cast spells.

WORST FEARS (1 CON): Touch or get within 30' to attempt. The target may make a Mental save at a +2 to their roll. If they pass, it does nothing. If it works, it causes them to see their worst fears for 2d6 minutes. Roll on the failed Courage chart (p. 13 Core Book) to see how they respond. Does not affect those immune to terror.

FAMILIARS (AC/HP)

Spellcasters can cast spells from their familiar's location. They can also see through the familiar's eyes and hear through it's ears. Familiars can be called at will by the caster or sent back home instantly. If a familiar is about to die, it is teleported home instantly and cannot be summoned again for 1d10 minutes. Spellcasters gain bonuses listed if the familiar is within 300' of them. Once chosen, the bond between familiar and master is permanent. In the rare case the familiar dies, you lose 1 CON permanently, the familiar becomes the Ghost Familiar, and you may select a new familiar as well.

1D20 FAMILIAR CHART	
1	Wildcat (14/6, you get +3 to Jumping or Climbing checks, +1 to Stealth, +2 to Survival checks)
2	Bat (14/4, can see in the dark, +1 to all saves, +1 to Listen checks)
3	Dog (13/7, can see spirits, +1 Strength, +2 to Terror and Courage saves)
4	Squirrel (16/4, +2 to Sleight of Hand, +2 to Climb, +1 to Initiative)
5	Rat/ Mouse (14/4, +2 to Critical & Death Saves, +2 to Stealth)
6	Spider (14/2, +4 to Climb, +4 to Poison saves, +2 to Create Potions)
7	Owl (13/5, 1 extra skill point per level & gain Outsmart)
8	Hawk (14/5, +4 to all Spot checks, +2 to Outdoorsmanship skill)
9	Snake (13/4, +1 to Initiative, +2 to Persuasion, Advantage on Poison save)
10	Cat (14/5, Advantage on all Critical & Death saves, +1 to Dexterity, +1 to Stealth)
11	Toad (12/3, +2 to Constitution, may re-roll 1 failed save a day)
12	Frog (14/3, +6 to Swim checks, breath underwater for 1d20 minutes x2 a day, +4 to Jumping)
13	Ferret (14/3, +1 to Dexterity, +2 to Sleight of Hand, +1 to Escape checks)
14	Raven (13/4, +1 to Knowledge: Magic, gain Outsmart)
15	Hedgehog or Porcupine (14/4, +1 to AC, Toughness +1)
16	Lizard (13/4, +1 HP per level, +3 to Climb, Jumping & Swim)
17	Parrot (13/4, +1 additional language known, can mimic voices, +1 to Magic range attacks)
18	Wolf (13/8, Advantage on all Courage and Terror saves, Toughness +1)
19	Fox (15/ 6, +2 to Initiative, +4 to Outdoorsmanship skill, Toughness +1 against cold)
20	Ghost Animal (16/6, +1 to AC, can touch incorporeal beings, can cast spells Minor Spells without visibly casting)

POTION MAKING

For those that have the Create Potion skill, they may attempt to gather the necessary materials and mix them in the proper proportions to create a usable potion. Botany and Knowledge: Magic are all skills that will make creating potions much easier. Botany is helpful in acquiring the rare plants needed to create the potion (Outdoorsmanship will do as well, but is less helpful because it encompasses much more activities than plant collecting). Knowledge: Magic is useful because it helps you research the proper ways to actual brew and create the potion, as well as helping you determine whether your creation attempt was successful.

When you acquire the required materials, you may roll to create a potion. Roll a d20. If you roll a 1, the attempt fails no matter the bonuses. Add your Wisdom bonus to your roll. For every +2 you have in Botany and Knowledge: Magic (including class bonuses) add a +1 to your potion roll.

1D20 POTION CREATION TABLE	
1	Failure, all ingredients are ruined. Your potion making supplies are damaged. Until you spend \$10 fix them or acquire new equipment, all of your potion making attempts are at a -3 roll.
2	Failure, all ingredients are ruined. The remnants get all over you. For the next few days you have an odd smell about you and any other person that can create potions will know that you know the magic arts.
3-4	Failure, all ingredients are ruined.
5-6	Failure, half of the ingredients are ruined.
7-10	Failure, but some Magic remains. If you put the remaining liquid in your next potion making attempt, add +2 to that roll.
11-13	50/50 Brew: when drank the potion has a 50% chance of doing nothing. If the potion fails, the drinker gets -1 to a random attribute for 1 hour.
14-15	Success. Weak batch. Potion has a 30% chance to do nothing when used.
16	Success. Fair batch. Potion has a 15% chance to do nothing when used.
17	Success. Extra sip. Potion has 2 uses, but both uses have a 25% chance to do nothing when used.
18	Success. Strong batch. Potion has a 5% chance to do nothing when used.
19	Success. Power batch. When used, the potion gives the user +1 to all Attributes for 1 hour, in addition to other benefits or potion failure rolls.
20	Success. Double batch. Creates an extra potion of the same type.

POTIONS (cost in raw materials)

All potions, even the ones that are successfully created, have a 10% chance of doing nothing when drank (unless another % is noted). Each potion has one use and takes 1 action to use, unless otherwise noted.

ALADDIN'S WISH POTION (\$12): Says on the bottle "*Drink and make a wish.*" If the wish is selfless or is made in goodwill, then the drinker and everyone friendly to them within 20' gain +1 to all skill and combat rolls and gain advantage on all saving throws for 24 hours. If the wish is selfish or malicious, the drinker gets -1 to all skill and combat rolls and +2 to damage for 24 hours.

ANIMAL FRIENDSHIP (\$4): You can communicate and have empathy with animals. They will not be hostile toward you unless you are aggressive towards them first. Lasts 1d6 hours.

BRAIN JUICE (\$12): Can use Outsmart at +3 three times within 24 hours & +1 to Intelligence.

COURAGE OF THE RIGHTEOUS (\$3): Your Courage save becomes 18 and you gain advantage on Terror saves. All allies with 50' of you gain +2 to their Courage and Terror saves. Lasts 1d20 hours.

CURSE BREAKER (\$12): Removes one curse. After 1 hour you have a 50% chance that you speak in French for the next 24 hours.

DEFLECTION BREW (\$4): Gain +5 AC against Range attacks, +3 to Stealth and you look slightly blurry to anyone looking at you from further than 30' for 1d6 hours.

FOOTLOOSE POTION (\$6): +2 Dexterity, +6 to Dancing and you just seem cooler for 1d6 hours

GLAMMERED CASTING (\$6): All spells you cast appear to be normal hand gestures or movements. Projectiles you cast appear to originate from a random location. +1 to AC. Lasts 1d6 hours.

GHOST PUNCHER'S BREW (\$6): +1 Strength and you can damage incorporeal beings for 2 hours. When it wears off you have a 35% chance to blink to the Other Side for 5 minutes.

GOD'S BREW (\$5): 50% it does nothing, if it works one of your Attributes becomes 18 for 24 hours.

HAIR GROWTH TONIC (\$5): 50% it does nothing, 25% it promotes minor growth, 14% desired length and style appear overnight, 6% near werewolf hair growth level, 5% bald from head to toe (lasts 1d6 days)

HEALING POTION (\$7): Heals 1d6+2 Hit Points and cures minor ailments and diseases, but the healed are at -1 Constitution for the next 24 hours and feel tired.

INSIGHT (\$3): Gain +3 to Investigation and +2 to Knowledge skill checks for 1d20 hours. 25% of users experience some psychic flashes of the information they seek (50% if the user has psychic powers).

LIGHT AS A FEATHER (\$4): You feel incredibly light. You fall at a slower rate (up to 400' without damage). Gain +4 to Climbing and Jumping. Lasts 24 hours.

MIND FOG (\$3): You gain immunity to telepathy and your Mental save becomes 18 for 1d6 hours.

MINOR HEALING POTION (\$4): Heals 1d4 Hit Points. 25% chance that it can be used again after drinking.

SPEED POTION (\$6): Gain the ability to run at up to 100 MPH and +2 to Dexterity for 1d6 hours.

SWIMMING POTION (\$2): +4 to Swim checks for 1 hour and your hair turns a random color at the end of the hour.

RESIST COLD (\$3): Gain Toughness: Cold +5 for 1d20 hours.

RESIST FIRE (\$3): Gain Toughness: Fire & Heat +5 for 1d20 hours.

RESIST LIGHTNING (\$3): Gain Toughness: Electricity +5 for 1d20 hours.

TINKER'S BLEND (\$5): +2 Intelligence and Wisdom for 1 hour and -2 to both for the first hour after it wears off

TONGUES OF THE SERPENT GODDESS (\$4): You can speak and understand any language you hear for 3 hours. Your tongue turns green for 1 week.

TOUGHSKIN (\$8): Gain +1 AC, +3 HP and Toughness +1 for 24 hours.

TURTLE'S BLEND (\$4): Gain +3 AC, +3 to Swim checks and -2 to all attacks for 1d6 hours.

VAMPIRE'S BLOOD (\$7) It has a random effect. Each one lasts 1 hour.

1D10	AFFECT
1	Makes you feel good. +1 to a random Attribute.
2	It is too much for you. Make a Constitution check. If you fail, you puke a lot for a minute.
3	Anytime no other people can see you, you blink to the Other Side for 1d4 minutes.
4	You are a GOD!! +1 to all Attribute and Toughness
5	You gain telepathy that you can use on anyone with a lower Wisdom than you.
6	You feel depressed. -1 to all Attributes (cannot go below 3)
7	Astral Projection. You can remote view anything within 30 miles (you think you can fly)
8	You go Blind.
9	You become enraged. +2 to melee attacks, +2 to melee damage, -2 to AC, gain 10 temporary HP.
10	You gain empathy with animals. You can communicate with animals.

WITCHES BREW (\$10): Gain +3 to Knowledge: Magic, +2 to AC, +2 to Range attacks, +2 to Constitution and all spells you cast do 1 more point of damage for 1d4 hours.

CORE CLASSES UPDATES

Here is a list of the Core Book classes and how to take them to 6th or 7th level. Plus, a few new options for each of the classes.

BREAK DANCER

At Level 1 your Dance check DC is 15.

At Level 3 you may add +1 to Initiative

6- +2 to Basic Athletics, +1 to Initiative, Toughness +1

7- May use another Survival point to re-roll any failed combat or skill roll.

BULLY

At 3rd Level the Fear save is Mental, not Wisdom.

6- Toughness at +1, +1 to melee damage, +1 to Basic Athletics

7- Gain Advantage on your first attack when attacking something with less HP than you.

EXPERIMENT X

At 4th Level you may gain Advantage on all Mental saves.

At 5th Level you may gain 1 Skill, gain Outsmart.

6- May use another Survival point to re-roll any failed Psionic Activation roll. Gain 1 Skill.

7- Gain Mind Drain. Activate Psionic powers. If you fizzle or the target saves, they take 1d6-1 damage. If successful, they take 4d6 damage, but they cannot go below 1 HP. If they go to 1 HP they pass out for 1d6 minutes, and are at half saves and half INT for 1d6 hours. You temporarily gain 1d6 hit points and 1 CON for 1 hour (can go above max).

EXTREME ATHLETE

At Level 1 you may replace +1 Dexterity with +1 to AC and re-roll 1 failed skill check per day. You may replace +2 when attempting any roll while riding your chosen vehicle with Trick Riding at +1.

At Level 2 you may add +3 to Critical and Death saves

At Level 4 you may add +3 to Basic Athletics and +3 to Trick Riding

6- Gain Advantage on any skill check involving your chosen ride, +2 to Trick Riding

7- May use another Survival point to re-roll any failed roll, Toughness +1

THE GEEK

At Level 1 you may add: +1 to your saves

At Level 4 you may gain Outsmart.

6- Scapegoat: you can take all of the heat for almost any trouble your group gets into. +2 to any 2 skills.

7- May use a Survival point to re-roll any failed roll of an allied character within 100' (may use up to 2 times)

GOTH

At Level 1 you may gain Fashion.

At Level 3 you may gain +2 to Initiative

At Level 5 you may gain Outsmart.

6- Cannot lose levels or attributes caused by others attacks or abilities, +2 to Paranormal

7- Can touch the incorporeal, +4 AC, +4 melee damage & Toughness: Incorporeal +4

THE HEART THROB

At Level 1 you main gain Fashion at +1 and Stealth (to sneak thru crowds). You may substitute Art & Music with Theater.

6- Gain Advantage on all Performance checks, +1 to Charisma

7- Gain Advantage on all Persuasion and Dancing checks.

THE HOOD

At Level 1 Hunting & Fishing is now Outdoorsmanship.

6- +1 to melee attacks, +2 to any skill, +1 to Ranged Weapons

7- Gain Advantage on the first attack you make against an opponent. +3 to Driving.

THE JOCK

At Level 1 you may add +3 to Basic Athletics and +1 to melee damage

At Level 2 you may add +3 to Intimidation

At Level 3 you may add +1 to STR, DEX or CON

At Level 4 you may add Toughness +1

6- +3 to Basic Athletics, +1d6 damage to punches or kicks, Toughness +1

7- May use another Survival point to re-roll any failed roll. Gain advantage on all physical based skill checks.

THE KARATE KID

At Level 1 your Language can be Russian.

At Level 2 you may add +1 to melee attacks

6- Toughness +2, +1 to AC and +1 to melee attacks

7- May use another Survival point to re-roll any failed combat or skill roll.

THE KID SCIENTIST

At 1st Level you may replace +1 to Intelligence with Quick-witted: +1 to AC and Mental saves

At 2nd Level you may gain Outsmart at +1

At 4th Level you may gain +1 to Outsmart

6- +2 to any 2 knowledge based skills, +2 to Outsmart, Out Think: add your Intelligence modifier to your AC.

7-. Gain advantage on all knowledge based skill checks.

METAL HEAD

Minor Demon stats (for Level 5 ability)

A Minor Demon is a small little critter that has random, yet always horrible appearance. It will listen to its master. Each has a unique ability.

1. A slimy green turd monster. Has no legs and crawls around. Special: Stink Cloud (30' around demon) everyone besides the demon and its controller must save vs. Poison or be blinded and take 1d4 damage per round in the cloud.
2. Reptilian, gremlin like. Special: +3 AC & Explodes at death doing 1d8 damage to all within 30' (DEX check halves damage).
3. Hairy, deformed beast on all fours. Special: Move 18, Leap attack (does 1d6+2 damage)
4. Jet black shadow with purple eyes. Special: Can fly (Move 12), incorporeal, its physical attack does not do damage, but drains 2 from a random attribute for 1d4 hours.
5. One-legged bird with sharp teeth in its beak. Special: bite does +2 more damage, Move is only 8
6. An imp (classic demon/ devil – red with a tail and wings). Special: Can see in the dark (will warn master), Toughness +1, can shot fireballs (1d6+1 damage), can fly (Move 12)

Armor Class: 13

Hit Dice: 2+2

HDE: 3

Move: 12

Attacks: 1

Attack Damage: 1d4+1 claw or bite
or special

Special: see above

Bonuses: +2 attack, +1 Initiative

Terror: 10

6- +2 to Art & Music, May use Power of Dio x2 a day

7- May use another Survival point to re-roll any failed combat or skill roll, may control 2 demons (each successful summoning attempt will give you 2).

THE NERD

At 2nd Level you may gain Outsmart +1.

At 3rd Level you may replace +1 to Intelligence with Quick-witted: +1 to AC and +1 to Mental saves

At 4th Level you may gain +1 to Outsmart

6- +1 additional random language, choose a knowledge skill – you can only fail on 1 for that skill

7- May use another Survival point to re-roll any failed roll. Gain advantage on all knowledge based skill checks.

PREPPY

At Level 1 you gain Fashion at +3.

Body Guard Stats (for 5th Level ability)

Will protect you when you go out in public (or as needed)

Armor Class: 13

Hit Dice: 3

HDE: 3

Move: 12

Attacks: 1

Attack Damage: By punch or gun

Special: Has a pistol and ammo, stun gun, hand cuffs

Bonuses: +2 attack, +2 Initiative

Terror: N/A

6- May use an extra Survival point to re-roll any failed skill roll, +2 to Persuasion

7- +1 to Charisma, Gain Advantage on all Fashion and Persuasion skill checks

PRINCESS

At Level 1 you may gain Fashion at +2

6- Gain advantage on all Dancing or Persuasion rolls. +1 to all saves.

7- You become a world-famous personality (singer, model, dancer, designer, etc.). Gain \$100,000.

PUNK ROCKER

At Level 1 you may switch Driving for Photography.

At Level 3 you get +2 to Terror checks as well

At Level 5 you get +2 to Terror checks

6- Toughness +2, +1 to melee attacks and damage

7- May use an extra Survival point to re-roll any failed combat, save or skill roll, +1 to Survival

PYRO

At Level 1 you may gain Photography at +1 and Stealth.

6- +3 to Intimidation, can intensify fire at will (within' 100', +1 damage to ignited items each time intensified), Immunity to all Fire damage.

7- Gain: Fireball. Activate Psionic powers. If successful, everything in a 5'x 100' area in front of you takes 4d6 damage. They do not get a Mental save, but they can make a DEX check to negate ½ of the damage.

TELEKINETIC

At Level 1 you may gain extra skill of your choice.

At Level 2 you may gain +1 to Paranormal

6- Your Superior Telekinesis is increased to 20 lbs (1d10 damage). +2 to Mental saves.

7- Your Superior Telekinesis is increased to 30 lbs. (2d6+1 damage). You may make a Psionic Activation roll, if successful double your weight limit for 1d6 minutes (add 1d6 damage). May be stacked.

1980'S PRICE GUIDE

Below is a list of the average prices of various items that were popular in the mid-1980's.

SIMPLE WEAPONS	DMG	ROF	RANGE	AMMO	WEIGHT	COST
Arrows/Bolts	-	-	-	20	5 lbs.	\$25
Axe	1d6+1	-	-	-	6 lbs.	\$50
Baseball Bat – Metal	1d6	-	-	-	3 lbs.	\$25
Baseball Bat – Wood	1d4	-	-	-	3 lbs.	\$10
Baseball Bat – Wood/ Nails	1d6+1	-	-	-	4 lbs.	\$15
Bow – Basic	1d6	1	50'	-	7 lbs.	\$100
Bow- Quality	1d6	2	60'	-	10 lbs.	\$250
Brass Knuckles	1d6	-	-	-	1 lbs.	\$10
Chain	1d6-1	-	5' Reach	-	4 lbs.	\$5
Club	1d6	-	-	-	3 lbs.	\$10
Crossbow - Quality	1d6+1	1	80'	-	15 lbs.	\$400
Crossbow – Simple	1d4+1	1	60'	-	8 lbs.	\$125
Dagger	1d6-1	-	-	-	1 lbs.	\$20
Dagger – Silver	1d6-1	-	-	-	1 lbs.	\$100
Hockey Stick	1d6	-	-	-	5 lbs.	\$50
Knife- Machete	1d6+1	1	30'	-	2 lbs.	\$30
Knife- Switchblade	1d6-1	-	40'	-	1 lbs.	\$50

Knife – Pocket	1d4	-	40'	-	1 lbs.	\$5
Nightstick	1d6	-	-	-	3 lbs.	\$25
Nunchaku	1d6-1	-	-	-	2 lbs.	\$30
Pepper Spray	Stun* 1	-	10'	3	1 lbs.	\$20
Sai (pair)	1d6	-	-	-	2 lbs.	\$50
Shuriken	1d6-2	2	30'	-	-	\$5
Spear – Aquatic Plastic	1d6	-	50'	-	5 lbs.	\$75
Spear – Simple Wood	1d4	-	40'	-	2 lbs.	\$10
Staff	1d6	-	5' Reach	-	3 lbs.	\$40
Sword – Display	1d6-1	-	-	-	2 lbs.	\$35
Sword – Katana	1d6+1	-	-	-	3 lbs.	\$1000+ (+1 to hit)
Sword – Short	1d6	-	-	-	3 lbs.	\$150
Whip	1d6-1	-	-	-	2 lbs.	\$15

MODERN WEAPONS	DMG	ROF	RANGE	AMMO	WEIGHT	COST
Automatic Rifle*	3d6+2	2	150'	30	7 lbs.	\$2000
Flame Thrower**	2d6/turn	1	30'	10	13 lbs.	\$400
Revolver	2d6+1	1	50'	6	2 lbs.	\$500
Semi-Auto Pistol	2d6	2	75'	10	3 lbs.	\$600
Semi-Auto Rifle	3d6+2	2	150'	10	5 lbs.	\$800
Shotgun	4d6+3	1	30'	5	5 lbs.	\$500
Sniper Rifle	4d6	1	500"	15	10	\$3000
Sub-Machine Gun*	2d6+1	2	60'	20	4 lbs.	\$900

EXPLOSIVES	DMG	ROF	RANGE	AMMO	WEIGHT	COST
Flash-Bang	Stun + 1d6	1	25	-	1 lbs.	\$25
Fragmentation***	6d6	1	25'	-	1 lbs.	\$50
Incendiary**/**	6d6	1	25'	-	11lbs.	\$40
Plastic Explosives***	3d6/ per charge	1	10	-	1 lbs.	\$200 (Illegal)
Smoke ****	Smoke	1	25'	-	1 lbs.	\$25

*Can do a 5 bullet as a single attack. +2 to hit, does x2 damage.

**Catches target on fire (DEX check negates), takes an additional d6 per turn engulfed

*** Explosives do damage to a 5' area, then ½ damage to the next 5' (rounded up) and so on until the damage is 0

****Smoke cloud fills 25' area with total darkness

WEAPON ACCESSORIES	
Ammunition – Armor Piercing [Handgun or Rifle] (20)	\$100 (+2 to hit, bypasses 2 Toughness) Illegal
Ammunition – Handgun (50)	\$20
Ammunition – Rifle (50)	\$20
Ammunition – Silver Bullets (6)	\$125
Handcuffs	\$25
Holster – Side	\$10
Holster – Underarms (Hidden)	\$20
Shuko (Climbing spikes)	\$75 (+4 to Climbing)
Weapon Sight	\$300 (single shot rifle, +1 to hit, +50' range)
Weapon Sight – Laser	\$500 (handgun or rifle, +1 to hit)

BASIC SPY GADGETS (MOST ARE RARE FOR NON-SPIES)	
Bulletproof Raincoat:	(\$50) +2 to AC, Toughness +4 against ranged weapons
Explosive Caltrops:	(\$12, looks like a small container of breath mints) anyone stepping through them must make a Dexterity check, if they fail they take 1d4 damage and are knocked down
Flash Pen:	(\$30) releases a blinding flash when activated (Crit save or be blinded, x5 uses)
Hearing Aid Radio:	(\$60) looks like a normal hearing aid, but it has a radio receiver and audio amplifier
Invisible Ink Notepad:	(\$5) requires a special chemical agent to make the ink appear.
Photo Pen:	(\$25) takes 4 pictures, has a knife tip (1d4-1 damage)
Reverse Glasses:	(\$20) can see behind you when flipped, normal sunglasses in front
Spy Watch:	(\$100) contains a garrote, a cyanide pill, a lock pick, a small audio recorder & sleeping gas (x2 uses – target must save against Critical or be knocked out for 10 minutes). +1 to Outsmart.
Stun Gum:	(\$9) a fake pack of gum that can be touched to the skin of a person to stun them (save against Critical, if they fail they are knocked out for 1d6 minutes, x3 uses)
Spy Umbrella:	(\$50) Use as a shield to add +4 AC against ranged attacks, slows fall under 60'
Transformer Recorder:	(\$40) small Soundwave toy that actually records sound (with 5 tapes)
Volter Cigarettes:	(\$10) a small box disguised as a pack of cigarettes, it can release a massive jolt of energy to short out electrical devices.

CLOTHING	(MAX OF +4 AC BONUS FROM CLOTHING)
Bulletproof Vest - Basic	\$200+ (+3 AC/20 lbs./ Not available in stores)
Bulletproof Vest – Quality	\$400+ (+3 AC/Toughness +3/23 lbs./Not available in stores)
Catcher's Chest Protector	\$15 (+1 AC/4 lbs.)
Catcher's Leg Guards	\$25 (+1 AC/5 lbs.)
Catcher's Mask	\$15 (+1 AC/2 lbs.)
Combat Boots	\$30+ (+1 AC/8 lbs.)
Football Helmet	\$20 (+1 AC/3 lbs.)
Football Pads	\$25 (+2 AC/12 lbs.)
Garbage Can Lid	\$0 (+1 AC/4 lbs.)
Gas Mask – Basic	\$50 (Advantage on all Gas & Toxin saves/3 lbs.)
Gas Mask – Quality	\$250 (+1 AC, +10 to all Gas & Toxin saves/5 lbs.)
Ghillie Suit	\$50 (+1 AC, +4 to Stealth in the nature/6 lbs.)
Leather Jacket	\$100 (+1 AC/10 lbs.)
Leather Pants	\$75 (+1 AC/15 lbs.)
Member's Only Jacket	\$55
Mototcycle Helmet	\$25 (+1 AC/2 lbs.)
Ninja Outfit - Black	\$500 (+3 to Stealth/10 lbs.)
Riding Helmet	\$50 (+1 AC/3 lbs.)
Skater/ Biker Pads w/ Helmet	\$25+ (+1 AC/7 lbs.)
Sunglasses – Basic	\$6
Sunglasses – Quality	\$25
Tactical Survival Gear	\$300+ (+4 AC/35 lbs./ Not readily available)
Winter Coat – Heavy	\$50 (Toughness: Cold +2/6 lbs.)

ENTERTAINMENT

*Some items that can be found used will be slightly cheaper.

Atari 2600/ 5200/ 7800	\$199
Atari Games	\$20+
Barbie Doll	\$5+
Baseball Cards (pack)	.50
Basketball	\$5
Board Games	\$5+
Book (Fantasy or Sci-Fi paperback)	\$2
Breyer Horse	\$7+
Cabbage Patch Doll	\$20
Care Bears	\$15
Cigarettes – Pack	\$2.50
Comic Book (New)	.75 to \$1
Deck of Cards	\$1
Dice – Pair of 6	.50
Dice – RPG Set	\$4
Dungeons & Dragons Books	\$10+
Dungeons & Dragons Lead Figures	\$2
Dungeons & Dragons Modules	\$7+
Dungeons & Dragons Starter Box	\$15
Entertainment/ Celebrity/ Movie Poster	\$4+
Football	\$5
G.I. Joe Figures	\$4
G.I. Joe Sets & Vehicles	\$10+
Glo-Worm	\$10
Go-Bots	\$4+
He-Man/ She-Ra Figures	\$5
Hot Wheels	\$1
Jump Rope	\$1
Lunch Box	\$4+
MASK Toy Set	\$10
Model Kit – Car	\$3+
Model Kit – Plane	\$5+
Model Kit – Ship	\$8+
My Little Pony	\$5
Nintendo	\$199
Nintendo Games	\$30 - \$60
Pound Puppies/ Purries	\$6+
Power Wheels	\$129+
Rubik's Cube	\$5
Star Wars Figures	\$3
Star Wars Sets & Vehicles	\$10+
Teddy Ruxpin	\$55
Thundercats Figures	\$5
Transformers	\$4+
Wuzzels	\$18

TRANSPORTATION

Automobile –	
Basic New	\$4500+
Basic Used	\$500+
Luxury	\$10000+
Pick Up	\$4500+
Sport	\$6500+
Van	\$5000+
Bicycle –	
Basic Huffy	\$79
BMX (+1 to Trick Riding)	\$199+
Mountain Bike Basic	\$99
Mountain Bike Pro	\$199+
Boat – Canoe/ Paddle Boat	\$300+
Boat – Motorboat	\$2000+
Ice Skates	\$35+
Motorcycle	\$2500+
Rollerblades or Skates	\$30+
Skateboard – Basic	\$25
Skateboard – Good	\$80+
Skateboard – Pro (+1 to Trick Riding)	\$200+
Surfboard – Basic	\$50
Surfboard – Pro (+1 to Trick Riding)	\$100+
Trailer – Hauling	\$500
Trailer – Horse	\$2500+
Trailer – Camper	\$3000+

HORSE PRICES

Boarding (per month)	\$100+
Feed (25 lbs. Bag)	\$5
Hay (bail)	\$5
Horse	\$500+ (highly trained horses can go for \$100,000+)
Reins	\$15 (+1 to Horsemanship)
Saddle – Basic	\$100 (+1 to Horsemanship)
Saddle - Quality	\$300 (+3 to Horsemanship)
Saddle Blanket	\$10

CAMPING & SURVIVAL GEAR

Backpack – Simple	\$5
Backpack – Quality	\$15+
Binoculars (300') (+3 to Spot)	\$30
Binoculars – Military (1200') (+4 to Spot)	\$500
Bugout Bag – Basic* (+2 to Survival Checks)	\$20
Bugout Bag – Advanced**(+3 to Survival Checks)	\$40
Canteen	\$1
First Aid Kit – Basic (+1 to First Aid)	\$3
First Aid Kit – Advanced (+2 to First Aid)	\$7
Flashlight	\$5
Gas Can	\$2
Gas – Gallon	.50+
Lantern – Gas	\$10
Lantern – Electric	\$15
Lighter – Disposable	\$1
Lighter – Quality	\$3
MRE (Meals Ready to Eat)	\$5
Quiver (holds 10)	\$10
Road Flares (5 pack)	\$12
Rope 50' – Simple	\$1
Rope 50' – Strong	\$3
Sack – Large	\$2
Sack – Small	\$1
Shovel	\$5
Sleeping Bag	\$15
Swiss Army Knife	\$15
Telescope _ Basic	\$30
Telescope – Good	\$60+
Tent – Small 2 Man	\$25
Tent – Large	\$60+
Torches (6 pack)	\$1
Walkie-Talkie Set – cheap 1000'	\$25
Walkie-Talkie Set – Quality 1 Mile	\$250

*Basic Bugout Bag contains – a backpack, box of waterproof matches, small first aid kit, bottle of water, iodine tablets, 2 Health bars, 1 MRE, small flashlight, pair of socks, small blanket, a compass, small canteen, 10' of rope, region map

**Advanced Bugout Bag contains – all the basic bag supplies plus, a small shovel, hunting knife, 30' of rope, pair of gloves, winter hat, 2 road flares, larger canteen, larger first aid kit, large flashlight, region map (water proof), small survival booklet

HOME GOODS/ ELECTRONICS

Boom Box	\$50+
Calculator – Normal	\$2
Calculator – Wrist Watch Robot	\$10
Camera – Disposable	\$4
Camera – Basic	\$30
Camera – Video	\$200 & up
Camera – Roll of Film	\$1
Chemistry Set	\$7 & up
Guitar	\$50+
Home Computer	\$1500 & up
Keyboard	\$80+
Microphone	\$20
Police Scanner	\$150
Robot – Small Helper	\$300
Robot- Large Helper	\$3000
Trapper Keeper	\$5
VCR	\$200 & up
VHS Tape – Blank	\$2
VHS Tape – Movie Used	\$10 & up
VHS Tape – Movie New	\$50 & up
Watch – Basic	\$3+
Watch – Swatch	\$20+

FOOD

Candy Bar	\$.50
Cheeseburger	\$.75
Fries	\$.50
Gum (pack)	\$.25
Hamburger	\$.50
Hot Dog	\$.25
Pizza	\$5
Shake	\$1
Soda – Can	\$.25
Soda – Fountain	\$.50
Taco	\$.50
Trail Mix Bag	\$4



OPTIONAL RULES

ATTRIBUTE SCORE ADVANCEMENT

Every time you go up a level you gain 1 point in an attribute of your choice. You cannot put the point into the same attribute 2 levels in a row. 18 is still the attribute cap.

DEFENSIVE

As an Action you can help defend another player. You cannot attack that round and the player you are defending gets +4 to AC, +1 to all saves and +1 to all skill rolls as long as you are defending them. If the person you are defending is hit, you have a 50% chance of splitting the damage with them.

MONSTER/ NPC SAVING THROWS

Monsters and NPCs, unless otherwise noted, have a generic Saving Throw for each save. The base save is 8 + their hit dice (with a maximum of Saving Throw of 18).

OUTSMART

When successfully attacked or effected by an ability/spell of a hostile character or creature, the character may attempt to Outsmart their foe (before damage is rolled). Roll a d20 and add your INT and WIS bonuses and Outsmart bonus to the roll. If the Outsmart roll is equal to or greater than the attack roll, then roll on the chart below. If the attack or effect had no initial roll, then the attacker rolls and adds the appropriate modifiers to their roll and compare. The player with Outsmart then switches places in Initiative with the attacker if they so choose. Outsmart does not require an action. A character with Outsmart can use it equal to their INT + WIS modifiers per day.

1D6 OUTSMART RESULTS	
1	The attack still hits, but does ½ damage & is half effective. Cannot put you at less than 1 HP.
2	The attack fails, but any area effect or effect on others is unaffected.
3	The attack fails. The attacker must make a DEX save or fall down.
4	The attack fails. The attacker is flummoxed and they lose their next action.
5	The attack fails, but the attacker takes the hit at ¼ damage (rounded up).
6	The attack fails, but the attacker takes the hit at ½ damage (rounded up).

Example: Mark shoots at Marlon with a handgun. Mark rolls a total of 15 against Marlon's 13 AC, so he would hit. However, Marlon has Outsmart and wishes to use one of his daily attempts to negate the attack. Marlon rolls a 12. He adds his +1 INT modifier, +2 WIS modifier and +1 Outsmart bonus to the roll, ending up with a 16. Marlon's 16 beats Mark's 15, so Marlon is successful and gets to roll a d6 to see what happens. He rolls a 4, therefore the attack fails and Mark becomes flummoxed by his miss and loses his next action.

SAVING THROWS

If something gives you a +1 save bonus it applies to the actual saving throw stat, not the roll. If you get a -1 to all rolls and make a save, it is applied to the actual saving throw stat as well.

TOUGHNESS

Toughness gains are cumulative. So, if you get Toughness +1 at 1st Level and Toughness: +2 at 4th Level, you have Toughness: +3.

CHARACTER DEVELOPMENT CHARTS

Use these charts to flesh out characters and NPCs.

CHARACTER TRAITS

Roll 1d100 to add a Character Trait to a Character or NPC. The Game Master may allow a player to select their own trait(s) or to re-roll if the trait contradicts their background, class, etc.

01	Happy (+1 to all saves, may re-roll first fail of the day)
02	Patient (Whenever you fail a roll, you get +2 on your next roll)
03	Conspiracy Theorist (+2 to Paranormal)
04	Ambitious (5% XP bonus)
05	Caretaker (+2 to First Aid checks)
06	Kind (+1 to any roll attempting to help an ally)
07	Loving (all allies within 100' gain 1 HP)
08	Cooperative (Can spend Survival points to let allies re-roll)
09	Class Clown (Use an action to give all allies +1 to all rolls for 1 minute)
10	Dark Soul (+4 to Courage & Terror saves, -2 to social interactions with authorities)
11	Uncouth (-1 to Social interactions, +1 to Outdoorsmanship, +1 to Street Smart)
12	Quick Temper (+1 to Initiative & -1 to AC if you have Initiative)
13	Abrasive (+1 to Intimidation & -1 to Persuasion)
14	Unflinching (+1 to all Courage & Terror saves)
15	Teacher's Pet (+2 to social interactions with Teachers, Outsmart at school)
16	Know-It-All (+2 to Knowledge: General)
17	Artistic (+2 to Art & Music)
18	Puncher (+1 to melee attacks, -1 to range attacks)
19	Cautious (Before rolling, take last in Initiative to get +2 AC for that combat)
20	Atari Maniac (+2 to Video Games)

21	Green Thumb (+2 to Botany)
22	Natural Athlete (+2 to Basic Athletics)
23	Computer Whiz (+2 to Computer Skills)
24	Absent Minded (Choose a Knowledge based skill at +3, -1 to Initiative)
25	Hawk-Eyed (+1 to range attacks, -1 to melee attacks)
26	Extra Taste Buds (+2 to Cooking)
27	Easy Going (Opponents lose Advantage against you)
28	Savvy (+2 to Street Smart)
29	Nimble Feet (+2 to Dancing)
30	Hard Headed (+2 to Mental saves)
31	Lucky (+2 to Critical saves)
32	Hard to Kill (+2 to Death saves)
33	Thick Blooded (+2 to Poison saves)
34	Lead Footed (+2 to Driving)
35	Plugged In (+2 to Electronics)
36	Focused (+1 to Mental saves & +1 on all re-rolls)
37	Haggler (Pay at least 10% less for items)
38	Nimble Hands (+2 to Sleight of Hand)
39	Lab Assistant (+2 to Science)
40	Fashion-Minded (+2 to Fashion)
41	Reckless (+1 to melee damage, -1 to AC)
42	Good-Eye (+2 to Photography, +2 to Spot checks)
43	Silver Tongued (+2 to Persuasion)
44	Sneaky (+2 to Stealth)
45	Camper (+2 to Outdoorsmanship)
46	Natural Rider (+2 to Horsemanship)
47	Thick Skinned (+1 to AC)
48	Polite (+4 to all social interactions)
49	Iron Stomach (+1 to Critical, Death & Poison saves)
50	Persistent (when you fail a roll you get an accumulative +1 to all future rolls until you are successful/ +5 MAX)
51	Snoop (+2 to Investigation)
52	Gear Head (+2 to Mechanics & +1 to Driving)
53	Imposing Visage (+2 to Intimidation)
54	Number Cruncher (+2 to Mathematics)

55	Linguist (Each time you level you gain a new language)
56	Arcanist (+2 to Knowledge: Magic)
57	Devoted (all other allies within 100' gain +2 to Courage & Terror saves)
58	Good-Ear (+2 to Art & Music, +2 to Listen checks)
59	Jumpy (+1 to Initiative, +1 to AC, -3 to Courage & Terror checks)
60	Worldly (+1 to Knowledge: General & an extra language)
61	Vengeful (+1 to attack & damage to anything that has hit you in the past week)
62	Courageous (+1 to all saves, all allies within 100' gain +1 to all saves)
63	Magic Adept (+1 to Knowledge: Magic & +2 to Create Potions)
64	Free Willed (+1 to Mental saves, Advantage on Mental saves)
65	Show-Stealer (+2 to Performance checks)
66	Smuggler (+1 to Sleight of Hand & +1 to Street Smart)
67	Tracker (+3 to Tracking)
68	Bouncy (+3 to Jump checks)
69	Monkey Bar Master (+3 to Climbing checks)
70	Floater (+3 to Swimming checks)
71	Self Reliant (+2 to First Aid & +2 to Outdoorsmanship)
72	Coldborn (Toughness: Cold +1, dislikes heat)
73	Fireborn (Toughness: Fire & Heat +1, dislikes cold)
74	Stormborn (Toughness: Electricity +1, loves storms)
75	Resourceful (It costs you 10% less to create things)
76	Forceful (+1 melee damage, +1 to melee attacks, -4 to social interactions)
77	Psionic Adept (+2 to Psionic attack, +1 to Mental saves)
78	Dirty Fighter (when fighting an opponent that is already fighting someone else, you deal +2 damage to them)

79	Realist (Immune to Illusions, Toughness: Magic +2)
80	Logical (+1 to Mathematics & +1 to Science)
81	Hardy (Advantage on Constitution checks & +2 to Poison saves)
82	Powerful (Advantage on Strength checks & +2 to Death saves)
83	Brainy (Advantage on Intelligence checks & +2 to Mental saves)
84	Thinker (Advantage on Wisdom & Outsmart checks)
85	Charming (Advantage on Charisma & Persuasion checks)
86	Deft (Advantage on Dexterity & Dancing checks)
87	Brave (Advantage on Courage & Terror saves)
88	Adaptable (Can use 1 Survival point for free per day)
89	Born of the Dark (+1 to Courage & Terror save, ignore Blinding & Darkness effects)
90	Contemplative (Gain Outsmart)
91	Observant (+3 to Spot checks)
92	Awareness (Cannot be surprised, Detect Traps 60')
93	Lucky (Cannot be at Disadvantage when rolling)
94	Steadfast (If you fail a Terror or Courage roll, you just lose your action for that round)
95	Genius (+2 to all Knowledge based skills)
96	The Natural (2 extra skill points at 1 st level & 2 extra at 3 rd , 5 th & 7 th)
97	Stoic (Cannot be Outsmarted)
98	Intuitive (Advantage on Mental saves and +1 to Initiative)
99	Re-roll twice and choose one
00	Re-roll three times and choose one

RANDOM FEAR GENERATOR

This is a basic fear or can be developed into something greater for story purposes. The Character is at unease when around the thing rolled (-1 to all saves and -1 to attack and damage). GMs may want to expand the fear to similar things, or amplify the negatives if multiple fears are present.

Roll 1d100

1	Re-roll, but at -2 modifiers
2	Dogs
3	Cats
4-5	Spiders
6	Scorpions
7	Large Reptiles
8	Small Reptiles
9	Being alone
10	Large groups
11-12	Heights
13	The number 13
14	People wearing masks or excessive make up
15-16	Darkness
17	Dragons
18	Vampires
19	Wolves
20-21	Small Insects
22	Blood Suckers
23	Sharks
24	Birds
25	Debt
26	Parental disfavor
27	Ghosts
28	Deep water
29	Rooms with no windows
30	Horses
31	Rodents

32	Airplanes
33	Boats
34	Dead humans
35	Dead critters
36	Zombies and Ghouls (slow undead)
37	Robots
38	Grey Aliens
39	Fire
40	Acid and chemicals
41	Thunderstorms
42	Strangers
43	Religious authorities
44	Being robbed or assaulted
45	Fish
46	Things with shells
47	Santa Claus and his elves
48	Jack O' Lanterns
49	Easter Bunny/ Anthropomorphic Costumes
50	Being chased
51	Frogs and Toads
52	Driving a vehicle
53	Bigfoot
54	Small children
55	Baby Humans
56	Chickens
57	Hawks and large birds
58	The Pope Lick Monster
59	Trains
60	Bees and Wasps
61-62	Clowns
63	People yelling at each other (but not at you)
64	Being lost
65	Blood
66	Large serpents
67	Guns
68	Being abducted
69	Sex
70	Little creatures (gremlins, goblins, etc)

71	Mummies and Liches
72	Flying Humanoids
73	Things with tentacles
74	Skeletons and Skeletor
75	Medusa and Lizard Men
76	Bears
77	Pigs
78	Non-human primates
79	Police
80	Open wounds
81	Claustrophobia
82	Needles
83	Butterflies and Moths
84	Worms (wiggly things)
85	Public Speaking
86	Dentists
87	The Other Side
88	Jail/Losing your freedom
89	Michael Jackson
90	Things talking that should not be talking
91	Unknown noises
92	Dilapidated structures
93	Alligator and Crocodiles
94	Cows
95	Mines and Deep Holes
96	Haunted Houses
97	Broken Glass
98	Ninjas
99	Elderly People
00	Re-roll twice!

YOUR CRUSH OF THE 1980'S

Everyone had a celebrity crush, or several crushes, when they were kids. Growing up in the 1980's offered a unique group of teen idols, movie stars, rockers and heartthrobs for a horny teen lust after. You can also use these tables to roll to see who a NPC or Character's idols or heroes are, or perhaps roll to see what celebrity is visiting Jeffersontown in the near future.

FEMALE CRUSHES/IDOLS OF THE 1980'S	MALE CRUSHES/ IDOLS OF THE 1980'S
1 Michelle Pfeiffer	1 Mel Gibson
2 Madonna	2 Arnold Schwarzenegger
3 Emma Samms	3 Kirk Cameron
4 Linda Kozlowski	4 Michael J. Fox
5 Pat Benatar	5 Eddie Murphy
6 Brooke Shields	6 Sean Astin
7 Linda Hamilton	7 Corey Feldman
8 Jennifer Jason Leigh	8 Corey Haim
9 Phoebe Cates	9 Sylvester Stallone
10 Bo Derek	10 Prince
11 Vixen (Band)	11 Michael Dudikoff
12 Lisa Bonet	12 Tom Hanks
13 Jennifer Grey	13 Anthony Michael Hall
14 Whitney Houston	14 Chevy Chase
15 Markie Post	15 Dan Aykroyd
16 Elvira	16 Bill Murray
17 Heather Locklear	17 Wayne Gretzky
18 Heather Thomas	18 Ted Danson
19 Jennifer Beals	19 Michael Keaton
20 Tiffany	20 Keanu Reeves
21 Kim Basinger	21 Alex Winter
22 Debbie Gibson	22 Jason Patric
23 Steffi Graf	23 Tom Cruise
24 Deborah Harry	24 Ralph Macchio
25 Shannon Tweed	25 Matt Dillon
26 Catherine Bach	26 C. Thomas Howell

27 Lita Ford	27 Patrick Swayze
28 Joan Jett	28 Bruce Springsteen
29 Siouxsie Sioux	29 Motley Crue
30 The Bangles	30 Duran Duran
31 Courtney Thorn Smith	31 Poison
32 Olivia Newton-John	32 INXS
33 Justine Bateman	33 Kurt Russell
34 Carrie Fisher	34 George Michael
35 Stepfanie Kramer	35 Andrew Ridgeley
36 Cybill Shepard	36 Michael Jackson
37 Victoria Principal	37 John Cusack
38 Morgan Fairchild	38 Jon Cryer
39 Vanessa Williams	39 Hulk Hogan
40 Helen Slater	40 New Kids on the Block
41 Tanya Roberts	41 Menudo
42 Jamie Lee Curtis	42 Axl Rose
43 Carol Alt	43 David Bowie
44 Chris Evert-Lloyd	44 William Zabka
45 Winona Ryder	45 Jonathan Ke Quan
46 Nancy Wilson (Heart)	46 Tony Danza
47 Deborah Foreman	47 Chuck Norris
48 Soleil Moon Frye	48 River Phoenix
49 Loni Anderson	49 Wil Wheaton
50 Ally Sheedy	50 C.B. Barnes
51 Nancy McKeon	51 James Spader
52 Kim Fields	52 Andrew McCarthy
53 Lisa Whelchel	53 Michael Jordan
54 Dana Plato	54 Robert Downey, Jr.
55 Elizabeth Shue	55 Matthew Broderick
56 Valerie Bertenelli	56 Bruce Willis
57 Jennifer Connley	57 Joe Montana
58 Jaime Gertz	58 Christian Slater
59 Patricia Arquette	59 Emilio Estevez
60 Andrea Elson	60 Charlie Sheen
61 Cyndi Lauper	61 Lou Diamond Phillips
62 Kerri Green	62 Kiefer Sutherland
63 Demi Moore	63 Rob Lowe
64 Molly Ringwald	64 Judd Nelson

65 Janet Jackson	65 Bill Paxton
66 Princess Diana	66 Michael Biehn
67 Kelly LaBrock	67 Nicholas Cage
68 Elle McPherson	68 Bon Jovi
69 Kathy Ireland	69 Cary Elwes
70 Kelly McGillis	70 Josh Brolin
71 Diane Lane	71 Pee-Wee Herman
72 Sigourney Weaver	72 Tony Hawk
73 Sean Young	73 John Stamos
74 Dinah Cancer	74 Scott Baio
75 Staci Keanan	75 Tom Selleck
76 Belinda Carlisle	76 Fred Savage
77 Sade	77 Val Kilmer
78 Kate Bush	78 Ricky Schroder
79 Adrienne Barbeau	79 Mat Hoffman
80 Tracy Gold	80 Sting (singer or wrestler)
81 Sheena Easton	81 Ric Flair
82 Vanity	82 Kevin Bacon
83 Gloria Estefan	83 Zach Galligan
84 Taylor Dayne	84 Marc Singer
85 Samantha Fox	85 Sean Penn
86 Daryl Hannah	86 Christopher Penn
87 Kate Capshaw	87 Christopher Reeve
88 Lori Singer	88 Patrick Dempsey
89 Linna Quigley	89 Jason Bateman
90 Jewel Shepard	90 Judge Reinhold
91 Lea Thompson	91 Mark Harmon
92 Ione Skye	92 Mr. T
93 Christina Applegate	93 David Hasselhoff
94 Alyssa Milano	94 U2
95 Beverly D'Angelo	95 Tom Wopat
96 Kim Cattrall	96 John Schneider
97 Mia Sara	97 Randy Savage
98 Paulina Porizkova	98 Henry Thomas
99 Christie Brinkley	99 Billy Dee Williams
00 Rebecca De Mornay	00 Harrison Ford



YOUR SONG OF THE 1980'S

What is playing at the big dance when you see your crush, or when you ask them to dance? What song do they play at the big break dancing contest? What song is the bully playing in his car when he pulls up to mess with you and your pals? What was the last song you heard before you got dropped off at school? I wonder what the new kid's favorite song is? It's slow skate at SK8 World, what song are they going to play? What song is playing at the big party when you walk in? What is on MTV?

Use this chart to randomly select a Character/ NPC's favorite song of the 1980's, or to select a tune to set the mood of a pivotal moment in the game. Feel free to re-roll contradictory song selections.

RANDOM SONG SELECTOR (OR CHOOSE FROM THE APPROPRIATE GENRE)	
01-15	Pop/ Rock/ R&B Party Songs
16-28	Pop/ Rock/ R&B Slow Dance
29-40	Alt Rock
41-48	Punk
49-64	Hard Rock/ Heavy Metal
65-77	Hair Metal
78-87	Speed/ Thrash Metal
88-94	Rap
95-00	Country

POP/ ROCK/ R&B PARTY SONGS

1.	How Will I Know, Whitney Houston
2.	Take on Me, A-Ha
3.	Mickey, Toni Basil
4.	Open Your Heart, Madonna
5.	New Sensation, INXS
6.	I Ran, Flock of Seagulls
7.	Beat It, Michael Jackson
8.	Glory Days, Bruce Springsteen
9.	Miami Vice Theme, Jan Hammer
10.	Caribbean Queen, Billy Ocean
11.	Rio, Duran Duran
12.	Footloose, Kenny Loggins
13.	Jack & Diane, John Cougar-Mellencamp
14.	Broken Wings, Mr. Mister
15.	Africa, Toto
16.	Straight Up, Paula Abdul
17.	Ceneterfold, The J. Geils Band
18.	867-5309, Tommy Tutone
19.	Hanging Tough, New Kids on the Block
20.	Heartbreaker, Pat Benatar
21.	The Power of Love, Huey Lewis and the News
22.	Rock Me Amadeus, Falco
23.	Bette Davis Eyes, Kim Carnes
24.	Genius of Love, Tom Tom Club
25.	Wake Me Up Before You Go-Go, Wham!
26.	1999, Prince
27.	Billie Jean, Michael Jackson
28.	Material Girl, Madonna
29.	Safety Dance, Men Without Hats
30.	I Wanna Dance with Somebody, Whitney Houston
31.	Invincible, Pat Benatar
32.	Girls Just Want to Have Fun, Cyndi Lauper
33.	Electric Avenue, Eddy Grant
34.	Heaven is a Place on Earth, Belinda Carlisle
35.	Let's Hear it for the Boy, Deniece Williams
36.	Danger Zone, Kenny Loggins
37.	A View to a Kill, Duran Duran
38.	St. Elmo's Fire, John Parr
39.	I Think We're Alone Now, Tiffany
40.	Never, Heart
41.	I Can't Go For That, Hall and Oates
42.	Addicted to Love, Robert Palmer
43.	Don't Dream Its Over, Crowded House
44.	Manic Monday, The Bangles
45.	Sunglasses at Night, Corey Heart
46.	99 Luftballoons, Nena
47.	Sledgehammer, Peter Gabriel
48.	I Melt with You, Modern English
49.	Karma Chameleon, Culture Club
50.	C'est La Vie, Robbie Nevil

51.	Money For Nothing, Dire Straits
52.	Your Love, The Outfield
53.	Brass in Pocket, The Pretenders
54.	I Want Candy, Bow Wow Wow
55.	Kiss, Prince
56.	Living in a Box, Living in a Box
57.	We Got the Beat, The Go-Go's
58.	Electric Youth, Debbie Gibson
59.	Candy Girl, New Edition
60.	Summer of '69, Bryan Adams
61.	When Doves Cry, Prince
62.	Sweet Dreams, The Eurythmics
63.	Come on Eileen, Dexy's Midnight Runners
64.	Cars, Gary Numan
65.	Like a Virgin, Madonna
66.	Nasty, Boys Janet Jackson
67.	Don't You Want Me, The Human League
68.	Everybody Have Fun Tonight, Wang Chung
69.	Down Under, Men at Work
70.	Tainted Love, Soft Cell
71.	Faith, George Michael
72.	I Lost on Jeopardy, Weird Al Yankovic
73.	Let's Dance, David Bowie
74.	Flashdance (What a Feeling), Irene Cara
75.	Jessie's Girl, Rick Springfield
76.	Need You Tonight, INXS
77.	Dancing in the Dark, Bruce Springsteen
78.	Maneater, Hall and Oates
79.	Walk Like an Egyptian, The Bangles
80.	Call Me, Blondie
81.	There is Always Something There to Remind Me, Naked Eyes
82.	Our Lips are Sealed, The Go-Go's
83.	Too Shy, Kijagoogoo
84.	Love is a Battlefield, Pat Benatar
85.	Who's Johnny, El DeBarge
86.	Cruel Summer, Banannarama
87.	Only in My Dreams, Debbie Gibson
88.	Cold Hearted, Paula Abdul
89.	Born in the USA, Bruce Springsteen
90.	One Thing Leads to Another, The Fixx
91.	Working For the Weekend, Loverboy
92.	Little Red Corvette, Prince
93.	All Night Long, Lionel Richie
94.	Get Out of My Dreams, Billy Ocean
95.	What I Like About You, The Romantics
96.	Celebration, Kool and the Gang
97.	Physical, Olivia Newton-John
98.	Authority Song, John Cougar-Mellencamp
99.	Let's Go All the Way, Sly Fox
100.	Ghostbusters, Ray Parker Jr.

POP/ ROCK/ R&B SLOW DANCE

1.	Smooth Operator, Sade
2.	Could've Been, Tiffany
3.	Never Tear Us Apart, INXS
4.	Crazy For You, Madonna
5.	Carrie, Europe
6.	All Through the Night, Cyndi Lauper
7.	Every Breath You Take, The Police
8.	You're All I Need, Motley Crue
9.	Nobody's Fool, Cinderella
10.	Eternal Flame, The Bangles
11.	Sara, Starship
12.	Voices Carry, Til Tuesday
13.	These Dreams, Heart
14.	Live to Tell, Madonna
15.	Heaven, Warrant
16.	The Greatest Love of All, Whitney Houston
17.	The Ballad of Jayne, L.A. Guns
18.	True Colors, Cyndi Lauper
19.	Every Rose Has It's Thorn, Poison
20.	Sweet Love, Anita Baker
21.	I'll Be There For You, Bon Jovi
22.	Keep on Loving You, REO Speedwagon
23.	So Amazing, Luther Vandross
24.	Learning to Fly, Pink Floyd
25.	Patience, Guns N' Roses
26.	I Want to Know What Love Is, Foreigner
27.	Purple Rain, Prince
28.	She's Like the Wind, Patrick Swayze
29.	Who Wants to Live Forever, Queen
30.	Alone Again, Dokken
31.	The Glory of Love, Peter Cetera
32.	The Flame, Cheap Trick
33.	Let's Wait a While, Janet Jackson
34.	House of Pain, Faster Pussycat
35.	Take My Breath Away, Berlin
36.	Careless Whisper, George Michael
37.	Mad World, Tears For Fears
38.	Sexual Healing, Marvin Gaye
39.	Lost in Your Eyes, Debbie Gibson
40.	Don't Know What You Got ('Til Its Gone), Cinderella
41.	Home Sweet Home, Motley Crue
42.	Love Song, Tesla
43.	With or Without You, U2
44.	Endless Love, Lionel Richie
45.	In the Air Tonight, Phil Collins
46.	I Remember You, Skid Row
47.	Love Bites, Def Leppard
48.	Time After Time, Cyndi Lauper
49.	Angel, Aerosmith
50.	Up Where We Belong, Joe Cocker and Jennifer Warnes

51.	Against All Odds, Phil Collins
52.	Total Eclipse of the Heart, Bonnie Tyler
53.	Can't Fight That Feeling Anymore, REO Speedwagon
54.	Heaven, Bryan Adams
55.	They'll Be Sad Songs, Billy Ocean
56.	Living in Sin, Bon Jovi
57.	The Next Time I Fall in Love, Peter Cetera and Amy Grant
58.	Father Figure, George Michael
59.	Is This Love, Whitesnake
60.	Your Love is King, Sade
61.	What it Takes, Aerosmith
62.	Faithfully, Journey
63.	What's Love Got to Do With It, Tina Turner
64.	Alone, Heart
65.	Listen to Your Heart, Roxette
66.	Hello, Lionel Richie
67.	I Drove All Night, Cyndi Lauper
68.	I Just Called to Say I Love You, Stevie Wonder
69.	Love Will Lead You Back, Taylor Dayne
70.	A Groovy Kind of Love, Phil Collins
71.	All Out of Love, Air Supply
72.	Love TKO, Teddy Pendegrass
73.	Save All of Your Love, Great White
74.	The Power of Love, Jennifer Rush
75.	Now Your Gone, Whitesnake
76.	Lady in Red, Chris De Burgh
77.	Bringing on the Heartbreak, Def Leppard
78.	Edge of the World, Faith No More
79.	When I See You Smile, Bad English
80.	Edie (Ciao Baby), The Cult
81.	Hungry Eyes, Eric Carman
82.	Somewhere Out There, James Ingram & Linda Ronstadt
83.	Time For Me to Fly, REO Speedwagon
84.	When It's Love, Van Halen
85.	For Your Eyes Only, Sheena Easton
86.	Headed For a Heartbreak, Winger
87.	Time of My Life, Bill Medley and Jennifer Warnes
88.	In Your Eyes, Peter Gabriel
89.	Almost Paradise, Ann Wilson and Mike Reno
90.	Never Say Goodbye, Bon Jovi
91.	Ain't Even Done with the Night, John Cougar-Mellencamp
92.	I Just Died in Your Arms Tonight, Cutting Crew
93.	Angel Eyes, The Jeff Healey Band
94.	Toy Soldiers, Martika
95.	Oh Sherrie, Steve Perry
96.	She's Out of My Life, Michael Jackson
97.	Amanda, Boston
98.	I Won't Forget You, Poison
99.	Hold Me Now, The Thompson Twins
100.	Without You, Motley Crue

ALTERNATIVE ROCK

1.	Bastards of Young, The Replacements
2.	Head Over Heels, Tears For Fears
3.	Burning Down the House, Talking Heads
4.	A Question of Lust, Depeche Mode
5.	Love Song, Th Cure
6.	How Soon is Now?, The Smiths
7.	People That Died, The Jim Carroll Band
8.	Romeo's Distress, Christian Death
9.	The One I Love, R.E.M.
10.	Love Will Tear Us Apart, Joy Division
11.	Dear God, XTC
12.	We Care a Lot, Faith No More
13.	Bizarre Love Triangle, New Order
14.	Where is My Mind?, The Pixies
15.	Nevermind, The Replacements
16.	Punk Rock Girl, The Dead Milkmen
17.	High Fidelity, Elvis Costello
18.	Whip It, Devo
19.	Weird Science, Oingo Boingo
20.	Books About UFOs, Husker Du
21.	Don't You Forget About Me, The Simple Minds
22.	Stand, R.E.M.
23.	Lake of Fire, The Meat Puppets
24.	Blue Monday, New Order
25.	Answering Machine, The Replacements
26.	Everybody Wants to Rule the World, Tears For Fears
27.	Life During Wartime, Talking Heads
28.	So Alive, Love & Rockets
29.	Bitchin' Camaro, The Dead Milkmen
30.	William it was Really Nothing, The Smiths
31.	Strangelove, Depeche Mode
32.	Down in it, Nine Inch Nails
33.	More Than This, Roxy Music
34.	The Crab Song, Faith No More
35.	Siren, The Divinyls
36.	Across a Thousand Blades, Black Tape For A Blue Girl
37.	Master and Servant, Depeche Mode
38.	Big Dumb Sex, Soundgarden
39.	Kiss Me on the Bus, The Replacements
40.	About a Girl, Nirvana
41.	This Corrosion, Sisters of Mercy
42.	Stuart, The Dead Milkmen
43.	Motorcrash, The Sugarcubes
44.	Procession, 45 Grave
45.	Burn the Flame, Roky Erikson
46.	Fire in the Rain, Agent Orange
47.	Once in a Lifetime, Talking Heads
48.	Alex Chilton, The Replacements
49.	Just Like Heaven, The Cure
50.	Love Shack, The B-52's

51.	Running Up That Hill, Kate Bush
52.	Peek-A-Boo, Siouxsie and the Banshees
53.	Its the End of the World, R.E.M.
54.	Head Like a Hole, Nine Inch Nails
55.	She Blinded Me with Science, Thomas Dolby
56.	Shout, Tears For Fears
57.	Come Anytime, Hoodoo Gurus
58.	There is a Light That Never Goes Out, The Smiths
59.	Love Like Blood, Killing Joke
60.	Blister in the Sun, Violent Femmes
61.	Teenage Riot, Sonic Youth
62.	The Killing Moon, Echo and the Bunnymen
63.	The Future's So Bright, Timbuk 3
64.	You Might Think, The Cars
65.	24 Hour Party People, Happy Mondays
66.	Should I Stay or Should I Go, The Clash
67.	Everyday I Write the Book, Elvis Costello
68.	Born to Love Volcanoes, The Dead Milkmen
69.	Androgynous, The Replacements
70.	No One Lives Forever, Oingo Boingo
71.	I Don't Know What You're Talking About, Husker Du
72.	Gigantic, The Pixies
73.	Video Killed the Radio Star, The Buggles
74.	Pictures of You, The Cure
75.	Beds are Burning, Midnight Oil
76.	The Mercy Seat, Nick Cave and the Bad Seeds
77.	God is a Bullet, Concrete Blonde
78.	Knock Me Down, Red Hot Chili Peppers
79.	All That Money Wants, The Psychedelic Furs
80.	If You Leave, OMD
81.	Our House, Madness
82.	Nowhere Girl, B-Movie
83.	West End Girls, Pet Shop Boys
84.	You Spin Me Round, Dead or Alive
85.	Mayor of Simpleton, XTC
86.	Soft as Snow (But Warm Inside), My Bloody Valentine
87.	Bela Lugosi is Dead, Bauhaus
88.	Love Removal Machine, The Cult
89.	The Host of Seraphim, Dead Can Dance
90.	I Will Dare, The Replacements
91.	Arabian Knights, Siouxsie and the Banshees
92.	Song to then Siren, This Mortal Coil
93.	Fascination Street, The Cure
94.	Anne's Song, Faith No More
95.	Rise, Public Image Limited
96.	Is She Really Going Out With Him?, Joe Jackson
97.	Town Called Malice, The Jam
98.	Hands All Over, Soundgarden
99.	Turning Japanese, The Vapors
100.	Transmission, Joy Division

PUNK

1.	TV Party, Black Flag
2.	Violent World, The Misfits
3.	Let's Start a War, The Exploited
4.	So What?, The Anti-Nowhere League
5.	Rock n' Roll High School, The Ramones
6.	California Uber Alles, Dead Kennedys
7.	Straight Edge, Minor Threat
8.	The Hungry Wolf, X
9.	Party Time, 45 Grave
10.	Goo Goo Muck, The Cramps
11.	Institutionalized, Suicidal Tendencies
12.	Rock the Casabah, The Clash
13.	Tonight, SSQ
14.	Put Your Clothes Back On, The Undead
15.	Die, Die My Darling, The Misfits
16.	Nothing For You, T.S.O.L.
17.	There Goes Norman, The Undertones
18.	The KKK Took My Baby Away, The Ramones
19.	I Lost My Mind, Angry Samoans
20.	Let Me Know, The Wipers
21.	Punks Not Dead, The Exploited
22.	I Saw Your Mommy, Suicidal Tendencies
23.	Beef Bologna, Fear
24.	Eyes Without a Face, The Flesh Eaters
25.	Riding with Mary, X
26.	Garbage Man, The Cramps
27.	Pet Semetary, The Ramones
28.	Live Fast and Die Young, Circle Jerks
29.	Skulls, The Misfits
30.	Oi Oi Oi, Cockney Rejects
31.	Don't Forget the Chaos, The Exploited
32.	This is Ain't No Picnic, The Minutemen
33.	Totally Wired, The Fall
34.	Do You Remember Rock n' Roll Radio?, The Ramones
35.	Hollywood Boulevard, The Undead
36.	Guilty of Being White, Minor Threat
37.	Mickey Mouse is Dead, Subhumans
38.	She's Hit, The Birthday Party
39.	Mommy Can I Go Out and Kill Tonight?, The Misfits
40.	Psycho Therapy, The Ramones
41.	Johnny Hit and Run Pauline, X
42.	Somebody Put Something in My Drink, The Ramones
43.	Rise Above, Black Flag
44.	I Remember, MDC
45.	Take a Walk, The Tall Boys
46.	Hope, The Descendents
47.	Holiday in Cambodia, Dead Kennedys
48.	The New World, X
49.	Roots Radicals Rockers and Reggae, Stiff Little Fingers
50.	Nazi Punks **** Off, Dead Kennedys

51.	We Don't Want the Poor in New York City, The Undead
52.	Last Caress, The Misfits
53.	Minor Threat, Minor Threat
54.	Adult Books, X
55.	Alcohol, Gang Green
56.	Slip It In, Black Flag
57.	Straight to Hell, The Clash
58.	Sanity, Bad Religion
59.	Big A Little A, Crass
60.	Repo Man, Iggy Pop
61.	I Against 1, Bad Brains
62.	She's Like Heroine to Me, The Gun Club
63.	Time Has Come Today, Angry Samoans
64.	Jealous Again, Black Flag
65.	Johnny's Got a Problem, D.I.
66.	Vampira, The Misfits
67.	Surfin' Dead, The Cramps
68.	Dead Beat Dance, The Damned
69.	Legend of Pat Brown, The Vandals
70.	Coup d'etat, Circle Jerks
71.	In Eighty Four, The Undead
72.	Let's Have a War, Fear
73.	Sex Beat, The Gun Club
74.	Merry Christmas, The Ramones
75.	Richard Hung Himself, D.I.
76.	Religious Wars, Subhumans
77.	Protest and Survive, Discharge
78.	I Shot the Devil, Suicidal Tendencies
79.	The Eliminator, Agnostic Front
80.	John Wayne was a Nazi, MDC
81.	What We All Want, Gang of Four
82.	Johnny are You Queer?, Josie Cotton
83.	I Turned into a Martian, The Misfits
84.	Sick Boy, G.B.H.
85.	Los Angeles, X
86.	Knowledge, Operation Ivy
87.	Junkyard, The Birthday Party
88.	Fascist Pig, Suicidal Tendencies
89.	Ghouls Night Out, The Misfits
90.	I Believe in Miracles, The Ramones
91.	45 Grave, 45 Grave
92.	Question Authority, Circle Jerks
93.	Bloodstains, Agent Orange
94.	You Hate Me and I Hate You, G.G. Allin
95.	See That Girl, The Undertones
96.	The Damned, Plasmatics
97.	I Wanna Be Straight, Ian Dury & the Blockheads
98.	Let's Drink Some Beer, Gang Green
99.	Death Camps, Cro-Mags
100.	Kill the Poor, Dead Kennedys

HARD ROCK/HEAVY METAL

1.	Subdivisions, Rush
2.	And the Cradle Will Rock, Van Halen
3.	Crazy Train, Ozzy Osbourne
4.	Me Against the World, Lizzy Borden
5.	Breakin' the Law, Judas Priest
6.	Princes of the Universe, Queen
7.	Photograph, Def Leppard
8.	Who Made Who, AC/DC
9.	Welcome to the Jungle, Guns N' Roses
10.	Eyes of a Stranger, Queensryche
11.	Wanted Dead or Alive, Bon Jovi
12.	Over My Head, King's X
13.	Metal Health, Quiet Riot
14.	Round and Round, Ratt
15.	Burnin' For You, Blue Oyster Cult
16.	She Sells Sanctuary, The Cult
17.	Underwater Love, Faith No More
18.	I Love it Loud, Kiss
19.	Cult of Personality, Living Colour
20.	Bark at the Moon, Ozzy Osbourne
21.	Start Me Up, The Rolling Stones
22.	Wasted Years, Iron Maiden
23.	18 and Life, Skid Row
24.	Back in Black, AC/DC
25.	Pour Some Sugar on Me, Def Leppard
26.	Turn Up the Radio, Autograph
27.	Living After Midnight, Judas Priest
28.	I Love Rock n' Roll, Joan Jett
29.	Mother, Danzig
30.	Rainbow in the Dark, Dio
31.	I Wanna Rock, Twisted Rock
32.	Out on the Streets, Savatage
33.	Under Pressure, Queen
34.	Teenage Frankenstein, Alice Cooper
35.	Free Will, Rush
36.	I Don't Believe in Love, Queensryche
37.	Cradle to the Grave, Motorhead
38.	Sweet Child O' Mine, Guns N' Roses
39.	Body Talk, Ratt
40.	Dancing in the Ruins, Blue Oyster Cult
41.	Spirit of Radio, Rush
42.	Cry Little Sister, Gerard McMann
43.	Unchained, Van Halen
44.	Powerslave, Iron Maiden
45.	We're Not Gonna Take It, Twisted Sister
46.	You Give Love a Bad Name, Bon Jovi
47.	She's Tight, Cheap Trick
48.	Fire Woman, The Cult
49.	Hell's Bells, AC/DC
50.	You've Got Another Thing Coming, Judas Priest

51.	Hammer to Fall, Queen
52.	Scared, Dangerous Toys
53.	Youth Gone Wild, Skid Row
54.	Pick Your Window, Raven
55.	High N' Dry (Saturday Night), Def Leppard
56.	Another One Bites the Dust, Queen
57.	The Touch, Stan Bush
58.	Sweat Cheater, Ratt
59.	Alexander the Great, Iron Maiden
60.	Jump, Van Halen
61.	Sister Christian, Night Ranger
62.	White Wedding, Billy Idol
63.	Mr. Roboto, Styx
64.	Come on Feel the Noize, Quiet Riot
65.	Rag Doll, Aerosmith
66.	Close My Eyes Forever, Lita Ford and Ozzy Osbourne
67.	Hot For Teacher, Van Halen
68.	2 Minutes to Midnight, Iron Maiden
69.	Paradise City, Guns N' Roses
70.	Metal Gods, Judas Priest
71.	Angel Witch, Angel Witch
72.	You Shook Me All Night Long. AC/DC
73.	Lick it Up, Kiss
74.	Winner Takes it All, Sammy Hagar
75.	Eye of the Tiger, Survivor
76.	Burn in Hell, Twisted Sister
77.	The Ultimate Sin, Ozzy Osbourne
78.	Holy Diver, Dio
79.	Ace of Spades, Motorhead
80.	Run to the Hills, Iron Maiden
81.	Tom Sawyer, Rush
82.	Veteran of the Psychic Wars, Blue Oyster Cult
83.	Rock You Like a Hurricane, The Scorpions
84.	He's Back (The Man Behind the Mask), Alice Cooper
85.	Shot in the Dark, Ozzy Osbourne
86.	Locked In, Judas Priest
87.	Hollywood, Junkyard
88.	Rock of Ages, Def Leppard
89.	Metal on Metal, Anvil
90.	I Wanna Be Somebody, W.A.S.P.
91.	Balls to the Wall, Accept
92.	When the Crowds are Gone, Savatage
93.	Mr. Brownstone, Guns N' Roses
94.	Lady Evil, Black Sabbath
95.	Screaming in the Night, Krokus
96.	Wango Tango, Ted Nugent
97.	Panama, Van Halen
98.	The Pass, Rush
99.	Dude Looks Like a Lady, Aerosmith
100.	Epic, Faith No More

HAIR METAL

1.	Gypsy Road, Cinderella
2.	Too Young to Fall in Love, Motley Crue
3.	Seventeen, Winger
4.	Fly High Michelle, Enuff Z' Nuff
5.	Kiss Me Deadly, Lita Ford
6.	Bathroom Wall, Faster Pussycat
7.	Fallen Angel, Poison
8.	Bang Go the Bells, Babylon A.D.
9.	Love is For Suckers, Twisted Sister
10.	Don't Close Your Eyes, Kix
11.	Little Fighter, White Lion
12.	Beat the Bullet, Vain
13.	The Final Countdown, Europe
14.	Don't You Ever Leave Me, Hanoi Rocks
15.	Play with Me, Extreme
16.	Sometimes at Night, Gorky Park
17.	Look What the Cat Dragged In, Poison
18.	Sometimes She Cries, Warrant
19.	Rip and Tear, L.A. Guns
20.	When the Children Cry, White Lion
21.	Electric Gypsy, L.A. Guns
22.	Find My Heart a Home, Princess Pang
23.	Sunshine Girl, The Front
24.	Wildside, Motley Crue
25.	Love Makes You Blind, Fiona
26.	Soul Inside, Law and Order
27.	The Truth, Spanky Lee
28.	Nothin' But a Good Time, Poison
29.	Naughty Naughty, Danger Danger
30.	Girl School, Britny Fox
31.	Back to the Cave, Lita Ford
32.	Shout it Out, Shotgun Messiah
33.	Edge of a Broken Heart, Vixen
34.	Jihad, D.A.D.
35.	House of Fire, Alice Cooper
36.	Girls, Girls, Girls, Motley Crue
37.	Talk Dirty to Me, Poison
38.	Walking Shoes, Tora Tora
39.	Dream On, Britny Fox
40.	Bad Habit, Twisted Sister
41.	Hunger, Spectre General
42.	Addicted to That Rush, Mr. Big
43.	Cold Blood, Kix
44.	Mutha (Don't Want to go to School Today), Extreme
45.	Shout at the Devil, Motley Crue
46.	Down Boys, Warrant
47.	Feel the Shake, Jetboy
48.	Poison Ivy, Faster Pussycat
49.	Shotgun Sally, Cats in Boots
50.	Someone Like You, Bang Tango

51.	Last Mile, Cinderella
52.	Teenage Runaway, American Angel
53.	Heaven's Trail, Tesla
54.	Ninja, Europe
55.	Wait, White Lion
56.	New Thing, Enuff Z' Nuff
57.	Inside Out, XYZ
58.	Here I Go Again, Whitesnake
59.	Looks that Kill, Motley Crue
60.	Madaline, Winger
61.	Dream Warriors, Dokken
62.	Love Kills, Vinnie Vincent Invasion
63.	Poison, Alice Cooper
64.	Shot Down the Night, Banshee
65.	Dr. Feelgood, Motley Crue
66.	Half the Way Valley, Sea Hags
67.	Transformers (Movie Theme), Lion
68.	I Want Action, Poison
69.	Big Talk, Warrant
70.	Never Enough, L.A. Guns
71.	I'm on to You, Hurricane
72.	Give it All You Got, Shy England
73.	To Hell with the Devil, Stryper
74.	Smooth Up in Ya, Bulletboys
75.	I Wanna Be with You, Pretty Boy Floyd
76.	Superstitious, Europe
77.	Cryin', Vixen
78.	Into the Fire, Dokken
79.	Dead, Jail or Rock n' Roll, Michael Monroe
80.	Ashes to Ashes, Vinnie Vincent Invasion
81.	Summertime Girls, Y&T
82.	Phantom Rider, Tora Tora
83.	Remembering Old Times, Precious Metal
84.	Bang, Gorky Park
85.	Paris Calling, Shark Island
86.	The Kid Goes Wild, Babylon A.D.
87.	Shake Me, Cinderella
88.	Rock the Night, Europe
89.	Show a Little Love, Lillian Axe
90.	Night Crawler, EZO
91.	Please Come Back to Me, Jailhouse
92.	Wait For You, Bonham
93.	Trick or Treat, Fastway
94.	Love has Taken Its Toll, Saraya
95.	Oh Ruby, Dirty Looks
96.	Over the Edge, Hurricane
97.	We Stand Alone, Killer Dwarfs
98.	Baby Blue, Princess Pang
99.	Live Wire, Motley Crue
100.	Wrap My Wings, Bang Tango

SPEED/THRASH METAL

1.	Peace Sells, Megadeth
2.	For Whom the Bell Tolls, Metallica
3.	Madhouse, Anthrax
4.	Pledge Your Allegiance, Suicidal Tendencies
5.	Rise and Fall, Helloween
6.	Toxic Waltz, Exodus
7.	Elimination, Overkill
8.	Angel of Death, Slayer
9.	Practice What You Preach, Testament
10.	Welcome Home, King Diamond
11.	Surf Nicaragua, Sacred Reich
12.	Beneath the Wheel, D.R.I.
13.	Bored, Death Angel
14.	Caught in a Mosh, Anthrax
15.	Brainwashed, Nuclear Assault
16.	How Will I Laugh Tomorrow, Suicidal Tendencies
17.	In My Darkest Hour, Megadeth
18.	Hello From the Gutter, Overkill
19.	Masked Jackal, Coroner
20.	Ton of Bricks, Metal Church
21.	One, Metallica
22.	Self Destruct, Laaz Rocket
23.	South of Heaven, Slayer
24.	I Want Out, Helloween
25.	Critical Mass, Nuclear Assault
26.	The Unknown Knows, Voivod
27.	Curse of the Gods, Destruction
28.	The Witching Hour, Venom
29.	Betrayer, Kreator
30.	Fade to Black, Metallica
31.	Siege of Power, Napalm Death
32.	N.F.L., Anthrax
33.	Liar, Megadeth
34.	Raining Blood, Slayer
35.	Over the Wall, Testament
36.	Circle of the Tyrants, Celtic Frost
37.	Welcome Home, Metallica
38.	I Hate, Overkill
39.	War Inside My Head, Suicidal Tendencies
40.	Suit and Tie Guy, D.R.I.
41.	Fire in the Hole, Laaz Rocket
42.	Ground Zero Brooklyn, Carnivore
43.	Losers, Detente
44.	Disposable Heroes, Metallica
45.	Ravenous Medicine, Voivod
46.	Blood Fire Death, Bathory
47.	Road Mutants, Death Angel
48.	Tea, King Diamond
49.	Party Animal, M.O.D.
50.	Wake Up Dead, Megadeth

51.	Anti-Social, Anthrax
52.	Death Metal, Possessed
53.	Darkness Descends, Dark Angel
54.	Battery, Metallica
55.	Allison Hell, Annihilator
56.	Possessed to Skate, Suicidal Tendencies
57.	Kill Yourself, S.O.D.
58.	Welcome to Hell, Venom
59.	Climbin' the Walls, Wrathchild America
60.	Inner Self, Sepultura
61.	Nuclear Winter, Sodom
62.	Halloween, Helloween
63.	No Presents For Christmas, King Diamond
64.	Piranha, Exodus
65.	Lethal Tendencies, Hallow's Eve
66.	Escape From Within, Flotsam and Jetsam
67.	Mandatory Suicide, Slayer
68.	Electro-violence, Overkill
69.	Hook in Mouth, Megadeth
70.	Eternal Nightmare, Vio-Lence
71.	Blackened, Metallica
72.	Indians, Anthrax
73.	Trip at the Brain, Suicidal Tendencies
74.	Who Cares Wins, Anthrax
75.	Psychic Vacuum, Voivod
76.	Infernal Death, Death
77.	Terror Squad, Artillery
78.	Playing with Spiders/ Skullcrusher, Overkill
79.	I am the Law, Anthrax
80.	Seek & Destroy, Metallica
81.	Anarchy in the U.K., Megadeth
82.	Panic, Holy Moses
83.	Battle Angels, Sanctuary
84.	Out of Body, Pestilence
85.	Kyrie Eleison, Fates Warning
86.	Die by the Sword, Slayer
87.	Internal Bleeding, Obituary
88.	Holy War, Detente
89.	Chapel of Ghouls, Morbid Angel
90.	This Party Sucks, Ludichrist
91.	Power Thrashing Death, Whiplash
92.	Abduction, D.R.I.
93.	Bonded by Blood, Exodus
94.	Hit the Lights, Metallica
95.	Mechanix, Megadeth
96.	Melissa, Mercyful Fate
97.	**** You, Overkill
98.	The New Order, Testament
99.	Surprise! You're Dead, Faith No More
100.	The Four Horseman, Metallica

RAP

1.	Fight the Power, Public Enemy
2.	Bust a Move, Young MC
3.	Big Ole Butt, LL Cool J
4.	Express Yourself, N.W.A.
5.	Posse on Broadway, Sir Mix-a-Lot
6.	Christmas in Hollis, Run DMC
7.	Parents Just Don't Understand, DJ Jazzy Jeff & The Fresh Prince
8.	Erik B is President, Erik B & Rakim
9.	Me, Myself & I, De La Soul
10.	I'm Your Pusher, Ice T
11.	Paul Revere, The Beastie Boys
12.	Wild Thing, Tone Loc
13.	Rapper's Delight, The Sugarhill Gang
14.	You Gots to Chill, EMPD
15.	Rock the Bells, LL Cool J
16.	Just a Friend, Biz Markie
17.	Brass Monkey, The Beastie Boys
18.	My Philosophy, Boogie Down Productions
19.	Freaky Tales, Too Short
20.	Me So Horny, 2 Live Crew
21.	Wild Wild West, Kool Moe Dee
22.	Fight For Your Right to Party, The Beastie Boys
23.	Boyz in the Hood, Easy E
24.	Its Funky Enough, The D.O.C.
25.	Planet Rock, Afrika Bambaattaa
26.	Stick Em, The Fat Boys
27.	High Rollers, Ice T
28.	No Sleep 'Til Brooklyn, The Beastie Boys
29.	Turn This Muther Out, MC Hammer
30.	Children's Story, Slick Rick
31.	I'm the Man, Anthrax
32.	The Message, Grand Master Flash & the Furious Five
33.	Bring the Noise, Public Enemy
34.	Push It, Salt N' Pepa
35.	Walk This Way, Run DMC
36.	It Takes Two, Rob Base and DJ E-Z Rock
37.	Rapture, Blondie
38.	Follow the Leader, Erik B & Rakim
39.	Don't Believe the Hype, Public Enemy
40.	Colors, Ice-T
41.	Straight Outta Compton, N.W.A.
42.	Funky Cold Medina, Tone Loc
43.	Its Like That, Run DMC
44.	The Show, Doug E. Fresh
45.	PSK, What Does That Mean?, Schooly D
46.	Shake Your Rump. The Beastie Boys
47.	Rebel Without a Pause, Public Enemy
48.	Microphone Fiend, Erik B & Rakim
49.	Set it Off, Big Daddy Kane
50.	Ego Trippin', Ultramagnetic MC's

51.	Top Billin', Audio Two
52.	Freaks Come Out at Night, Whodini
53.	The Breaks, Kurtis Blow
54.	I'm Bad, LL Cool J
55.	Sucker MCs, Run DMC
56.	Supersonic, JJ Fad
57.	6 N Tha Morning, Ice T
58.	Cha Cha Cha, MC Lyte
59.	Body Rock, The Treacherous Three
60.	The Gas Face, 3 rd Bass
61.	Pump Up the Jam, Technotronic
62.	King of Rock, Run DMC
63.	Paid in Full, Erik B & Rakim
64.	Slow and Low, The Beastie Boys
65.	Girls Ain't Nothing But Trouble, DJ Jazzy Jeff and the Fresh Prince
66.	Do This My Way, Kid N' Play
67.	La Di Da Di, Slick Rick and Doug E. Fresh
68.	South Bronx, Boogie Down Productions
69.	Potholes in my Lawn, De La Soul
70.	Go See the Doctor, Kool Moe Dee
71.	Peter Piper, Run DMC
72.	Black Steel in the Hour of Chaos, Public Enemy
73.	The Roof is on Fire, Rock Master Scott & the Dynamic Three
74.	Friends, Whodini
75.	Word Up, Cameo
76.	Roxanne Roxanne, UTFO
77.	I Know You Got Soul, Erik B & Rakim
78.	Hey Ladies, The Beastie Boys
79.	Going Back to Cali, LL Cool J
80.	Wipeout, The Fat Boys
81.	Smooth Operator, Big Daddy Kane
82.	Going Way Back, Just Ice
83.	That's the Joint, Funky 4 Plus 1
84.	The Bridge, MC Shan
85.	Easy Duz It, Easy E
86.	Vapors, Biz Markie
87.	New York New York, Grandmaster Flash and the Furious Five
88.	Buddy, De La Soul
89.	Public Enemy No. 1, Public Enemy
90.	Move the Crowd, Erik B & Rakim
91.	Squeeze the Trigger, Ice T
92.	Ladies First, Queen Latifah & Monie Love
93.	Stop the Violence, Boogie Down Productions
94.	Dopeman, NWA
95.	Jack the Ripper, LL Cool J
96.	Mona Lisa, Slick Rick
97.	Scarface, The Geto Boys
98.	My Adidas, Run DMC
99.	Time to Get Ill, The Beastie Boys
100.	Buffalo Stance, Neneh Cherry

COUNTRY

1.	Lady, Kenny Rogers
2.	Tight Fittin' Jeans, Conway Twitty
3.	Much Too Young, Garth Brooke
4.	If Drinkin' Don't Kill Me, George Jones
5.	Mississippi Squirrel Revival, Ray Stevens
6.	Good Ol' Boys, Waylon Jennings
7.	All My Ex's Live in Texas, George Strait
8.	9 to 5, Dolly Parton
9.	On the Road Again, Willie Nelson
10.	Beers to You, Clint Eastwood & Ray Charles
11.	Why Not me, The Judds
12.	Mountain Music, Alabama
13.	Coward of the County, Kenny Rogers
14.	If the South Woulda Have Won, Hank Williams Jr
15.	I Think I'll Just Set Here and Drink, Merle Haggard
16.	18 Wheels and a Dozen Roses, Kathey Mattea
17.	I Love a Rainy Night, Eddie Rabbit
18.	He Stopped Loving Her Today, George Jones
19.	Passionate Kisses, Lucinda Williams
20.	All I Have to Offer You is Me, Charley Pride
21.	The Dance, Garth Brooks
22.	Louisiana Woman Mississippi Man, Conway Twitty & Loretta Lynn
23.	Forever and Ever Amen, Randy Travis
24.	Elvira, The Oak Ridge Boys
25.	Hillbilly Highway, Steve Earle
26.	How Blue, Reba McEntire
27.	Islands in the Stream, Kenny Rogers and Dolly Parton
28.	Angel of the Morning, Juice Newton
29.	There's a Tear in My Beer, Hank Williams Jr.
30.	Fishin' in the Dark, The Nitty Gritty Dirt Band
31.	We Didn't See Anything, George Jones and Ray Charles
32.	The Baron, Johnny Cash
33.	The Devil Went Down to Georgia, The Charlie Daniels Band
34.	Always on My Mind, Willie Nelson
35.	I Believe in You, Don Williams
36.	Amarillo by Morning, George Strait
37.	Mountain of Love, Charley Pride
38.	I'd Love to Lay You Down, Conway Twitty
39.	You and I, Eddie Rabbit and Crystal Gayle
40.	Don't Close Your Eyes, Keith Whitley
41.	Any Day Now, Ronnie Milsap
42.	Ways to Be Wicked, Lone Justice
43.	A Country Boy Will Survive, Hank Williams Jr.
44.	The Sweetest Thing, Juice Newton
45.	She's My Rock, George Jones
46.	Big Red Sun Blues, Lucinda Williams
47.	Goodbye's All We Got Left, Steve Earle
48.	God Bless the USA, Lee Greenwood
49.	It's Me Again Margret, Ray Stevens
50.	Any Which Way You Can, Glen Campbell

51.	Mama He's Crazy, The Judds
52.	Seven Year Ache, Rosanne Cash
53.	City of New Orleans, Willie Nelson
54.	Lynda, Steve Wariner
55.	Slow Hand, Conway Twitty
56.	One Too Many Women in Your Life, Sondra Locke
57.	The Closer You Get, Alabama
58.	If Tomorrow Never Comes, Garth Brooks
59.	The Good Guys and the Bad Guys, John Durrill
60.	Swingin', John Anderson
61.	She's No Lady, Lyle Lovett
62.	Orangutan Hall of Fame, Cliff Crofford
63.	The Chair, George Strait
64.	Diggin' Up Bones, Randy Travis
65.	Beneath Still Waters, Emmylou Harris
66.	Through These Years, Kenny Rogers
67.	Guitar Town, Steve Earle
68.	I Wouldn't Have Missed It For the World, Ronnie Milsap
69.	I'm My Own Grandpa, Ray Stevens
70.	Psycho and Lefty, Willie Nelson
71.	Lonely Nights, Mickey Gilley
72.	All My Rowdy Friends (Are Comin' Over), Hank Williams Jr.
73.	Deeper Than the Holler, Randy Travis
74.	Queen of Hearts. Juice Newton
75.	Looking for Love, Johnny Lee
76.	Seven Spanish Angels, Ray Charles and Willie Nelson
77.	I Was Country When Country Wasn't Cool, Barbara Mandrell
78.	Never Been So Loved, Charley Pride
79.	She Got the Goldmine (I Got the Shaft), Jerry Reed
80.	Give Me one More Chance, Exile
81.	We've Got Tonight, Kenny Rogers and Sheena Easton
82.	To All the Gilsr I've Loved Before, Julio Iglesias and Willie Nelson
83.	Cajun Moon, Ricky Skaggs
84.	Whoever's in New England, Reba McEntire
85.	Strong Enough to Bend, Tanya Tucker
86.	I'm No Stranger to the Rain, Keith Whitley
87.	Mind Your Own Business, Hank Williams Jr.
88.	Killin' Time, Clint Black
89.	You Never Gave Up on Me, Crystal Gayle
90.	Real Love, Dolly Parton
91.	Here Comes That Rainbow Again, Kris Kristofferson
92.	Stranger in My House, Ronnie Milsap
93.	All My Rowdy Friends (Have Settled Down), Hank Williams Jr
94.	Step That Step, Sawyer Brown
95.	The Last Dance, The Mekons
96.	The Highway Men, The Highway Men
97.	Speed of Sound of Loneliness, John Prine
98.	Whatever Happened to Blue Eyes?, Jessi Colter
99.	I Just Wanted to See You So Bad, Lucinda Williams
100.	Copperhead Road, Steve Earle



MOVIES OF THE 1980'S

What is playing at the cinema? What is this weird horror movie I found at the video store? What movies are we watching at the sleep over? What movie should I take my date to this weekend? What is on HBO now? What is Joe Bob playing tonight on the Movie Channel? Oh no, Mom or Dad went to the video store without us, wonder what they rented?

Use this chart to randomly select a Character/ NPC's favorite movie of the 1980's, or to select a film to set the mood of an adventure or a pivotal moment in the game. Feel free to re-roll contradictory selections.

01-15	Date Night Films/Mom & Dad Pick the Movie (Romance and Drama)
16-35	Action/Adventure Flicks
36-55	Comedy Films
56-73	Sci-Fi/Fantasy Films
74-89	Horror Films
90-00	Cult Films/Video Nasties (The Back Shelf at the Back of the Video Store)

DATE NIGHT FILMS/MOM & DAD PICK THE MOVIE (ROMANCE & DRAMA)

1.	Dirty Dancing
2.	The Princess Bride
3.	Something Wild
4.	Date with an Angel
5.	China Girl
6.	No Small Affair
7.	Who's That Girl?
8.	Terms of Endearment
9.	Footloose
10.	Loverboy
11.	Mystic Pizza
12.	Someone to Watch Over Me
13.	Roxanne
14.	Just One of the Guys
15.	St. Elmo's Fire
16.	On Golden Pond
17.	Moonstruck
18.	Dangerous Liaisons
19.	Pretty in Pink
20.	Always
21.	The Big Blue
22.	Can't Buy Me Love
23.	Valley Girl
24.	When Harry Met Sally
25.	An Officer and a Gentleman
26.	Flashdance
27.	Chances Are
28.	Cocktail
29.	About Last Night
30.	Splash
31.	The Blue Lagoon
32.	Sixteen Candles
33.	Girls Just Want to Have Fun
34.	Some Kinda Wonderful
35.	Somewhere in Time
36.	The Pick Up Artist
37.	The Fabulous Baker Boys
38.	She's Gotta Have It
39.	Grease 2
40.	Mannequin
41.	The Sure Thing
42.	Peggy Sue Got Married
43.	Overboard
44.	Lucas
45.	My Chauffeur
46.	Endless Loves
47.	Secret Admirer
48.	Dream a Little Dream
49.	She's Out of Control

50.	Desperately Seeking Susan
51.	Bull Durham
52.	Silkwood
53.	Working Girl
54.	Eight Men Out
55.	The Killing Fields
56.	Out of Africa
57.	Blue Velvet
58.	My Left Foot
59.	Amadeus
60.	Reds
61.	The Big Chill
62.	Do the Right Thing
63.	Children of a Lesser God
64.	Paris, Texas
65.	Sophie's Choice
66.	The Color Purple
67.	Fanny and Alexander
68.	Raging Bull
69.	Mississippi Burning
70.	Broadcast News
71.	The Right Stuff
72.	Ordinary People
73.	The Untouchables
74.	Gandhi
75.	Chariots of Fire
76.	Witness
77.	A Soldier's Story
78.	Ran
79.	Fatal Attraction
80.	Henry V
81.	Rain Man
82.	Dead Poet's Society
83.	Field of Dreams
84.	Yentl
85.	The Natural
86.	Hannah and Her Sisters
87.	Steel Magnolias
88.	Gorillas in the Mist
89.	Sex, Lies and Videotape
90.	Born on the Fourth of July
91.	The Last Temptation of Christ
92.	Hope and Glory
93.	Full Metal Jacket
94.	Less Than Zero
95.	Coal Miner's Daughter
96.	The Secret of My Success
97.	A Passage to India
98.	Wall Street
99.	Vagabond
100.	Come and See

ACTION/ADVENTURE FLICKS

1.	Die Hard
2.	The Goonies
3.	Top Gun
4.	Red Dawn
5.	BMX Bandits
6.	Romancing the Stone
7.	Jewel of the Nile
8.	Raiders of the Lost Ark
9.	Indiana Jones and the Temple of Doom
10.	Indiana Jones and the Last Crusade
11.	Platoon
12.	Stand By Me
13.	The Karate Kid
14.	The Karate Kid II
15.	The Karate Kid III
16.	Batman
17.	Remo Williams: The Adventure Begins
18.	First Blood
19.	Rambo: First Blood II
20.	Rambo III
21.	Lethal Weapon
22.	Lethal Weapon 2
23.	Invasion U.S.A.
24.	Nighthawks
25.	Best of the Best
26.	Iron Eagle
27.	Gymkata
28.	War Games
29.	Firewalker
30.	Stoker Ace
31.	The Living Daylights
32.	License to Kill
33.	No Holds Barred
34.	The Protector
35.	Three O'clock High
36.	The Long Riders
37.	Over the Top
38.	Delta Force
39.	American Ninja
40.	American Ninja 2: The Confrontation
41.	The Monster Squad
42.	Bill and Ted's Excellent Adventure
43.	Gleaming the Cube
44.	Roadhouse
45.	Action Jackson
46.	The Ninja Mission
47.	Raw Deal
48.	F/X
49.	Bloodsport
50.	Above the Law

51.	The Punisher
52.	Five Element Ninjas
53.	Red Heat
54.	Young Guns
55.	Sudden Impact
56.	The Dead Pool
57.	Big Trouble in Little China
58.	China O'Brien
59.	Rad
60.	Cobra
61.	Thief
62.	Dragon Lord
63.	Lone Wolf McQuade
64.	Police Story
65.	The Beast
66.	Missing in Action
67.	Missing in Action II: The Beginning
68.	Braddock: Missing in Action III
69.	No Retreat, No Surrender
70.	Rocky III
71.	Rocky IV
72.	Commando
73.	Eye for an Eye
74.	Tango & Cash
75.	Deathwish II
76.	Deathwish III
77.	Deathwish 4: The Crackdown
78.	The Last Dragon
79.	Octopussy
80.	A View to a Kill
81.	For Your Eyes Only
82.	Never Say Never Again
83.	Jaws 3-D
84.	Scarface
85.	Southern Comfort
86.	The Killer
87.	Enter the Ninja
88.	Revenge of the Ninja
89.	Ninja III: The Domination
90.	Blind Fury
91.	Blue Thunder
92.	Code of Silence
93.	King Solomon's Mines
94.	Allan Quartermain and the Lost City of Gold
95.	Wanted: Dead or Alive
96.	Hero and the Terror
97.	Kickboxer
98.	Pale Rider
99.	48 Hours
100.	Shaolin Temple

COMEDY FILMS

1.	Trading Places
2.	Adventures in Babysitting
3.	Better Off Dead
4.	Morgan Stewart's Coming Home
5.	One Crazy Summer
6.	License to Drive
7.	Big
8.	Harry and the Hendersons
9.	The 'Burbs
10.	Spaceballs
11.	Tootsie
12.	Beetlejuice
13.	Planes, Trains and Automobiles
14.	Who Framed Roger Rabbit?
15.	The Disorderlies
16.	Arthur
17.	The Breakfast Club
18.	Coming to America
19.	Easy Money
20.	Beverly Hills Cop
21.	Beverly Hills Cop 2
22.	9 to 5
23.	Scrooged
24.	Revenge of the Nerds
25.	Look Who's Talking
26.	Strange Brew
27.	Airplane!
28.	Airplane II: The Sequel
29.	Best Little Whorehouse in Texas
30.	Fast Times at Ridgemont High
31.	Seems Like Old Times
32.	Weird Science
33.	Hot Pursuit
34.	Bachelor Party
35.	Major League
36.	Stir Crazy
37.	Ferris Bueller's Day Off
38.	Good Morning, Vietnam
39.	A Fish Called Wanda
40.	Real Genius
41.	The Witches of Eastwick
42.	Ghostbusters
43.	Ghostbusters 2
44.	Honey I Shrunk the Kids
45.	Twins
46.	Raising Arizona
47.	Smokey and the Bandit Part 2
48.	Smokey and the Bandit Part 3
49.	Summer School
50.	Crocodile Dundee

51.	Crocodile Dundee II
52.	Any Which Way You Can
53.	The Naked Gun
54.	Stakeout
55.	Spies Like Us
56.	Top Secret
57.	Police Academy
58.	Police Academy 2: Their First Assignment
59.	Police Academy 3: Back in Training
60.	Police Academy 4: Citizens on Parole
61.	Withnail & I
62.	Ernest Goes to Camp
63.	Ernest Saves Christmas
64.	Ruthless People
65.	Soul Man
66.	Back to School
67.	Clue
68.	This is Spinal Tap!
69.	Heathers
70.	Teen Wolf
71.	Pee-Wee's Big Adventure
72.	Uncle Buck
73.	Porky's
74.	Porky's II: The Next Day
75.	Porky's Revenge
76.	Teen Witch
77.	History of the World, Part 1
78.	Used Cars
79.	Fletch
80.	Fletch Lives!
81.	UHF
82.	National Lampoon's Vacation
83.	National Lampoon's European Vacation
84.	National Lampoon's Christmas Vacation
85.	Johnny Be Good
86.	The Great Outdoors
87.	The Golden Child
88.	Three Amigos
89.	Cannonball Run
90.	Meatballs II
91.	Mr. Mom
92.	A Christmas Story
93.	Vice Versa
94.	Like Father, Like Son
95.	Stripes
96.	The Great Muppet Caper
97.	My Bodyguard
98.	Private Benjamin
99.	Caddyshack
100.	The Blues Brothers

SCI-FI/FANTASY FILMS

1.	The Empire Strikes Back
2.	Return of the Jedi
3.	Ewoks: Battle for Endor
4.	Aliens
5.	The Barbarians
6.	Batteries Not Included
7.	Blade Runner
8.	Starman
9.	The Beastmaster
10.	Cocoon
11.	The Sword and the Sorcerer
12.	Short Circuit
13.	E.T.: The Extra Terrestrial
14.	Back to the Future
15.	Back to the Future II
16.	The Time Bandits
17.	The Little Mermaid
18.	Willow
19.	Innerspace
20.	The Last Unicorn
21.	Clash of the Titans
22.	Predator
23.	Robocop
24.	The Black Cauldron
25.	Deathstalker
26.	Superman II
27.	Superman III
28.	Superman IV: The Quest for Peace
29.	Ator: The Fighting Eagle
30.	Twilight Zone: The Movie
31.	Conan the Barbarian
32.	Conan the Destroyer
33.	Red Sonja
34.	Ladyhawke
35.	Enemy Mine
36.	Masters of the Universe
37.	Hanger 18
38.	Transformers: The Movie
39.	The Running Man
40.	The Lathe of Heaven
41.	Excalibur
42.	Dragonslayer
43.	Trancers
44.	Q
45.	Flash Gordon
46.	Cyborg
47.	The Dark Crystal
48.	Time Walker (Being From Another World)
49.	The Abyss
50.	The Terminator

51.	The Last Starfighter
52.	Star Trek II: The Wrath of Khan
53.	Star Trek III: The Search for Spock
54.	Star Trek IV: The Voyage Home
55.	Star Trek V: The Final Frontier
56.	Hawk the Slayer
57.	Runaway
58.	The Quiet Earth
59.	The Secret of NIMH
60.	Explorers
61.	Hell Comes to Frogtown
62.	Dreamscape
63.	Gremlins
64.	The Seventh Sign
65.	Battle Beyond the Stars
66.	The Dungeon Master
67.	Cherry 2000
68.	Dune
69.	Lifeforce
70.	They Live
71.	The Highlander
72.	Escape From New York
73.	The Knightsriders
74.	Solar Babies
75.	Legend
76.	Return to Oz
77.	The Road Warrior
78.	Mad Max: Beyond Thunderdome
79.	The Secret of the Sword
80.	2010
81.	The Ice Pirates
82.	Communion
83.	Nausicaa of the Valley of the Wind
84.	Outland
85.	Sheena
86.	Christine
87.	Swamp Thing
88.	Eliminators
89.	Krull
90.	The Philadelphia Experiment
91.	Tron
92.	The Final Countdown
93.	Fire and Ice
94.	My Neighbor Totoro
95.	Galaxy Invader
96.	Labyrinth
97.	Saturn 3
98.	The Adventures of Baron Munchausen
99.	Flight of the Navigator
100.	Mac and Me

HORROR

1.	The Lost Boys
2.	Evil Dead
3.	Evil Dead 2
4.	The Thing
5.	An American Werewolf in London
6.	Children of the Corn
7.	Hellraiser
8.	Hellbound: Hellraiser 2
9.	The Shining
10.	Pet Sematary
11.	Hello Mary Lou: Prom Night II
12.	Creepshow
13.	Creepshow 2
14.	The Gate
15.	House
16.	House 2: The Second Story
17.	Ghoulies
18.	Ghoulies 2
19.	Silver Bullet
20.	Dark Night of the Scarecrow
21.	Prince of Darkness
22.	The Hidden
23.	The Fly
24.	The Fly II
25.	The Changeling
26.	Leviathan
27.	976-Evil
28.	Manhunter
29.	Fright Night
30.	Fright Night 2
31.	Firestarter
32.	Puppet Master
33.	Terror Train
34.	Monkey Shines
35.	Night of the Demons
36.	Chopping Mall
37.	The Wraith
38.	Child's Play
39.	Critters
40.	Critters II: The Main Course
41.	Nightmare on Elm Street
42.	Nightmare on Elm Street 2: Freddy's Revenge
43.	Nightmare on Elm Street 3: Dream Warriors
44.	Nightmare on Elm Street 4: The Dream Master
45.	Nightmare on Elm Street 5: The Dream Child
46.	The Howling
47.	Pumpkinhead
48.	Scanners
49.	Friday the 13 th
50.	Friday the 13 th Part 2

51.	Friday the 13 th Part III
52.	Friday the 13 th : The Final Chapter
53.	Friday the 13 th ; A New Beginning
54.	Friday the 13 th VI: Jason Lives
55.	Friday the 13 th VII: The New Blood
56.	Friday the 13 th VIII: Jason Takes Manhattan
57.	Texas Chainsaw Massacre 2
58.	The Funhouse
59.	Return of the Living Dead
60.	Return of the Living Dead 2
61.	My Bloody Valentine
62.	Slumber Party Massacre
63.	Slumber Party Massacre II
64.	Day of the Dead
65.	Phenomena
66.	Poltergeist
67.	Poltergeist II: The Other Side
68.	Poltergeist III
69.	The Fog
70.	Cujo
71.	Summer Camp Nightmare
72.	Vampire Hunter D
73.	Sleepaway Camp
74.	Sleepaway Camp II: Unhappy Campers
75.	Sleepaway Camp III: Teenage Wasteland
76.	Halloween II
77.	Halloween III: Season of the Witch
78.	Halloween 4: The Return of Michael Myers
79.	The Hitcher
80.	Maximum Overdrive
81.	Deadly Friend
82.	Witchboard
83.	Cat's Eye
84.	Re-Animator
85.	C.H.U.D.
86.	Nightmares
87.	The Keep
88.	Motel Hell
89.	Psycho II
90.	April Fool's Day
91.	Amityville II: The Possession
92.	Piranha II: The Spawning
93.	The Burning
94.	The Entity
95.	Hell Night
96.	Possession
97.	Inferno
98.	Near Dark
99.	Maniac
100.	Henry: Portrait of a Serial Killer

CULT CLASSICS & VIDEO NASTIES (THE BACK SHELF OF HORROR SECTION)

1.	Sid and Nancy
2.	Pink Floyd - The Wall
3.	The Toxic Avenger
4.	The Toxic Avenger II
5.	Hairspray
6.	Killer Klowns from Outer Space
7.	The Adventures of Buckaroo Banzai
8.	River's Edge
9.	Repo Man
10.	Breakin'
11.	Akira
12.	Stop Making Sense
13.	Videodrome
14.	Ishtar
15.	Eating Raoul
16.	Heavy Metal
17.	Shock Treatment
18.	Surf Nazis Must Die
19.	Amazon Women on the Moon
20.	Supergirl
21.	Suburbia
22.	Brother From Another Planet
23.	Alice (Neco Z Alenky)
24.	Night of the Comet
25.	Brazil
26.	Night of the Creeps
27.	The Class of 1984
28.	Santa Sangre
29.	Liquid Sky
30.	Miami Connection
31.	Terrorvision
32.	Polyester
33.	9 ½ Weeks
34.	Angel Heart
35.	The Outsiders
36.	Body Double
37.	Maniac Cop
38.	Drugstore Cowboy
39.	The Gods Must Be Crazy
40.	White Dog
41.	Howard the Duck
42.	My Dinner with Andre
43.	Garbage Pail Kids The Movie
44.	Hobgoblins
45.	The Hunger
46.	Heavy Metal Parking Lot
47.	The Legend of Billie Jean
48.	Little Shop of Horrors

49.	Xanadu
50.	Boggy Creek II
51.	Cannibal Holocaust
52.	The Beast Within
53.	Inseminoid (The Horror Planet)
54.	Video Dead
55.	Bad Taste
56.	Don't Go Into the Woods
57.	Nekromantik
58.	Gnaw: Food of the God II
59.	Pieces
60.	Monster Dog
61.	Humanoids From the Deep
62.	Rock N' Roll Nightmare (Edge of Hell)
63.	Razorback
64.	Silent Night, Deadly Night
65.	Society
66.	Street Trash
67.	Cheerleader Camp
68.	The Stuff
69.	Xtro
70.	Basket Case
71.	Madhouse
72.	The Nightmare Maker
73.	Meet the Feebles
74.	Contamination
75.	The Mutilator
76.	Nightbeast
77.	Creature
78.	Blood Frenzy
79.	Mutant
80.	Toxic Zombies
81.	The Beyond
82.	The Prowler
83.	Alien Outlaw
84.	Black Roses
85.	Curse of the Cannibal Confederates
86.	Nail Gun Massacre
87.	Bloody Moon
88.	Cannibal Ferox
89.	The Boogeyman
90.	The Being
91.	Happy Birthday to Me
92.	Slugs
93.	The Kindred
94.	Straight Jacket
95.	Blood Splash
96.	Aenigma
97.	Rawhead Rex
98.	City of the Living Dead
99.	Rocktober Blood
100.	Truth or Dare: A Critical Madness

RANDOM 1980'S MOVIE QUOTE TABLE

1.	"I'll be back." The Terminator
2.	"Who be puttin' they Kools out on my floor?" Trading Places
3.	"Nobody puts Baby in a corner." Dirty Dancing
4.	"I am serious, and don't call me Shirley." Airplane!
5.	"Hello. My name is Inigo Montoya. You killed my father. Prepare to die!" Princess Bride
6.	"Human sacrifice! Dogs and cats living together! Mass hysteria!" Ghostbusters
7.	"I know you are, but what am I?" Pee Wee's Big Adventure
8.	"It's 106 miles to Chicago, we got a full tank of gas, half a pack of cigarettes, it's dark, and we're wearing sunglasses. Hit it!" The Blues Brothers
9.	"There can be only one." The Highlander
10.	"Cinderella story. Outta nowhere. A former greenskeeper, now, about to become the Masters champion." Caddyshack
11.	"No, I am your father." The Empire Strikes Back
12.	"Stick around." Predator
13.	"Conan, what is best in life?" "To crush your enemies, see them driven before you, and to hear the lamentation of the women." Conan the Barbarian
14.	"When it comes down to makin' out, whenever possible, put on side 1 of <i>Led Zeppelin IV</i> ." Fast Times at Ridgemont High
15.	"They're here!" Poltergeist
16.	"Swallow this!!!" Evil Dead 2
17.	"I Love my dead, gay son." Heathers
18.	"Andie, you Goonie!!!!" The Goonies
19.	"E.T. Phone home." E.T. The Extra Terrestrial
20.	"Those aren't pillows!" Planes, Trains and Automobiles
21.	"I'd buy that for a dollar." Robocop
22.	"You're a disease, and I'm the cure." Cobra
23.	"Can I borrow your underpants for ten minutes?" Sixteen Candles
24.	"Of my friend, I can only say this: of all the souls I have encountered in my travels, his was the most... human." Star Trek II: The Wrath of Khan
25.	"Strange things are afoot at the Circle K." Bill and Ted's Excellent Adventure
26.	"Say hello to my little friend!" Scarface
27.	"Go ahead, make my day." Sudden Impact
28.	"Welcome to the party pal!!!!" Die Hard
29.	"Get away from her, you bitch!" Aliens
30.	"It's not for sale Francis!" Pee Wee's Big Adventure
31.	"Have you ever danced with the devil in the pale moon light?" Batman
32.	"Feed me Seymore!" Little Shop of Horrors
33.	"I never had any friends later on like the ones I had when I was twelve. Jesus, does anyone?" Stand By Me
34.	"I feel the need... the need for speed!" Top Gun

35.	"Death by stereo!" The Lost Boys
36.	"Snap out of it!" Moonstruck
37.	"Remember Sully how I said I'd kill you last? I lied." Commando
38.	"You keep for your collection. I know you like." The Karate Kid II
39.	"I have a head for business and a bod for sin. Is there anything wrong with that?" Working Girl
40.	"Roads? Where we're going we don't need - roads." Back to the Future
41.	"Don't mess with the bull, young man. You'll get the horns." The Breakfast Club
42.	"Merry New Year" Trading Places
43.	"He slimed me!" Ghostbusters
44.	"I have come here to chew bubblegum and kick ass... and I'm all out of bubblegum." They Live
45.	"I ain't got time to bleed." Predator
46.	"I love you." "I know." The Empire Strikes Back
47.	"You'd think I'd speak for you? I don't even know your language!" The Breakfast Club
48.	"He-e-e-re's Johnnie!" The Shining
49.	"Hey lazerlips! Your mama was a snowblower!" Short Circuit
50.	"It's good to be the king." History of the World Part I
51.	"Snakes. Why'd it have to be snakes?" Raiders of the Lost Ark
52.	"Hey, these blow up into funny shapes and all?" "No, unless you think round is funny." Raising Arizona
53.	"Wax on. Wax off." The Karate Kid
54.	"Life moves pretty fast. If you don't stop and look around once in a while, you could miss it." Ferris Bueller's Day Off
55.	"Where's my two dollars?!" Better Off Dead
56.	"I will not be threatened by a walking meat loaf!" An American Werewolf in London
57.	"Nerdssssssss!!!!" Revenge of the Nerds
58.	"Shall we play a game?" War Games
59.	"Be afraid. Be very afraid." The Fly
60.	"K-Mart sucks." Rain Man
61.	"Send more paramedics." Return of the Living Dead
62.	"You wanna see something REALLY scary?" Twilight Zone: The Movie
63.	"I'm not bad, I'm just drawn that way." Who Framed Roger Rabbit
64.	"Stay Gold Ponyboy, Stay Gold" The Outsiders
65.	"That's not a knife. That's a knife." Crocodile Dundee
66.	"If you build it, he will come." Field of Dreams
67.	"She gave me a pen. I gave her my heart, and she gave me a pen." Say Anything
68.	"We named the dog Indiana." Indiana Jones and the Last Crusade
69.	"We really shook the pillars of heaven didn't we, Wang?" Big Trouble in Little China
70.	"I'll have what she's having." When Harry Met Sally
71.	"Where does he get those wonderful toys?" Batman
72.	"I'm running this monkey farm now Frankenstein." Day of the Dead
73.	" <i>Carpe, Carpe diem. Seize the day, boys. Make your lives extraordinary.</i> " Dead Poet's Society

74.	"The point is, ladies and gentlemen, that greed, for lack of a better word, is good." Wall Street
75.	"Game over man! Game over man!" Aliens
76.	"You'll shoot yer eye out, kid!" A Christmas Story
77.	"What's a-happenin', Hot Stuff?" Sixteen Candles
78.	"A little tree water won't hurt him, Clark." National Lampoon's Christmas Vacation
79.	"I've got something to say. It's better to burnout than to fade away!" The Highlander
80.	"As you wish." Princess Bride
81.	"I hate it when that ain't been shaved." Near Dark
82.	"Put 'em in a body bag!" The Karate Kid
83.	"To hunt a species to extinction is not logical." Star Trek IV: The Voyage Home
84.	"Wolfman's got nards!" The Monster Squad
85.	"San Dimas High School Football RULES!" Bill and Ted's Excellent Adventure
86.	"One thing about living in Santa Carla I could never could stomach, all the damn vampires!" The Lost Boys
87.	"Now that's what I call marine biology!" Back to School
88.	"Burn her like a rat! Burn her like a rat!" Texas Chainsaw Massacre 2
89.	"Check's in the mail!" River's Edge
90.	"Why do I need a BMW when I have a Mercedes?" License to Drive
91.	"I mean to have you, even if it be by burglary." Withnail & I
92.	"Can you fly, Bobby?" Robocop
93.	"You're not going to fall for the banana in the tailpipe" Beverly Hills Cop
94.	"Why don't we just wait here for a little while, see what happens?" The Thing
95.	"You just got your asses WHIPPED by a bunch of god dam nerds!" Revenge of the Nerds
96.	"The life of a repo man is always intense." Repo Man
97.	"Death to Videodrome. Long live the new flesh!" Videodrome
98.	"Do you want to live forever? Conan the Barbarian
99.	"Did you ever see that movie, <i>Night of the Living Dead</i> "? Return of the Living Dead
100.	"I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion. I watched c-beams glitter in the dark near the Tanhauser Gate. All those moments will be lost in time like tears in rain. Time to die." Blade Runner

1980's TV Shows

What's on the tube this morning? After school? Tonight, after the news? Saturday morning? Weekday mornings during the summer? What is your favorite cartoon?

01-33 Cartoons/Kids
34-65 Comedy/Game Shows
66-94 Drama/Action
95-00 Mini-Series

CARTOONS/KID'S SHOWS

1.	G.I. Joe
2.	Transformers
3.	Care Bears
4.	You Can't Do That on Television
5.	Alf Tales
6.	Voltron
7.	Thundercats
8.	Kids Incorporated
9.	Droids
10.	Ewoks
11.	Teddy Ruxpin
12.	Blackstar
13.	Reading Rainbow
14.	MASK
15.	Duck Tales
16.	Beetlejuice
17.	Inspector Gadget
18.	Teenage Mutant Ninja Turtles
19.	Visionaries
20.	Alvin and the Chipmunks
21.	Hulk Hogan's Rock N' Wrestling
22.	Wuzzles
23.	Count Duckula
24.	Muppet Babies
25.	Pound Puppies
26.	Galaxy High
27.	Robocop
28.	Bravestarr
29.	Trollkins
30.	Dungeons & Dragons
31.	Pee Wee's Playhouse
32.	Seabert
33.	Jem and the Holograms
34.	Heathcliff and the Catllic Cats
35.	Faerie Tale Theater
36.	He-Man and the Masters of the Universe
37.	She-Re: The Princess of Power
38.	The Get A Long Gang
39.	Shirt Tales
40.	Mister Roger's Neighborhood
41.	Captain N and the Game Master
42.	Rainbow Brite
43.	Go-Bots
44.	The Super Mario Brothers Super Show
45.	C.O.P.S.
46.	The Smurfs
47.	Captain Kangaroo
48.	Gummi Bears
49.	Robotech
50.	The Snorks

51.	Garfield and Friends
52.	Dino Riders
53.	The Inside Story with Slim Good Body
54.	Pink Panther and Sons
55.	The New Scooby and Scrappy-Doo Show
56.	Foo Fur
57.	Spider Man and His Amazing Friends
58.	Pandamonium
59.	The Real Ghostbusters
60.	Inhumanoids
61.	The New Archies
62.	Mr. Wizard's World
63.	Mister T
64.	My Little Pony
65.	Fraggle Rock
66.	Ranma ½
67.	The Monchichis
68.	Kissyfur
69.	Silver Hawks
70.	Police Academy
71.	The Biskitts
72.	Chip N' Dale's Rescue Rangers
73.	Rambo: The Freedom Force
74.	The Centurions
75.	Pac-Man
76.	Rude Dog and the Dweebs
77.	Danger Mouse
78.	Popples
79.	Sesame Street
80.	Kidd Video
81.	Pink Panther and Sons
82.	The Littles
83.	Richie Rich
84.	The ABC Weekend Special
85.	Good Morning Miss Bliss/ Saved By the Bell
86.	Wildfire
87.	3-2-1 Contact
88.	The Fonz and the Happy Days Gang
89.	Pryor's Place
90.	Hey Vern, It's Ernest
91.	It's Punky Brewster
92.	Camp Candy
93.	Teen Wolf
94.	Dragon's Lair
95.	The Berenstain Bears
96.	The Misadventures of Ed Grimley
97.	The Kwicky Koala Show
98.	Turbo Teen
99.	Lazer Tag Academy
100.	CBS Storybreak

COMEDIES/GAME SHOWS

1.	Mystery Science Theater 3000
2.	Cheers
3.	The Young Ones
4.	Golden Girls
5.	Kate & Allie
6.	Night Court
7.	Who's the Boss
8.	Alf
9.	Growing Pains
10.	The Love Boat
11.	Bosom Buddies
12.	The Cosby Show
13.	M*A*S*H
14.	The Facts of Life
15.	Red Dwarf
16.	Murphy Brown
17.	Designing Women
18.	Full House
19.	Silver Spoons
20.	Head of the Class
21.	It's a Living
22.	Rosanne
23.	Family Ties
24.	Saturday Night Live
25.	Perfect Strangers
26.	Sledgehammer!
27.	Gimme a Break
28.	One Day at a Time
29.	The Wonder Years
30.	Mama's Family
31.	The Arsenio Hall Show
32.	The Ropers
33.	WKRP: In Cincinnati
34.	Married with Children
35.	Taxi
36.	227
37.	Blackadder
38.	Archie Bunker's Place
39.	Small Wonder
40.	Punky Brewster
41.	SCTV
42.	Madame's Place
43.	Benson
44.	Mr. Belvedere
45.	Newhart
46.	The Jeffersons
47.	Day by Day
48.	Charles in Charge
49.	Laverne and Shirley
50.	A Different World

51.	My Sister Sam
52.	Three's Company
53.	Alice
54.	The Tracey Ullman Show
55.	My Two Dads
56.	Soap
57.	'Allo 'Allo!
58.	After M*A*S*H
59.	Too Close for Comfort
60.	Late Night with David Letterman
61.	Tonight Show with Johnny Carson
62.	Flo
63.	Hee-Haw
64.	Joanie Loves Chachi
65.	She's the Sheriff
66.	Square Pegs
67.	Fridays!
68.	Super Dave
69.	Joe Bob's Drive-In Theater
70.	Jeopardy!
71.	Press Your Luck
72.	Joker's Wild
73.	Family Feud
74.	Card Sharks
75.	Concentration
76.	Tattletales
77.	Hollywood Squares
78.	Wheel of Fortune
79.	The Price is the Right
80.	\$100,000 Pyramid
81.	Tic-Tac-Dough
82.	Let's Make a Deal
83.	The Newlywed Game
84.	Double Dare
85.	Scrabble
86.	High Rollers
87.	Win, Lose or Draw
88.	Remote Control
89.	Star Search
90.	Love Connection
91.	Countdown
92.	Fun House
93.	Battle of the Network Stars
94.	Blockbusters
95.	Face the Music
96.	Chain Reaction
97.	Name That Tune
98.	Truth or Consequences
99.	Super Market Sweep
100.	High Q (Louisville based teen trivia show)

DRAMA/ACTION SHOWS

1.	Dallas
2.	Santa Barbara
3.	Murder, She Wrote
4.	Hill Street Blues
5.	Falcon Crest
6.	L.A. Law
7.	Trapper John, M.D.
8.	Remington Steele
9.	One Life to Live
10.	The Edge of Night
11.	Eastenders
12.	Dynasty
13.	Guiding Light
14.	Matlock
15.	St. Elsewhere
16.	Ryan's Hope
17.	Call to Glory
18.	Capitol
19.	China Beach
20.	Bold and the Beautiful
21.	Highway to Heaven
22.	General Hospital
23.	Crime Story
24.	Thirtysomething
25.	As the World Turns
26.	Jake and the Fatman
27.	Scarecrow and Mrs. King
28.	Moonlighting
29.	All My Children
30.	Hotel
31.	The Colbys
32.	Beauty and the Beast
33.	Last of the Summer Wine
34.	Fame
35.	Masterpiece Theater
36.	Young and the Restless
37.	Doogie Howser, M.D.
38.	Days of Our Lives
39.	Fantasy Island
40.	Father Murphy
41.	Search for Tomorrow
42.	It's Gary Shandling Show
43.	Life Goes On
44.	In the Heat of the Night
45.	Lou Grant
46.	Another World
47.	Brookside
48.	Flamingo Road
49.	The White Shadow
50.	Hart to Hart

51.	Miami Vice
52.	The Fall Guy
53.	Magnum P.I.
54.	Knight Rider
55.	Dukes of Hazard
56.	B.J. And the Bear
57.	The A-Team
58.	Cagney & Lacey
59.	The Incredible Hulk
60.	The Hitchhiker
61.	Baywatch
62.	Quantum Leap
63.	Wiseguy
64.	Star Trek: The Next Generation
65.	MacGyver
66.	Simon and Simon
67.	The Equalizer
68.	Hardcastle and McCormick
69.	Dr. Who
70.	Otherworld
71.	Tales From the Crypt
72.	The Ray Bradbury Theater
73.	CHIPS
74.	Hard Time on Planet Earth
75.	Galactica 80
76.	21 Jump Street
77.	Booker
78.	Streethawk
79.	Hunter
80.	Airwolf
81.	T. J. Hooker
82.	Starman
83.	Amazing Stories
84.	Riptide
85.	Tales From the Darkside
86.	Spenser for Hire
87.	Friday the 13 th : The Series
88.	Greatest American Hero
89.	Max Headroom
90.	The Highwayman
91.	The Twilight Zone
92.	Manimal
93.	Out of this World
94.	Matt Houston
95.	V
96.	Cover Up
97.	Ohara
98.	The Misfits of Science
99.	Charlie's Angels
100.	Buck Rogers in the 25 th Century

TV MINI-SERIES

1.	Chiefs
2.	Shogun
3.	George Washington
4.	Marco Polo
5.	North & South
6.	The Murder of Mary Phagan
7.	V
8.	The Thornbirds
9.	The Women of Brewster Place
10.	Winds of War
11.	The Blue and the Grey
12.	Concealed Enemies
13.	Lonesome Dove
14.	Peter the Great
15.	Masada
16.	War and Remembrance
17.	A Year in the Life
18.	The Jewel in the Crown
19.	Nickolas Nickleby
20.	Space

FILMS ABOUT THE 80'S BUT WERE MADE AFTER THE 80'S

Adventureland
It
Hot Tub Time Machine
Take Me Home Tonight
Dallas Buyer's Club
Foxcatcher
The Wedding Singer
The Wolf of Wall Street
American Psycho
Wet, Hot American Summer
Donnie Darko
Fargo
Boogie Nights
Let the Right One In
No Country For Old Men
200 Cigarettes
Wonderland
The Lives of Others
The Squid and the Whale
4 Months, 3 Weeks and 2 Days

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