



RPG Geek Random Tables

RPG Geek Random Tables

2016

4word
4d10

- | | |
|-----------------------|------------------------|
| 1. Hands | 1. Best |
| 2. Paws | 2. Worst |
| 3. Tentacles | 3. Most Pointless |
| 4. Hooves | 4. Least Expensive |
| 5. Kung-Fu Grip | 5. Totally Overhyped |
| 6. Telekinetic Field | 6. Rarest |
| 7. Pincers | 7. Most Useless |
| 8. Claws | 8. Completely Average |
| 9. Pseudopodia | 9. Most Predictable |
| 10. Ectoplasmic Grasp | 10. Most Creepily Evil |

You hold in your

the

collection of random tables in the

1. World
2. Nation
3. Forgotten Realms
4. Buffyverse
5. Galaxy (Far, Far Away)
6. Neighborhood
7. Borg Collective
8. Internet
9. NFL
10. Antarctica

This collection is so

1. Complete
2. Incomplete
3. Useless
4. Authoritative
5. Pointless
6. Random
7. Existential
8. Ruthless
9. Irritating
10. Ecclesiastical

that not only will you never

need any other random table ever, you won't even need any rules! This is it! The *ne plus ultra* of random. So awesome it comes with 10,000 possible forewords on just one page! If you like it come visit us online at one of the largest (and in our opinion the coolest) RPG sites on the internet - RPGGeek.com

October 2016

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In Praise of Random

*exquisite, principle
pious, scratches
begging, madness*



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Random Colour Generation Table

By Dr Paul Dale

d100	Colour	d100	Colour	d100	Colour	d100	Colour
00	adobe	25	cranberry	50	magenta	75	raspberry
01	amber	26	cream	51	mahogany	76	red
02	apricot	27	crimson	52	maize	77	rose
03	auburn	28	cyan	53	mango	78	russet
04	avocado	29	denim	54	marigold	79	rust
05	azure	30	dirt	55	maroon	80	sage
06	azure	31	drab	56	mauve	81	sand
07	black	32	dusk	57	melon	82	sandstone
08	blue	33	dust	58	mint	83	scarlet
09	blush	34	ecru	59	mocha	84	sepia
10	bordeaux	35	eggplant	60	moss	85	sienna
11	brick	36	emerald	61	mud	86	sky
12	bronze	37	forest	62	mustard	87	slate
13	camel	38	fuchsia	63	navy	88	steel
14	celery	39	gold	64	ocean	89	strawberry
15	cerise	40	grape	65	ochre	90	tangerine
16	cerulean	41	grass	66	ocre	91	teal
17	charcoal	42	green	67	olive	92	turquoise
18	chartreuse	43	indigo	68	orchid	93	ultramarine
19	chocolate	44	ivory	69	peach	94	umber
20	clay	45	jade	70	pine	95	vermillion
21	cobalt	46	khaki	71	pistachio	96	wheat
22	coffee	47	lemon	72	plum	97	white
23	copper	48	lilac	73	puce	98	wine
24	coral	49	lime	74	pumpkin	99	yellow

With thanks for the colour to name mapping from the excellent [XKCD colour chart](#) .

Urist McDwarf has created a work of art. It is a book called "Down Among the Titans." It is bound in alpaca leather. On the cover is embossed a colossal turtle eating the roots of a tree. It contains prose poetry about an excursion into a cavern.

Drema McDwarf picks up the book called "Down Among the Titans."

Drema McDwarf strikes Urist McDwarf on the jaw with a book, bruising the muscle and breaking the bone.



Personality Generator

To generate personality characteristics, roll d100; choose from either result or roll d6 for even/odd. Two rolls give a more nuanced result, but re-roll any result coming up the same twice.

01–02 generous selfish
03–04 willing stubborn
05–06 trusting suspicious
07–08 serious flippant
09–10 honest dishonest
11–12 open closed
13–14 confident insecure
15–16 naive experienced
17–18 practical fantastical
19–20 optimistic pessimistic
21–22 tolerant intolerant
23–24 modest vain
25–26 humble arrogant
27–28 peaceful wrathful
29–30 kind cruel
31–32 polite rude
33–34 brave cowardly
35–36 thoughtful thoughtless
37–38 cheerful gloomy
39–40 worldly Spiritual
41–42 loyal rebellious

43–44 warm cold
45–46 ambitious satisfied
47–48 graceful clumsy
49–50 trustworthy untrustworthy
51–52 loud soft
53–54 relaxed tense
55–56 cautious reckless
57–58 nervous steady
59–60 focused scattered
61–62 energetic listless
63–64 clean dirty
65–66 calm excitable
67–68 alert dull
69–70 considerate callous
71–72 sensitive indifferent
73–74 mature immature
75–76 confident insecure
77–78 frugal wasteful
79–80 forgiving spiteful
81–82 friendly distant
83–84 candid secretive
85–86 bold timid
87–88 pious irreverent
89–90 settled restless
91–92 refined uncouth
93–94 joyful sullen
95–96 flexible rigid
97–98 unafraid fearful
99–00 rational irrational

Eric "cosine" Jome



Random Dwarven Spells

d20	Spell
1	Strengthen Ale
2	Neaten Beard
3	Transmute Water to Ale
4	Detect Female Dwarf
5	Transmute Wine to Ale
6	Create Ale
7	Nourishment from Ale
8	Transmute Human Ale to Ale
9	Dust to Ale
10	Polymorph Other to Ale
11	Increase Tolerance to Ale
12	Resist Intoxication
13	Heighten Intoxication
14	Transmute Rocks to Ale
15	Purify Ale
16	Remove Hangover
17	Heighten Hangover
18	Darken Ale
19	Stoutify Ale
20	Solidify Ale

Paul “paulidALE” DALE



TREASURE!

Roll 4d6 to generate certain treasure.

	Material	Alignment	Power	Shape
1	Metal	Good	Exceptional	Long
2	Wood	Evil	High	Round
3	Stone	Neutral	Low	Flat
4	Glass	Holy	None	Square
5	Unnatural	Unholy	Random	Triangle
6	Alien	Unaligned	Unknown	Odd

Examples of 4d6 Rolled

1-1-1-1 = Metal/Good/Exceptional/Long (this could be a metal long spear weapon of good alignment that has exceptional power)

2-3-4-5 = Wood/Neutral/None/Triangle (this could be a fairly common wooden triangle used by students of a maths class)

6-6-6-6 = Alien/Unaligned/Unknown/Odd (this could be an item made with a foreign material, has undiscovered powers, and is shaped like a star)

Total possible combinations = 1296

[Rae Zin 雪青 “taen”](#)

Putting the random back into random encounters

Intended to be used as a quickfire method of determining what this random encounter is actually doing.

- 1) Creating a fictional Language
- 2) Sleeping (Lightly)
- 3) Cosplaying (maybe as humans)
- 4) Crossdressing
- 5) Miming
- 6) Being a furry
- 7) Being intimate with a furry
- 8) Getting High
- 9) Writing Bad Poetry
- 10) Making an Umu
- 11) Committing Utu*
- 12) Deciphering and Ancient Language
- 13) Making unwelcome sexual advances
- 14) Imitating Royalty
- 15) Being a Heretic
- 16) Insane
- 17) Celebrating Child's Birthday
- 18) Arguing
- 19) Singing (badly)
- 20) Arrested
- 21) Being an exhibitionist
- 22) Getting Drunk (dwarves roll again)
- 23) Having an affair
- 24) Already Drunk (dwarves roll again)
- 25) Chasing (naked) offspring

- 26) Counting their money
- 27) Making a piece of 'art'
- 28) Foretelling
- 29) Dancing
- 30) Bearing news
- 31) Bathing
- 32) Adventuring
- 33) Praying
- 34) Defecating
- 35) Instructing Children
- 36) Being friendly with a small animal
- 37) Being a travelling salesman
- 38) Interrogating a prisoner
- 39) Running a Con
- 40) On an evening stroll
- 41) On a romantic date
- 42) Training an animal
- 43) Eating
- 44) Making a child's toy
- 45) Begging for Mercy
- 46) Reading
- 47) Playing a game
- 48) Starting the Apocalypse
- 49) Cleaning
- 50) Giggling uncontrollably

I use it myself, but I put each idea on the back of a business card, and draw one randomly from my pile each time. There are currently 77, but in true random fashion I drew the first 50.

[John "jodokast" Whyte](#)

*see <https://en.wikipedia.org/wiki/Utu> (Māori concept)

From my WIP kick-ass/mystery men inspired hack on InSpectres “super” hero name generator.
Roll once on each list.

- | | |
|----------------|------------|
| 1 kick | 1 ass |
| 2 hit | 2 girl |
| 3 big | 3 daddy |
| 4 red | 4 mist |
| 5 captain | 5 stars |
| 6 battle | 6 guy |
| 7 night | 7 bitch |
| 8 fuck | 8 knuckle |
| 9 mustard | 9 man |
| 10 death | 10 face |
| 11 doom | 11 lady |
| 12 knife | 12 juggler |
| 13 machine-gun | 13 baby |
| 14 silver | 14 bug |
| 15 green | 15 bat |
| 16 ass | 16 kicker |
| 17 face | 17 stomper |
| 18 dynamyte | 18 gal |
| 19 angry | 19 dog |
| 20 t-rex | 20 dude |

Andy “mcdie88” Murphy

they are mostly horrible, and come from a much earlier random table we used and just loved how crap they were - especially when someone rolled "ass-ass" as their character, he went with it though and it was fantastic

Rod of Wonder (d%) – Ach! Hans, run! It’s “purplepurple”!

- 1: Stars twinkle in your eyes. Add 1d6 to the next d20 roll you make. This bonus is lost if you don't use it before the end of your next turn
- 2: You become invisible until you move or until the end of your next turn
- 3: You can spend a healing surge. You may choose to gain resist 10 to all damage until the end of your next turn instead of regaining hit points
- 4: Until the end of the encounter, whenever you shift, you can shift 1 additional square
- 5: Your legs grow long and thin. Until the end of the encounter, your movement is not hindered by difficult terrain and you can stand up from prone as a minor action instead of a move action
- 6: Fur grows on your arms and legs. You gain a +3 bonus to attack rolls, skill checks and ability checks against adjacent targets until the end of your next turn
- 7: The Rod of Wonder turns into a +2 longspear until the end of the encounter. It is still an implement and you can still use its powers. You are proficient with the Rod of Wonder even if you're not normally proficient with longspears, and you can use charisma instead of strength for attack rolls and damage rolls
- 8: Until the end of the encounter, you gain a +3 bonus to skill checks and attack rolls made to aid another. When you successfully aid another, you grant a +3 bonus instead of +2. When flanking, you and allies flanking with you gain an additional +1 bonus to hit
- 9: The space you currently occupy is heavily obscured by black fog until the end of the encounter
- 10: You grow ram's horns. Until the end of the encounter, whenever a creature hits you with a melee or close attack it is pushed 1 square away from you
- 11: Your arms and hands become tentacles. Until the end of the encounter, whenever a creature hits you with a ranged or area attack it is pulled 1 square towards you
- 12: Your eyes turn black and you gain darkvision until the end of the encounter. Your attacks ignore concealment, but not total concealment
- 13: Your hair turns grey and your skin wrinkled and you gain a +3 bonus to saving throws until the end of the encounter
- 14: You gain the dragon breath power that you can use once before the end of your next turn. Minor action. Close blast 3. Constitution +2 vs Reflex ; 1d6 + constitution modifier acid damage
- 15: Drops of water form on your skin until the end of the encounter. Whenever you are pushed, pulled, slid or knocked prone you may immediately make a saving throw to avoid being moved or knocked prone
- 16: You become insubstantial until the end of your next turn
- 17: Until the end of the encounter, you gain a +5 bonus to monster knowledge checks and you can use Bluff to gain combat advantage against an adjacent enemy as a minor action instead of a standard action
- 18: Your clothes turn to silk and you gain a +1 bonus to speed and Reflex defense until the end of the encounter
- 19: Your clothes turn to metal and you gain a +2 bonus to AC and Fortitude defense and a -2 penalty to speed until the end of the encounter
- 20: Your eyes look like gemstones and you gain a +2 bonus to Will defense until the end of the encounter
- 21: You regain the use of your second wind. If you haven't used your second wind yet this encounter, you instead gain a +2 bonus to all defenses and temporary hit points equal to your healing surge value that last until the start of your next turn

- 22: You are whisked away to an extradimensional space, where you can't take actions. At the start of your next turn you reappear in the space you left, or if it isn't vacant, the nearest unoccupied space. If you hadn't yet used a standard action on the turn you disappeared, you reappear with an additional standard action that you have to use immediately
- 23: You are whisked away to an extradimensional space, where you can't take actions. You regain hit points as if you had used a healing surge. At the end of your next turn you reappear in any space you choose within 5 squares of the square you left. If you hadn't yet used a standard action on the turn you disappeared, you reappear with an additional standard action that you have to use immediately; then your turn ends.
- 24: Your skin becomes rubbery until the end of the encounter. You gain regeneration 5 when you're bloodied
- 25: You gain 1d10 temporary hit points
- 26: Your skin appears to be made from marble until you take an extended rest. Whenever you take a critical hit, roll 1d20. On a 10 or higher, the critical hit turns into a normal hit
- 27: You swap places with the creature closest to you. If that creature is an enemy, it is immobilized until the end of your next turn. If it is an ally, it can shift 1 square once as a free action during its next turn
- 28: Your arms and legs turn into wings until the end of the encounter. You gain fly 2 and you can hover, but you lose your normal movement mode
- 29: Until the end of the encounter, as long as there are two or more enemies, you are invisible to the enemy that is farthest away from you
- 30: Small lights cover your hands. The next time you hit with an attack, roll twice for damage and pick the best result. This bonus is lost if you don't use it before the end of your next turn
- 31: Your skin appears to be made from pebbles until the end of your next turn. You gain resist 5 to all damage
- 32: You gain a move action, but you fall prone at the end of this turn
- 33: Until the end of your next turn, your skin turns into thick leather. You gain a bonus to AC equal to your constitution modifier, minimum +2
- 34: You pull all allies you can see 3 squares
- 35: Rainbows appear all around you. When they vanish a moment later, all marks and all ongoing damage on you and each ally you can see are removed. An ally of your choice can place a mark on an enemy of your choice
- 36: You are surrounded by butterflies until you take an extended rest. When an adjacent enemy bloodies you, the enemy is dazed until the end of its next turn
- 37: The next time an ally takes damage this encounter, you and your ally each take half of the damage instead. You and your ally gain a +1 bonus to attack rolls against the attacker until the end of the encounter
- 38: Your muscles become visibly bigger until the end of the encounter. You gain a bonus equal to your constitution score (minimum +1) to Athletics and Acrobatics checks
- 39: Your fingernails grow to a length of 5 centimeters. Until the end of the encounter, add 5 to the range of your ranged powers
- 40: Tears form in the corners of your eyes until the end of the encounter. You can move across liquid surfaces as if they were normal terrain and you ignore difficult terrain when you shift
- 41: Thorns appear on the backs of your hands. Until the end of the encounter, reroll any damage rolls that come up 1

- 42: Silver markings appear around your eyes. Until the end of the encounter, your attacks treat any resistance possessed by a target as vulnerable 5 to the same damage type
- 43: You grow a tail that last until the end of the encounter. You may reroll one skill check or ability check and gain a +2 bonus to the reroll
- 44: You may regain the use of an encounter utility power you've used this encounter, or immediately use a utility power as a free action
- 45: A slimy substance appears on you and your gear. Until the end of the encounter, whenever an enemy misses you with a melee attack, you can shift 1 square as an immediate reaction
- 46: Tall grass grows all around you. Each square within 5 squares of you is difficult terrain to your enemies until the end of your next turn.
- 47: Until the end of your next turn, your height decreases by 30 centimeters and you gain +1 to hit against Medium size creatures and +3 to hit against Large size or larger creatures
- 48: You and your gear become translucent until you take an extended rest. You gain concealment against ranged attacks from more than 5 squares away
- 49: Small lightning bolts form in your hand that holds the Rod of Wonder. It deals 1d6 lightning damage to you and to each enemy within 3 squares
- 50: A red mark appears on your forehead that lasts until you take an extended rest. Whenever you use an action point to take an extra action, you teleport 1d6 squares before taking that action. You disappear and reappear in a puff of red smoke
- 51: Until you take an extended rest, you gain skill training in a skill of your choice that you're not already trained in
- 52: You gain phasing until the end of your next turn
- 53: You gain tremorsense 10 until the end of the encounter
- 54: An eye appears in the back of your head until you take an extended rest. You gain all-around vision
- 55: Your feet turn into lumps of rock and you gain earth walk until you take an extended rest. You also take 1 less damage from any attack vs Fortitude
- 56: Your feet turn into masses of vines and you gain forest walk until you take an extended rest. You also take 1 less damage from any attack vs Reflex
- 57: Your skull is visible through your skin and flesh until you take an extended rest. You gain a +2 bonus to intimidate checks and your powers with the fear keyword deal an additional 2 damage
- 58: Your eyes look like burning coals until you take an extended rest. Whenever you spend an action point to make an attack, that attack deals 1d10 additional fire damage on a hit
- 59: You leave gold-colored footprints until the end of your next turn. If you use an encounter attack power and you miss all targets, the power is not expended
- 60: Blood flows from your fingertips until you take an extended rest. You gain a +1 bonus to damage rolls while you are bloodied
- 61: Scars appear all over your body until you take an extended rest. You gain resist 1 to all damage while you are bloodied
- 62: Your voice becomes a deep, low-pitched bass until you take an extended rest. You gain a +2 bonus to your healing surge value
- 63: Until the end of the encounter, enemies marked by one of your allies take an additional -2 penalty to attacks against you

- 64: You grow two venomous fangs until you take an extended rest and you gain the following daily power:
Venomous Bite (poison). Standard action. Melee 1. Constitution vs AC; 1d8 + constitution modifier damage and the target takes ongoing 5 poison damage and is weakened (save ends both)
- 65: Your hair turns into a mass of snakes until you take an extended rest and you gain the following encounter power: Snaky Hair.
Standard action. Close burst 1. Constitution vs Fortitude ; 1d6 + constitution modifier damage
- 66: You emit a foul-smelling odor until you take an extended rest. Living creatures within 2 squares of you (except you) take a -4 penalty to Fortitude defense
- 67: A zone of ice forms in a burst 2 centered on you. It counts as difficult terrain for all creatures except you and lasts until the end of the encounter
- 68: A zone of dim light forms in a burst 2 centered on you. It lasts until the end of the encounter. If you become bloodied while in the zone, all other creatures in the zone take damage equal to your charisma modifier.
- 69: You whisper gibberish until you take an extended rest. You gain a +1 bonus to damage rolls on your powers that attack Will
- 70: You grow a beard, 10 centimeters per hour until you take an extended rest. You gain resist 5 cold and vulnerability 5 fire, and the next time you reach a milestone you regain 1 healing surge
- 71: Horns grow on your forehead until you take an extended rest. You can score a critical hit on a roll of 19-20 while you are bloodied
- 72: A thundercloud floats above your head until the end of the encounter. Your attack powers deal extra thunder damage equal to 1 for each enemy you target with that power
- 73: Snowflakes float around you until you take an extended rest. Whenever a creature saves against an effect caused by you, it takes 1d10 cold damage
- 74: A halo appears around your head until you take an extended rest. Whenever you use your second wind, you deal radiant damage equal to 1d6 + charisma modifier to each enemy adjacent to you
- 75: The Rod of Wonder creates a blinding flash of light. You and the enemy nearest to you are blinded until the start of your next turn. If there are multiple enemies at equal distance to you, they are all blinded
- 76: Until the end of your next turn, whenever you roll the highest number on any damage die, roll it again and add the result to the damage total
- 77: Until the end of the encounter, whenever you miss with an attack, you slide 1 square away from the target if the attack roll was odd and you push the target 1 square away from you if the attack roll was even
- 78: Your eyes twitch uncontrollably until you take an extended rest. Whenever you roll a 1 on an attack power, the attack hits instead of misses and you are dazed until the end of your next turn
- 79: Until the end of the encounter, whenever a creature makes an opportunity attack against you, it takes 5 force damage if it hits and is knocked prone if it misses
- 80: You conjure a fiery pillar in a space adjacent to you. It provides cover and deals 1d6 fire damage to enemies starting their turn adjacent to it
- 81: Until the end of the encounter, whenever one of your allies scores a critical hit, you can use the Rod of Wonder's At-Will power against the target as a free action

- 82: A faint tingling of bells is heard around you until you take an extended rest. Whenever you or an ally within 5 squares of you spends an action point to take an action that is not an attack, that person gains 1d10 temporary hit points
- 83: The Rod of Wonder creates a deafening blast that can only be heard by your enemies. Each enemy within 10 squares of you is pushed 1 square and deafened until the end of its next turn
- 84: You can't stop smiling until you take an extended rest. Whenever an enemy places its mark on you, it takes 1d6 + charisma modifier psychic damage. Whenever an enemy attacks you with combat advantage, it must choose to either take 1d6 + charisma modifier psychic damage or cancel the combat advantage.
- 85: You summon a bat in a space adjacent to you: a Tiny minion that acts after you in initiative order and moves to attack the enemy nearest to you. It remains until the end of the encounter. It has 1 hp, its defenses are 18, it has a fly speed of 6, and reach 0. It doesn't provoke opportunity attacks for moving, and can't flank. It has a single attack: +12 vs AC, that deals ongoing 2 damage (save ends) on a hit
- 86: You summon a drake in a space adjacent to you: a Medium size minion that acts after you in initiative order and moves to attack the enemy nearest to you. It remains until the start of your next turn. It has 1 hp, its defenses are 20, it has a speed of 6 and reach 1. It has a single attack: +14 vs AC, that deals 6 damage on a hit and knocks the target prone
- 87: Feathers grow on your clothes. Until the end of the encounter, whenever one of your attacks reduces an enemy to 0 hit points, you teleport to a square adjacent to one of your allies you can see. That ally can then make a basic attack as a free action
- 88: The Rod of Wonder twists and turns in your hand. Until the end of the encounter, whenever one of your attacks bloodies an enemy, you can shift 1 square and slide the enemy one square in the same direction (if that space is unoccupied)
- 89: Shadows spring forth from the Rod of Wonder. Each enemy in a close blast 3 is affected. Until the start of your next turn you and your allies have concealment from those enemies
- 90: Your body becomes cold as ice until the end of your next turn. You are immobilized, gain cold resistance 10, and each enemy that makes a melee attack against you takes 2d6 + constitution modifier cold damage
- 91: The ground rises and falls beneath your feet. You shift 2 squares
- 92: You become Large until the end of your next turn, and increase your weapons' damage dice by one size
- 93: You grow an extra arm until the end of the encounter
- 94: You conjure three mage hands (as the wizard power). You can sustain them all with a single minor action
- 95: All creatures in a burst 5 swap places. Rearrange them in any way you want, but no creature can stay in its original square
- 96: Your eyes double in size until the end of the encounter. You gain a +2 bonus to Perception checks and you can use the warlock power eyebite at will
- 97: Hot steam erupts from the ground in a burst 3 centered around you, including the square you occupy. Until the start of your next turn, the squares in the area are lightly obscured and creatures starting their turn in the area take 1d6 fire damage

Part Six

98: Until the end of the encounter, the Rod of Wonder yells at enemies that come close. Enemies adjacent to you must roll twice for saving throws and take the lowest result

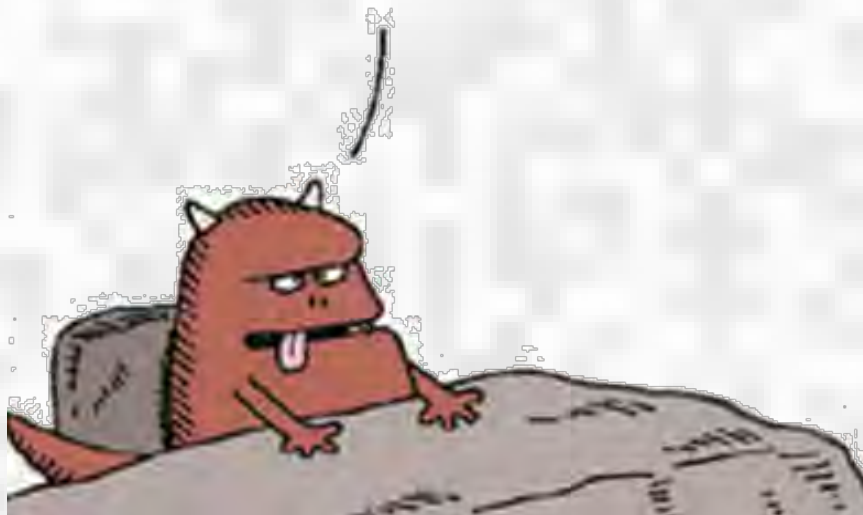
99: The Rod of Wonder creates a pattern of distracting colors. Until the end of the encounter, whenever you're adjacent to an enemy, your allies have combat advantage against that enemy

100: Roll twice

la fin

Additional data for *this* random table at <https://rpggeek.com/article/8300502#8300502>

NINE NINE
NINE NINE
NINE NINE



Artifacts Rare and Strange for Museums and other Places of Learning:

Roll 1d10 for each column, to generate each artifact.

- 1:
- 01) Ancient
 - 02) Plain
 - 03) Creepy
 - 04) Intriguing
 - 05) Scarred
 - 06) Well-worn
 - 07) Crushed
 - 08) Glittering
 - 09) Ominous
 - 10) Disguised

- 2:
- 01) Books
 - 02) Statues
 - 03) Chests
 - 04) Paintings
 - 05) Shells
 - 06) Fossils
 - 07) Bones
 - 08) Weapons
 - 09) Coins
 - 10) Bottles

- 3:
- 01) Bound in
 - 02) Covered with
 - 03) Draped with
 - 04) Dipped with
 - 05) Bright with
 - 06) Dull with
 - 07) Burning with
 - 08) Full of
 - 09) Bathed in
 - 10) Exuding

- 4:
- 01) Arcane Runes
 - 02) Glowing Light
 - 03) Lies
 - 04) Eldritch Lore
 - 05) Chemicals
 - 06) an Aura of Fear
 - 07) Old Leather
 - 08) the Scent of Age
 - 09) Crude Sketches
 - 10) Twisted Carvings

- 5:
- 01) Containing
 - 02) Holding
 - 03) Covered in
 - 04) Oozing
 - 05) Stained with
 - 06) Seeped in
 - 07) Painted with
 - 08) Carved from
 - 09) Polished with
 - 10) Protecting

- 6:
- 01) Hostile
 - 02) Rough
 - 03) Dark
 - 04) Precious
 - 05) Brilliant
 - 06) Addictive
 - 07) Lost
 - 08) Strong
 - 09) Expensive
 - 10) Fake

- 7:
- 01) Dreams
 - 02) Emotions
 - 03) Star Charts
 - 04) Parasites
 - 05) Recipes
 - 06) Gems
 - 07) Poetry
 - 08) Dust
 - 09) Oils
 - 10) Visions



[Caroline "adularia25" Berg](#)

A Stranger Encounter!

For GMs, roll 6d6 to determine the NPC(s) your PCs will meet. Add a 1d2 to determine gender, as appropriate.

	Race	Class	Alignment	Relation	Intention	Rank
1	Human	Fighter	Good	Family	Friendliness	Peasant
2	Elf	Thief	Evil	Relative	Aggression	Commoner
3	Dwarf	Healer	Neutral	Friend	Benefactor	Aristocrat
4	Hobbit	Magic-user	Lawful	Colleague	Parasitic	Royal
5	Uncommon	None	Random	Acquaintance	Love	Faction
6	Unique	Specialist	Unclear	Stranger	Hate	Unranked

Total possible combinations = 46,656

Rae Zin 雪青 (taen)



Basic Base Generator

0. Main entrance

of connections: 1d1

Connection types: 1d1: 1=Entranceway

1. Entranceway

of additional connections: 1d8

Connection types: 1d12: 1-2=Mess Hall 3-4=Defensive Turret 5=Armory 6=Special Room 9-10=Hanger 1-12=Quarters

2. Quarters

of additional connections: 1d6: 1-3=0 4=1 5-6=reroll, and 1 connection to a pre-existing room in complex

Connection Types: 1d6: 1=Use Entranceway table 2-4=Quarters 5=Storage Room 6=Defensive Turret

3. Hanger

of additional connections: 1d4

Connection Types: 1d12: 1-2=Quarters 3-4=Storage 5=Mess Hall 7=Special Room 8=Entranceway 9-12=Defensive Turret

4. Storage Room

of additional connections: 1d6: 1-4=0, 5=1, 6=1 to a pre-existing room

Connection Types: 1d8: 1=Entranceway 2=Mess Hall 3-4=Armory 5=Special Room 6-8=Storage Room

5. Mess Hall

of additional connections: 1d4 and 1d4-1 connections to pre-existing rooms

Connection types: 1d8, compare to room numbers

6. Special Room 1d4: 1=Communications, 2=Systems, 3=Command, 4=Something else (make it up)

of additional connections: 1d4: 1-2=0, 3=1, 4=1 to a pre-existing room, and reroll

Connection Types: 1=Defensive Turret 2-3=Storage Room 4-5=Quarters 6=Use Entranceway Table

7. Defensive turret

of additional connections: 1d10: 1-9=0 10=1

Connection Types: Use Special Rooms Connections table

8. Armory

of additional connections: 1d4 connections, and 1d2-1 connections to preexisting rooms

Connection Types: Roll 1d8, compare to room numbers

...all your base are belong to us...

Duty's First

RANDOM ALLERGY GENERATOR

d%	Allergy	31	Ascorbic Acid
1	Peanuts	32	Alliteration
2	Shellfish	33	Carbon Monoxide
3	Gluten	34	Glycerol
4	Lactose	35	Sulfates
5	Red Meat	36	Red #4
6	Gelatin	37	Yellow #5
7	Cats	38	Mambo #5
8	Dogs	39	Gold (the color or the metal, your choice)
9	Sunlight	40	Polyester
10	Garlic	41	Polyurethane
11	Latex	42	Salt
12	Capsaicin	43	Baby's breath (the flower or the breath of an infant, our choice)
13	Corn	44	Ammonia
14	Exercise	45	Acorns
15	Nickel	46	Rodents
16	Perfumes / strong odors	47	Hemoglobin (of any type not matching your own)
17	Mint	48	Noises over 70 dB
18	Mustard	49	Paper
19	Mold	50	Random numbers
20	Honey	51-100	Roll twice and take both results.
21	Feathers		Re-roll duplicate results.
22	Mosquitoes		Unless it's a result of 51-100, then roll again and add one more.
23	Bees		Stop at 1d6+1 allergies unless your first result was less than 51.
24	Radiation		
25	Vibration		
26	Cotton		
27	Fish		
28	Dihydrogen Monoxide		
29	Boron		
30	Chlorine		



Severity (roll once for each allergy)

d6	Severity
1	Minor (sneeze, cough, etc.)
2	Moderate (you get itchy)
3	Severe (you have difficulty breathing)
4	Deadly (anaphylactic shock)
5	Odorous (makes you flatulent)
6	Sonorous (uncontrollable belching)

Jacob "Munkmunk" Wood

Misenchanted Magical Items from Bargain Bazaars

Roll 1d10 for each column, to generate each misenchanted item.

1:	2:	3:	4:	5:	6:
01) Filthy	01) Rod of	01) Summon Dirt	01) Activates	01) When hit by Tears	01) One Use
02) Crude	02) Wand of	02) Gibberish	02) Triggers	02) When in Sunlight	02) Use during the Full Moon
03) Smooth	03) Hat of	03) Forgetfulness	03) Stops	03) When Touched	03) Use on Tuesdays
04) Rustic	04) Ring of	04) Lost Socks	04) Curses You	04) When in Water	04) Use once a Month
05) Battered	05) Lamp of	05) Blisters	05) Useless	05) When Rubbed	05) Use during Twilight
06) Damaged	06) Brooch of	06) Poor Vision	06) Sparkles	06) When Cleaned	06) Use when Injured
07) Faded	07) Bag of	07) Find Spare Change	07) Can't be Removed	07) When Gifted	07) Use when Cloudy
08) Soggy	08) Sheath of	08) Off-Key Singing	08) Melts	08) When Warm	08) Ongoing
09) Encrusted	09) Cloak of	09) Misunderstanding	09) Looks Fine	09) When Kissed	09) Use Three Times a Week
10) Smelly	10) Boots of	10) Laughter	10) Falls Off	10) When You Walk	10) Use when Underground

- 3: (Alternate #1)
- 01) Find Self
 - 02) Curiosity
 - 03) Summon Moths
 - 04) Unravel Cloth
 - 05) Old Cheese
 - 06) Stubbed Toes
 - 07) Misdirection
 - 08) Poor Sleep
 - 09) Blandness
 - 10) The Common Cold

- 3: (Alternate #2)
- 01) Mild Headaches
 - 02) Worry
 - 03) Stale Food
 - 04) Worthlessness
 - 05) Weak Insults
 - 06) Find Floor
 - 07) Shrinking
 - 08) Bitterness
 - 09) Sneezing
 - 10) Summon Wet Wood



[Caroline "adularia25" Berg](#)

Size: d8

- 1: Single person
- 2: Two person
- 3: Coffee table
- 4: Four person Family
- 5: Family sized long
- 6: Banquet sized
- 7: Conference
- 8: Specials table

Specials: d12

- 1: Hollow in center
medieval round table
- 2: Drafting table
- 3: Pool table
- 4: Billiards table
- 5: Sand table
- 6: Poker table
- 7: Picnic table
- 8: Cable spool
- 9: Plexiglas topped video game
- 10: Very large touch pad
- 11: Ping pong
- 12: Periodic

Random Table of Tables

Legs: d6

- 1: Leg at each corner
- 2: Single support in middle
- 3: Two wide base at ends
- 4: Suspended by chains or rope
- 5: Wobbly from missing leg
- 6: Solid sides

Joseph "Spleen23" Hellar

Top: d6

- 1: Wood
- 2: Metal
- 3: Plastic
- 4: Glass insert
- 5: Solid glass
- 6: Leather insert

Features: d6

- 1: Extendable with inserts
- 2: Sides fold down
- 3: Folding legs
- 4: Drawers
- 5: Ornatly lathed table legs
- 6: Carved table border

Effects of the Evangelical Efforts amongst the Orcs (Roll 1d12 each month)

1. Missionaries eaten, tribe sends diocese a Thank You note along with recipe.
2. Healing ministry helps Orc casualties recover quickly, utterly predictable surge in violence along the boarder evolves into PR nightmare for the church.
3. Faith shaken by the brutality of Orcish living, missionaries convert to Gruumshtianity.
4. Converted Orcs use new religion as pretext for merciless holy war.
5. Converted Orcs exchange their swords for ploughshares, export surplus crashes the human agricultural economy. Human's begin raiding Orcish settlements to survive.
6. Illiteracy leads to massive schism in the Orcish faithful, partisan infighting ensues, human privateers reap staggering profits.
7. Orcs instantly drawn to evangelical model, elect Orc Pope, begin evangelizing other goblinoids into murder cult.
8. Edged weapons fall out of fashion, bludgeoning on the rise.
9. Ministry only able to shift alignment two to the left; Lawful Evil Orc more organized, efficient mayhem rules the frontier.
11. Orc's completely misunderstand transubstantiation, cannibal holocaust over swiftly as Orcs taste terrible.
12. Mission accomplished! Peace on Earth and good will to Orcs!

Desire, Data, and Doubt (rebuscarnival)

Brian "PopeBrain" Schlichting

d8 Smells

- 1: pizza
- 2: wet dog
- 3: banana
- 4: baby powder
- 5: nose
- 6: unclean genitalia
- 7: your mom
- 8: my foot

d100, d4, d100 Trajectory

Inclination (d100)

- 0-90: degrees
- 91-99: =0

Start Compass Direction (d4)

- 1: N
- 2: S
- 3: E
- 4: W

Degrees from start (d100)

- 0-90: degrees
- 91-99: =0

Random Ecclesiastical or Secular attendee of the Imperial Diet of the Holy Roman Empire in the 18th century.

(This table does not include the Council of Electors or the Council of Princes or the Council of Cities or Single Vote Colleges, all of whom would also be in attendance.)

Note that these are all independent "countries," more or less involved with the Holy Roman Empire, which has very little power over most of them. Whom will you bump into? Roll 1d%.

- | | | |
|---|--|---|
| 01 The Abbot of Corvey | 34 The Duke of Bremen | 67 The Prince of Anhalt-Zerbst |
| 02 The Abbot of Kempten | 35 The Duke of Brunswick-Celle | 68 The Prince of Auersperg |
| 03 The Abbot of Prüm | 36 The Duke of Brunswick-Grubenhagen | 69 The Prince of Dietrichstein |
| 04 The Abbot of Stablo | 37 The Duke of Brunswick-Kalenberg | 70 The Prince of East Frisia |
| 05 The Archbishop of Salzburg | 38 The Duke of Brunswick-Wolfenbüttel | 71 The Prince of Fürstenberg |
| 06 The Bishop of Augsburg | 39 The Duke of Farther Pomerania | 72 The Prince of Halberstadt |
| 07 The Bishop of Bamberg | 40 The Duke of Holstein | 73 The Prince of Hersfeld |
| 08 The Bishop of Basel | 41 The Duke of Holstein-Gottorp-Oldenburg | 74 The Prince of Hohenzollern-Hechingen |
| 09 The Bishop of Brixen | 42 The Duke of Magdeburg | 75 The Prince of Kammin |
| 10 The Bishop of Chur | 43 The Duke of Mecklenburg-Güstrow | 76 The Prince of Liechtenstein |
| 11 The Bishop of Constance | 44 The Duke of Mecklenburg-Schwerin | 77 The Prince of Lobkowitz |
| 12 The Bishop of Eichstätt | 45 The Duke of Savoy | 78 The Prince of Minden |
| 13 The Bishop of Freising | 46 The Duke of Saxe-Altenburg | 79 The Prince of Mömpelgard |
| 14 The Bishop of Fulda | 47 The Duke of Saxe-Coburg | 80 The Prince of Nassau-Dillenburg |
| 15 The Bishop of Hildesheim | 48 The Duke of Saxe-Eisenach | 81 The Prince of Nassau-Hadamar |
| 16 The Bishop of Liège | 49 The Duke of Saxe-Gotha | 82 The Prince of Nomény |
| 17 The Bishop of Lübeck | 50 The Duke of Saxe-Lauenburg | 83 The Prince of Ratzeburg |
| 18 The Bishop of Münster | 51 The Duke of Saxe-Meiningen | 84 The Prince of Salm |
| 19 The Bishop of Osnabrück | 52 The Duke of Saxe-Weimar | 85 The Prince of Schwarzburg-Rudolstadt |
| 20 The Bishop of Paderborn | 53 The Duke of Upper Pomerania | 86 The Prince of Schwarzburg-Sondershausen |
| 21 The Bishop of Passau | 54 The Duke of Württemberg | 87 The Prince of Schwarzenberg |
| 22 The Bishop of Regensburg | 55 The Duke of Zweibrücken | 88 The Prince of Schwerin |
| 23 The Bishop of Speyer | 56 The Grand Master of the Order of St. John | 89 The Prince of Thurn und Taxis |
| 24 The Bishop of Strassburg | 57 The Grand Master of the Teutonic Order | 90 The Prince of Verden |
| 25 The Bishop of Trent | 58 The Landgrave of Hesse-Darmstadt | 91 The Princely Count of Henneberg |
| 26 The Bishop of Worms | 59 The Landgrave of Hesse-Kassel | 92 The Princely Count of Saxe-Coburg-Saalfeld |
| 27 The Bishop of Würzburg | 60 The Landgrave of Leuchtenberg | 93 The Princely Count of Saxe-Gotha-Altenburg |
| 28 The Count Palatine of Kaiserslautern | 61 The Margrave of Baden | 94 The Princely Count of Saxe-Hildburghausen |
| 29 The Count Palatine of Neuburg | 62 The Margrave of Baden-Hochberg | 95 The Princely Count of Saxe-Meiningen |
| 30 The Count Palatine of Simmern | 63 The Margrave of Brandenburg | 96 The Princely Count of Saxe-Weimar-Eisenach |
| 31 The Count Palatine of Veldenz | 64 The Prince of Anhalt-Bernburg | 97 The Princely Count of the Electorate of Saxony |
| 32 The Duke of Arenberg | 65 The Prince of Anhalt-Dessau | 98 The Prior of Berchtesgaden |
| 33 The Duke of Bavaria | 66 The Prince of Anhalt-Köthen | 99 The Provost of Ellwangen |

Steffan "sos1" O'Sullivan

00 The Provost of Weissenburg

d20 Artifacts

01. Air Mail
02. Belt of Dieting
03. Blanket of Stay Awake
04. Boots of Bottom Walking
05. Cloak of Immobility
06. Gag of Speak Languages
07. Gauntlets of Invisible Hands
08. Glasses of Reveal Ethnicity
09. Gnome Statuette of Gardening
10. Hat of Speak to Jellyfish
11. Helmet of Unvisibility
12. Kettle of Porridge
13. Piece of Cake
14. Portable Dhole
15. Ring of Detect Plants
16. Rope of Horizontal Climbing
17. Salt of Food Preservation
18. Spear of Amphibian Slaying
19. Whistle of Mosquito Calling
20. Wings of Icarus

(Un)Common Folk you find in Bars as Local Color:

Roll 1d10 for each column, to generate each person.

1:	2:	3:	4:	5:	6:	7:
01) A Disfigured	01) Ruffian	01) Moaning about	01) The Government	01) While Spilling	01) Secret	01) Notes
02) A Surly	02) Drunk	02) Complaining about	02) Their Job	02) While Signaling to	02) More	02) Hands
03) An Angry	03) Servant	03) Whining about	03) The Weather	03) While Ignoring	03) Their	03) Food
04) A Tired	04) Laborer	04) Reminiscing about	04) Taxes	04) While Waving	04) Precious	04) Runes
05) An Obese	05) Soldier	05) Arguing about	05) Their Tab	05) While Holding	05) Arcane	05) Tables
06) A Muttering	06) Cleric	06) Whispering about	06) Traffic	06) While Touching	06) Other	06) Friends
07) An Elderly	07) Lord	07) Laughing about	07) Their Spouse	07) While Playing with	07) Someones	07) Coins
08) A Crafty	08) Lady	08) Crying about	08) Their Children	08) While Eating	08) Cheap	08) Wine
09) A Disgusting	09) Merchant	09) Raving about	09) Crime Rates	09) While Drinking	09) Exquisite	09) Jewels
10) A Shadowed	10) Traveler	10) Going on about	10) This Place	10) While Punching	10) False	10) Daggers

4: (Alternate)

- 01) The Condition of the Roads
- 02) The Harvest
- 03) Old Injuries
- 04) Their Childhood
- 05) The Last Item They Bought
- 06) Who They Are Sitting With
- 07) Current Prices
- 08) Luxury Goods
- 09) Their Last Lover
- 10) Foreigners



Random Wind Generator

1d10: Creation of Wind
=====

1-2 No Wind.

3-4 Back Wind.

5-6 Front Wind.

7-8 Left Wind.

9-10 Right Wind.

1d10: Behavior of Wind
=====

1-3 Wind doesn't change.

4-6 Wind changes for one direction.

Roll a die.

Odd - Wind changes clockwise (e.g. from Back to Left).

Even - Wind changes counterclockwise.

7-8 Wind turns (e.g. from Back to Front).

9-10 Wind dies / starts.

1d10: Wind Strength
=====

1-3 Light wind.

4-6 Moderate Wind.

7-8 Strong Wind.

9 Gale.

10 Stormy Wind.

Excuses NPCs give for not being able to aid the party...

Roll 1d10 for each column, to generate each excuse.

1:	2:	3:	4:	5:	6:
01) Alas	01) My Thieving	01) Laborers	01) Require	01) Delicate	01) Attention
02) Unfortunately	02) My Wretched	02) Tenants	02) Need	02) Serious	02) Treatment
03) Oh dear	03) My Lowly	03) Children	03) Want	03) Special	03) Care
04) Sorry, but	04) My Miserable	04) Knees	04) Demand	04) Expensive	04) Oversight
05) Hah!	05) My Treacherous	05) Pets	05) Desire	05) Many/Much	05) Travel Arrangements
06) No.	06) My Ancient	06) Crops	06) Beg me for	06) Embarrassing	06) Cures
07) Fancy that!	07) My Cursed	07) Tasks	07) Whimper for	07) Sensitive	07) Management
08) Did you hear?	08) My Weak	08) Injuries	08) Cry out about	08) Complete	08) Correction
09) Woe betide me	09) My Fickle	09) Family	09) Bother me about	09) Silly	09) Maintenance
10) Unlucky fate	10) My Tender	10) Relatives	10) Request	10) Pointless	10) Discipline

Random Power!

[Rae Zin 雪青 \(taen\)](#)

Roll for one, two, three, or more powers. But, every thing comes at a price, in this case a side effect that is as horrible as the power is good...

For each power rolled up, roll another 1d100 to determine its potency (1=weak and 100=strong). The side effect would be equally potent.

1d68 (?)

Power	Side Effect
001	Growth Spurt Reduced intelligence
002	Invisibility X% chance of blindness while invisible, Y% chance the blindness is permanent
003	Matter Manipulation X% chance the matter fuses into you
004	Time Stop During each period of time you stopped, you grow old at X times the normal speed
005	Laser Ray X% chance a hungry cat appears, the more powerful the ray the bigger the cat
006	Mind Reader Each mind you read can read yours
007	Flight You never perfect that landing
008	Shapeshift A visible green halo appears above your head
009	Telekinesis A really bad headache, the bigger the thing moved the worse the headache
010	Mind Control X% chance your target is mentally stronger and controls you instead
011	Create Steak/Pastrami X% chance an angry bull appears
012	Photographic Memory You cannot remember happy events
013	X-Ray Vision It only works when you are naked
014	Time Travel X% chance you get stuck in the time period you travel to
015	Clone Self X% chance an evil clown turns up
016	Teleportation You are on Interpol's "wanted" list
017	Stun Farts You carry a perpetual stink
018	Motivate When the motivation runs out, the target becomes depressed
019	Read to Life For each fictional thing you bring to life, a real thing becomes fiction
020	Omnilingual You have a tongue shaped like a snake's
021	Unrandom While you can control randomness, you have a randomly ugly facial feature
022	Omniscient You know everything except yourself
023	Mimicry You can imitate any power – too bad it is only part of your imagination
024	Super Strength You are mentally weak
025	Invulnerability You look chunky

- 026 Lucky Rabbits hate you
- 027 Tireless You have insomnia
- 028 Insubstantial Nobody cares about you
- 029 Wealthy The people around you are jealous of your wealth
- 030 Speed You talk too fast as well
- 031 Healing You cannot heal yourself
- 032 Patience You procrastinate
- 033 Witty You get bored easily
- 034 Spider Monkey You are prey of many large animals
- 035 Create pizza/donut X% chance Homer Simpson appears
- 036 Inscrutable You cannot fathom yourself out
- 037 Telepathy You are haunted by ghosts who wish to communicate
- 038 Find Things You are blind
- 039 Super Hearing You hear dead people too
- 040 Regeneration You have fur
- 041 Animal Speak And now you have to deal with rude animals
- 042 Wisdom You live atop a mountain
- 043 Pyrokinesis You are a fire hazard
- 044 Seer You cannot change the future
- 045 Immortality You are jaded
- 046 Power Bestowal Your skin sags
- 047 Summon Constructs X% chance the construct attacks you
- 048 Resilient You have abnormally blue skin
- 049 Animal Control X% chance the animal turns against you
- 050 Dimension Control Outsiders use the dimension doors you create
- 051 Extra Limbs/Digits You find flies deliciously irresistible
- 052 Bottomless Pit (Stomach) You stuff your face with anything edible all the time
- 053 Supercomputer Link Your digits look strangely like USB connectors
- 054 Emotive You only evoke poignant emotions in others
- 055 Intellectual You are too smart for your own good
- 056 Charismatic You attract not just the opposite gender
- 057 Tolerant You job involves raving rabbits or tenacious two-year-olds
- 058 Ferrous Control You constantly have a layer of rust on your skin
- 059 Subitizer Instead of numbers you see pips (on dice)
- 060 Sandman You have nobody to play with, everyone around you is asleep
- 061 Selective Memory Half the memories you recall are false
- 062 Force Field Nothing can harm you, but you can't get near to anything either

- 062 Shoot Spaghetti You lose control of the ability when excited
- 064 Molecular Acceleration X% chance an item explodes upon your contact
- 065 Lactomancy X% chance you have explosive diarrhoea each time you use your powers
- 066 Magic Satchel X% chance you pull out something really bad
- 067 Illusionist Sometimes even you don't know what's real or not
- 068 Magic There is always a price, but you do not know it now

Gods and Their Domains

Each god has 1d4+1 domains. Roll 1d100 for each:



01 love	21 the sun	41 death	61 war	81 prosperity
02 lust	22 the moon	42 rebirth	62 combat	82 luck
03 virginity	23 the sky	43 the afterlife	63 archery	83 balance
04 passion	24 the earth	44 the underworld	64 strategy	84 wealth
05 marriage	25 the sea	45 magic	65 strength	85 health
06 family	26 rivers	46 witchcraft	66 courage	86 disease
07 children	27 weather	47 knowledge	67 glory	87 medicine
08 childbirth	28 dawn	48 wisdom	68 destruction	88 destiny
09 the home	29 dusk	49 madness	69 athleticism	89 decisions
10 community	30 night	50 truth	70 pride	90 new beginnings
11 protection	31 darkness	51 secrets	71 freedom	91 travel
12 fertility	32 light	52 trickery	72 independence	92 language
13 agriculture	33 spring	53 crime	73 joy	93 writing
14 harvest	34 summer	54 justice	74 good fortune	94 math
15 mining	35 fall	55 law	75 dance	95 animals
16 weaving	36 winter	56 authority	76 wine	96 disasters
17 blacksmithing	37 woods	57 reason	77 parties	97 fire
18 pottery	38 the desert	58 sleep	78 music	98 ice
19 hunting	39 the wild	59 dreams	79 the arts	99 rain
20 commerce	40 civilization	60 prophecy	80 beauty	00 storms

RANDOM JOURNEY EVENT LIST

Lowell "edige23" Francis

I offer a list of random events for travels, generally aimed at a fantasy setting. I've presented these as collaborative questions.

13th Age and Dungeon World use this kind of approach to tell the tale of journeys. It may also prove useful for The One Ring or Adventures in Middle Earth. The GM can put these questions to a player or group of players to spice up the trip. Alternately they can answer themselves and throw the incident on the table.

For each I've put a primary question. In parenthesis I've added two alternate, follow-up, or secondary questions. In some cases you can use these to draw out more or help elicit answers. In some cases the answers to the primary question will cover the other questions.

1d%

1. You hear someone but do not see them. What do you hear? (What identifies them as a person? How close do they seem?)
2. You see a group gathered around a single figure. What's happening? (How many people do you see? What mood holds sway?)
3. You see a procession. What does it seem to be for? (How many make up the gathering? What symbols or signs do you see?)
4. You spy a person carrying an awkward load. What does the burden look like? (What's manner does the bearer display? Do they look like they've travelled far?)
5. You spot persons manning a barrier. Why do they block the road? (Is the post makeshift or developed? If they aren't blocking the road, what do they guard against?)
6. You come across a person who should not be there. Who? (How do they react to your arrival? How do you know they shouldn't be in this place?)
7. A person runs when they spot you. Why? (What do you see before they flee? What do they leave behind?)
8. You note a person in disguise. What gives them away? (What other signs of deception can you detect? Do other accompany them?)
9. You see preparations for an event. What kind? (Do you see the creators? How far along does the site appear?)
10. You see someone dressed too fancy for travel. How do you know? (Do they seem to know they're ill-dressed? How long have they been on the road?)
11. You see a troupe preparing. (What kind of performance will they give? Do they appear skilled?)
12. You see someone in peril. How dire? (What's the immediate threat to you? Did someone put them in this position?)
13. You see someone in despair. What tells you this? (What does their dress look like? Are they alone?)
14. You see a madman. How do you know? (Do they bear familiar or strange signs? Do they seem dangerous?)
15. You see a holy person. What faith, god, or ideal do they serve? (What signals their holiness? Do they have followers of some kind?)
16. You see someone preparing to bar your way. How? (What numbers can you spot? Have they rushed to do this or lain in wait?)
17. You see someone lost. How badly? (Where do they seem to be from? How long have they wandered?)
18. A stranger calls to you by name. What do they look like? (What tone do you detect: friendly, hostile? Can you lose them or have they caught you out?)
19. An unexpected enemy appears. Who? (Why should they not be here? Will they to attack or do they have other plans?)
20. You see a person in a makeshift shelter. What kind? (Does it seem to be theirs? How fresh does the construction seem?)
21. You spy a person toiling at a craft. What object or work can you see them creating? (Do they appear to be an amateur or expert? What progress have they made?)
22. You spot a bound person. What do they look like? (What binds them? Can you see their captor nearby?)
23. You witness a person's misfortune. What misery occurs? (How do they react to it? Are there other witnesses?)
24. You see a person lying beside the road. What can you make out from here? (Do they seem still or moving? Can you detect other signs of what's happened?)
25. A group cuts across the road in front of you. Do they impede your progress? (How large is their company? What seems to be their purpose?)
26. You see a fleeing person. What are they running from? (Are they fresh or on their last legs? What can you sense of their pursuer?)
27. You see people beside a disabled transport. What has happened? (Is anyone hurt? How hard does this seem to be to fix?)
28. You see a strange pairing of a man and a beast. What is it? (Are these two things working together or some supernatural fusion? Do they seem angry or calm?)
29. You see a dead body. What do they look like? (How did they die? What oddities do you find on the body or nearby?)
30. You spot two persons in a conflict. Who? (Does one have the upper hand? Has the fight just begun?)
31. Someone rushes past, heedless of you. What do you spot? (Are they rude, reckless, or panicked? Do you see more of them?)
32. You see someone constructing something. What are they building? (Is their purpose clear? Are they nearly finished?)
33. You see someone destroying something. What are they destroying? (Are they alone or in a group? Are there witnesses or objecting bystanders?)
34. You see someone digging. Where? (What do they look like? Have they been at this a while?)
35. Fellow travelers ask to travel with you. What kind of group do they seem to be? (Are they respectful or demanding? What seems out of place among them?)

36. You hear singing. How close by is the song? (Do you recognize the song? Is the voice natural or inhuman?)
37. You meet a quester. What is their quest? (Do they seem like someone who can actually accomplish this? Are they excited or resigned?)
38. The road is broken before you. What has happened? (Is the damage recent? What will you need to do to move past?)
39. The path ahead splits unusually. (What's unusual about the spot? What signs mark the new directions?)
40. The trail ahead does not match your maps or memory. What's different about it? (How recently did this change happen? Does this seem a deliberate gambit against you?)
41. You see evidence of a great conflict. What remains and debris do you spot? (Has the battle just finished or has it been there some time? How do you know who won?)
42. You note evidence of a recent desperate conflict. What clues do you spot? (Are there survivors? What obligation do you have to follow up on this?)
43. You see a sport, contest or competition happening beside the road. What's the game at play? (How do you know who is winning? What makes the participants unexpected?)
44. You catch sight of something glinting. What do you see when you approach? (Is it abandoned or held by something? What trap do you detect?)
45. A beast sleeps upon the road. What is it? (How can you keep from rousing it? Why has it chosen this place to rest?)
46. The air fills with a swell of sound/noise. What do you hear? (Are there other persons or animals who react to it? Does the noise move or remain in place?)
47. The going suddenly becomes more difficult. Why? (What must you do to make it through this next leg? Are there other travelers stumped by this?)
48. The going suddenly becomes easier. Why? (Does the change seem natural or unnatural? How will this aid your company?)
49. You see an unusual building/structure. What does it look like? (What movement do you see nearby? Will it serve as shelter from the elements?)
50. You catch sight of a cave or crevasse. Does it seem inviting or threatening? (What treasure or resource do you spot in it? Why do you need to hide?)
51. The road ends abruptly. What has happened? (How long ago was it cut off? How will you make it to the next leg of the trail?)
52. The wildlife is agitated. What are the signs? (When have you seen this before? What makes this a risky moment for this to happen?)
53. A sudden silence falls over everything. What fear grips you? (Do other persons or animals notice it? What warning do you recall about this area?)
54. You catch sight of a flash of brilliant color. What does it look like? (Is it ahead or somewhere off the path? How long does it last?)
55. You spy something abandoned. What is it? (What condition is it in? Do you see signs pointing to the original owner?)
56. You see something buried. What do you spot sticking out from the concealment? (Is the soil freshly turned? When you uncover it, how is it completely different than you expected?)
57. The air moves unnaturally. What do you feel? (How does it affect the wildlife? What peril might this signal?)
58. You catch an unusual smell. Why is it out of place? (When was the last time you smelled this? Does it grow stronger, remain steady, or trail off?)
59. You find yourself on contested ground. How can you tell? (Who disputes control of this place? How do they react to your intrusion?)
60. You find something thought lost. What is it? (It shouldn't be here: why? What tracks do you see?)
61. A beast acts strangely. What is it and how does it act? (What risk does this pose? When have you seen this before?)
62. Something stalks you. How have you detected this? (How long has this been going on? Do they seem ready to ambush or merely shadow your path?)
63. You spy strange patterns. What kind? (What memory or warning do you recall? Have they been made by human hands or something else?)
64. Someone cries out but you do not see them. What do you hear? (What direction and distance can you gauge? Does the sound cut off, continue, or change?)
65. Someone has claimed this place. How do you know? (How will they react to your arrival? What wards or protections have they established?)
66. You're caught in the midst of a stampede. What beasts or things make it up? (Is this a freakish event or expected migration? How does this split your company?)
67. You see a book. What kind is it? (What damage has it suffered? What does it rest atop?)
68. You spot an ambush. Is it of you or someone else? (How many ambushers can you see? What are they not acting as you'd expect?)
69. You see yourselves ahead. What reaction does the doppelganger group express? (What one detail allows you to distinguish between the two groups? How long before this happens again?)
70. A riddle is put to you. What is it? (Who or what is the giver? What are the stakes?)
71. You see a ghost. What details can you make out of its form? (Does it seem aggressive or forlorn? How do you know this is but the first of many?)
72. A toll is demanded of you. Who asks this price? (Do they have the right to ask this cost? What other option do you have if you chose not to pay?)
73. Someone or something tells you to turn back. Who are they? (What makes you believe them? What consequences do they speak of?)
74. You see someone you know shouldn't be there. Who is it? (Are they expecting you? What other detail feels off about this scene?)
75. Something falls from the sky. What? (Does it draw the attention of others? How does it change after it strikes the ground?)

76. It grows suddenly dark. What else do you notice? (How does the temperature change? What have you heard about this phenomena?)
77. You encounter an ill omen. What is it? (Who argues with your reading of these portents? How do you know this omen was meant for you?)
78. You spy a good omen. What is it? (What good fortune can you expect? What one detail seems out of place for this omen?)
79. You catch a scent which reminds of home. What is it? (Why shouldn't you smell that here? How fast does the scent disperse?)
80. Something speaks with a voice not its own. Who and what do they say? (What marks the bearer of these words? Who comes in pursuit of them?)
81. You receive a prophecy. What do you learn? (Who delivers this to you? What compels you to believe?)
82. You find a message meant for another. What does it say? (What signs point to the author? What dangerous conspiracy does it point towards?)
83. You spot a posted warning. Is it for you? (What admonition does it give? What consequences does it promise?)
84. You come upon territorial or tribal markings. Why did you not expect these here? (Who do they belong to? How do you know their owners remain nearby?)
85. You spy still-burning embers. What was on fire? (What tells you the maker of the fire may be nearby? What detail points to danger from the site?)
86. You spy a bounty of food. What kind? (How can you tell it remains fresh? What tells you the owner has gone away?)
87. Something has become stuck in the wilds at the edge of your path. Who or what? (What makes you loathe to approach? What makes it difficult to tell the precise nature of the trapped being?)
88. You spot an abandoned transport. Does it seem intact? (What compelled its owner to leave it? What odd thing must you do to make it mobile?)
89. You see blood ahead of you. How much? (Can you see a trail of any kind? How do you know this happened recently?)
90. Something has recently fallen. What and why? (Can you determine the cause? How does this impede your travel?)
91. You come across a great mess. How recent is it? (How far do these piles or junk and debris stretch? What awesome and unexpected thing do you find among the scrap?)
92. Something has devastated the landscape before you. What are the signs? (Why is this unexpected? How long ago did this happen?)
93. The ground gives way. Where do you land? (What caused this collapse? What sudden danger makes escape even more difficult?)
94. A task is laid upon you. What is it? (Why can you not avoid this duty? What reward will you receive for this task?)
95. You cannot sleep. What keeps you from your slumbers? (Is it only one of your party affected or all? How long has this been happening?)
96. A divine being appears before you. What does it want with you? (Did it descend from the skies, rise from the depths, or arrive by some other strange means? Why did this divinity none of you serve chose your party?)
97. You find yourself way, way off track though you shouldn't be. Where have you stumbled upon? (What strangeness caused you to end up here? What danger must you deal with right this moment?)
98. The road rises with you. What does that mean? (What accident does that cause? How do you stop it from continuing to do this throughout your travels?)
99. Strangely the journey goes quickly, you arrive are your destination refreshed and well rested, with a shared bond not to speak of the horrors you were involved in. What secret must you now keep from the outside world?
100. Roll two results and combine them.



Stomach contents of the gigantic shark

Oliver "oberon166" Scholes

Roll once, unless the shark is exceptionally large, in which case roll until you get two different items.

- 1: severed hand of Jermin, court-mage of Krith, still wearing his *ring of controlling sea creatures*
- 2: a license plate (whatever that is), from the state of New Jersey (wherever that is)
- 3: the second-best armchair of the sultan of Mantoum, partially masticated
- 4: a mostly-complete suit of armor, inscribed with magical Noltic runes
- 5: three bottles of a rare vintage of elf-wine, still corked
- 6: a well-made crumhorn, previously belonging to the minstrel Ingegar of Yoren
- 7: a magnificent fur coat, made from the pelt of a dire weasel
- 8: a smaller shark, swallowed whole, but very dead
- 9: a medallion of Saint Glauglas, venerated by the pearl divers of Prauni
- 10: a sheepskin sack filled with coins; 50% chance that they are worthless forgeries
- 11: half of a pair of *boots of the basilisk* (the right boot)
- 12: the tusk of walrus, carved to depict the elemental city of Nydalith
- 13: a waterproof map-case, containing a detailed treasure map with the label "Zebulon's Cove"
- 14: a sealed barrel of salted meat, divided into gnome-sized portions
- 15: whalebone peg-leg of Momoko the Red, which she'd very much like returned
- 16: a set of poor-quality blacksmith's tools, but they're better than nothing.

Tavern Fare

Roll 1d6 for each table to see what is on the menu. Add bonuses for classier joints (+1, +2, etc.).

Dr. UDO "pikkusiili2000"

Descriptor:	Base Meal:	Meal Type:	Included:
01 Rotten	"Meat"	Soup	with hostile glances
02 Burnt	Turnip	Stew	-
03 Boiled	Potato	Bowl	with gravy
04 Fried	Fowl	Plate	and bread
05 Baked	Mutton/Pork	Casserole	and cheese
06 Grilled	Beef	Platter	with vegetables
07 Roasted	Venison	Roll	and dessert
08 Glazed	Fish	Skewers	with almond glaze
09 Spicy	Vegetable	Noodles	with wine sauce
10 Sweet	Fruit	Pastry	and fruit plate

I NEED AN EXCUSE!

- 01 I have a bad case of diarrhea
- 02 My dog ate my (whatever)
- 03 I've got burns from a cooking accident
- 04 Had to get mom out of rehabilitation
- 05 My ant farm needs a new queen
- 06 My spouse rearranged the furniture and I goy lost
- 07 My therapist prescribed several days off
- 08 I have a migraine
- 09 I had to wash my underwear first
- 10 It's an (obscure) religious holiday
- 11 My lady's water broke
- 12 I have to arrange financing on a house
- 13 I threw out my back
- 14 My cat at chocolate, gotta get to the vet
- 15 I had to put down our hamster
- 16 The weather is going to get bad.
- 17 I thought today was cancelled
- 18 I'm having an embarrassing male/female problem
- 19 I'm at the police station as witness for a traffic accident
- 20 I was abducted by aliens
- 21 I'm recovering from botulism
- 22 There's too much pollen in the air (allergy)
- 23 My laptop and I have a virus
- 24 My septic system backed up, waiting on plumber
- 25 My psychic said today wasn't good
- 26 My fingers are stuck together with Krazy Glue
- 27 My IRS audit is today
- 28 A friend needs a blood transfusion
- 29 I'm waiting for someone to bring my crutches
- 30 My truss snapped
- 31 I sprained my ankle
- 32 The milk went sour and my spouse went hysterical
- 33 I have the flu (cough, cough)
- 34 I'm being sent to Mars by NASA
- 35 My car was repossessed
- 36 I'm getting married but need to decide whom
- 37 I developed some kind of rash
- 38 I need to calibrate my big toe

1d%

- 39 I'm having a root canal later today
- 40 My biological clock is stopped ,need to get it serviced
- 41 I had a flat tire
- 42 My spouse would' let out of the house
- 43 Kid's in a school play, his psychiatrist say I must be there
- 44 I got stung by a bee and i'm allergic
- 45 I have to let out my waistband
- 46 My car got a fuel leak and it ran out.
- 47 grandma needs help with baking cookies
- 48 I have lice and fleas
- 49 A big truck is parked in front of my driveway
- 50 I was mugged, have to ID my wallet

51 I was robbed! Getting new security system
52 There's a hole in my sock other than the one I put my foot in
53 There is a bear in my driveway
54 Have to attend mom's funeral
55 I have to wait for the latest game to be delivered via special delivery
56 My spouse left me. Have to get lawyer.
57 I need to complete the list of random stuff on RPG
58 I'm on jury duty
59 My rheumatism hurts, blizzard on the way
60 The electric went out and the alarm clock failed
61 I need to check the hole in the ozone layer.
62 My partner is too sick tho leave by themselves
63 The gate was left open and the cows wandered off
64 I couldn't find a babysitter
65 I've a urinary track infection
66 I've an appointment to have my head examined
67 My evil twin turned up
68 The electric garage door won't open
69 My GPS wa updated and sent me in the opposite direction
70 Someone hacked my BGG account
71 Traffic was backed up for miles
72 I had to meet my son's parole officer
73 The six cats were tossing up hairballs
74 My fourth grandma just died
75 I was up all night, the baby had colic
76 I have a fever and contagious
77 I'm having a bad hair day
78 My spouse hid all my shoes
79 A tree fell on my foot (watch me limp)
80 I'm a red shirt and on an away team
81 My spouse was diagnosed with cancer I have to visit the hospital
82 I fell in the shower
83 I have temporary amnesia
84 A flock of sheep was blocking the road
85 I'm still in stock from an accident
86 I'm out of the country

87 I got stuck at level 2 of a video game
88 I missed the bus
89 I didn't call as I lost your number
90 Donated blood, still lightheaded/dizzy
91 I was captured by terrorists
92 My garden needs weeding
93 I'm schizophrenic and my other personality is crazy
94 I broke my eyeglasses
95 I got locked out, waiting for locksmith
96 Our parakeet got out of it's cage, had to chase it
97 My kid's principal needs to see me
98 I've been evicted
99 My pants fell down and I broke my nose
00 Doc said salt soak my hemorrhoids all day



Table to describe a combat melee action (particularly useful in games like *Wushu Open*).

Drop 3d6 (one at a time) on an image of a body (draw a stick figure if you're desperate). The body parts the dice come to rest on are *TARGETS*. Use any or all. Use the numbers/pips showing on the dice in the following table:

Eddie "intrepidddie"

First d6

- 1 vault over obstacle
- 2 mercilessly taunt
- 3 casually saunter
- 4 whistle ominously
- 5 sprint recklessly
- 6 cautiously approach

then

Second d6

- 1 spin in mid-air
- 2 laugh maniacally
- 3 leap from nearest object
- 4 brandish weapon threateningly
- 5 dodge obstacles as if dancing
- 6 feint to the left

delivering a

Third d6

- 1 flying side-kick to the TARGET
- 2 powerful overhand strike in slow-motion to the TARGET
- 3 artfully-hurled weapon straight to the TARGET
- 4 spinning strike to the TARGET
- 5 back-handed fist to the TARGET followed by an elbow strike to the TARGET
- 6 downward slashing strike to the TARGET

Room descriptions quite often include innocuous objects littered about. Bottles/flasks are amongst the common items lying about.

Eddie “intrepidddie”

- 1 - Many extremely tiny flasks, each containing a minuscule drop of a magic potion (no two the same).
- 2 - Rare whisky, aged for 100 years in a barrel made from Yggdrasil wood and fired by the breath of an ancient red dragon.
- 3 - A school of tiny sharks in saltwater.
- 4 - Essence of blind rage.
- 5 - Foul-smelling gas that ignites on contact with water.
- 6 - Curdled owlbear milk.
- 7 - Label peeling off the bottle reads "Elsinore". Inside is a live mouse.
- 8 - Glitter of Adherence.
- 9 - Tiny multi-coloured seeds shaped like dragons.
- 10 - Scalding hot water.
- 11 - Eyebrows shaved from 42 minotaurs.
- 12 - Odourless, colourless, tasteless substance that enhances anything it is sprinkled on.

Random contents of a dusty flask (1d12)

F H "FNH1"

- 1) String
- 2) Tinder
- 3) Needle
- 4) Coin
- 5) Stub of candle
- 6) Lucky pebble

d6

Mixu "Mixula" Lauronen

- 1) 1d30 pennies
- 2) a hole
- 3) beef jerky
- 4) bit of charcoal
- 5) bit of cheese
- 6) bouncing ball
- 7) candle
- 8) dice
- 9) flask of vodka
- 10) flask of water
- 11) flint and tinder
- 12) game pieces
- 13) handkerchief
- 14) letter from lover
- 15) letter from mom
- 16) lipstick
- 17) loaf of bread
- 18) magnifying glass
- 19) map of nearby area
- 20) map of unknown place
- 21) mask
- 22) nothing
- 23) pin cushion
- 24) pocket knife
- 25) pocket watch
- 26) signet ring
- 27) string
- 28) undies
- 29) unfinished letter, addressed to lover
- 30) unfinished letter, addressed to mom

d30

What *has* it got in its pocketses?

nothing at all

thread

d1

handses

ALCOHOL OR RECREATIONAL DRUG EFFECTS

Roll Σ 3d12 for each effect you want a drink/drug to have, up to three effects.

[C "CPiz" P](#)

- 3 Increased appetite
- 4 Teeth grinding
- 5 Hallucination (good or normal)
- 6 Bad Trip
- 7 Insomnia
- 8 depressed state
- 9 stimulated state
- 10 fatigue
- 11 lack of concentration
- 12 hyper-concentration
- 13 cold sweat
- 14 "beer muscles"
- 15 vomiting
- 16 talking to horrible people to whom one usually wouldn't speak
- 17 nose bleed
- 18 acne/sores
- 19 episodes of rage
- 20 overheating
- 21 swollen tongue
- 22 euphoria
- 23 feelings of kinship with others
- 24 aphrodisiac
- 25 seizure
- 26 dilated pupils
- 27 temporary (d8 hours) blindness
- 28 paranoia
- 29 panic attack
- 30 relaxation
- 31 flashbacks for the rest of one's life
- 32 dizziness
- 33 itchiness
- 34 see dead people
- 35 deluded into thinking one is royalty
- 36 diarrhea

Roll three times for somewhat remote stations, twice for rather remote ones, and once for very remote stations.

d16

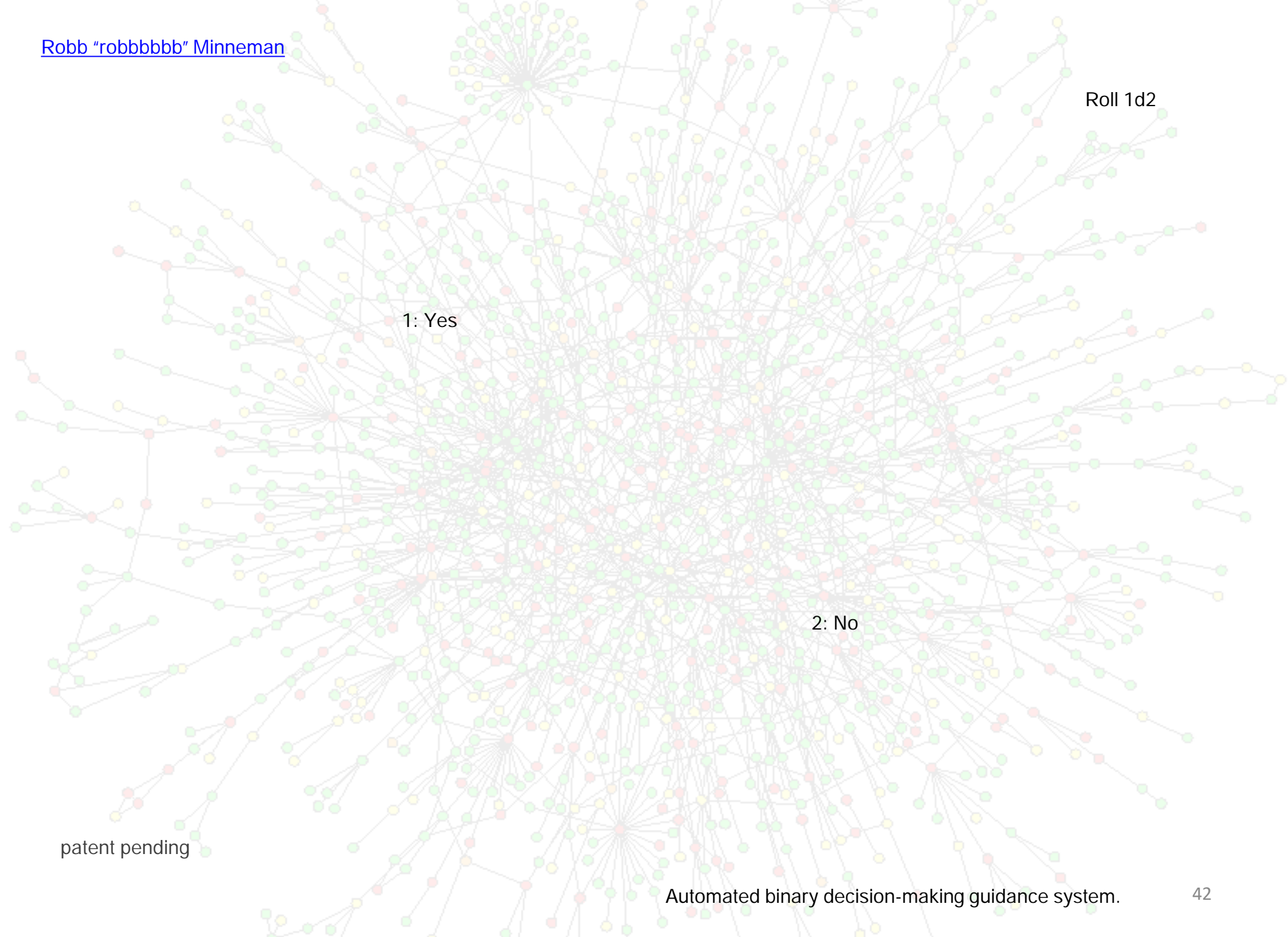
- 1: 2d4 refugees from the Tyzon system, with all their worldly belongings
- 2: disaffected second-in-command, hoping for a transfer to the recreational outpost on Ciph V
- 3: Krea'ix bounty hunter, down to his last lead on his current target
- 4: Altoonan jazz band, looking for a lift to a gig at a wedding in the Mu Sector
- 5: affable merchant with a valuable cargo of illegal qornberries, looking to make a quick sale
- 6: 2d4+2 doomsday cultists, waiting unquietly for the end times
- 7: 1d4+1 imperial marines, on shore leave and looking for trouble
- 8: noted archaeologist, returning from a decade-long trip to the Eris system, laden with valuable artifacts
- 9: health and safety inspector from the central bureaucracy, preparing a very unflattering report
- 10: 1d4+2 astrophysics students from the Central University of Gond Prime, on an exchange course that is not going as advertised
- 11: Pellurian slaver, preparing for a trip to the Drabu system and looking for extra hands
- 12: 2d4 members of a Nekoball team, returning victorious from a tournament on Zeta IX
- 13: self-proclaimed star-emperor of the Shev Cluster, with 2d4+1 retainers, dissatisfied with his reception
- 14: former champion gladiator from the battle pits on Lutol II, trying unsuccessfully not to be noticed
- 15: agent of a large interstellar conglomerate, scoping out new territory for mining operations
- 16: 1d4+3 Yitan players, running a nominally illegal game with the tacit support of the station administrator

Roll 1d2

1: Yes

2: No

patent pending



RANDOM WORLD

ROLL YOUR OWN PBT A RPG!



SET ASIDE AN HOUR OR TWO. SKIM SIMPLE WORLD. THIS REPLACES OR OVERLAYS SEVERAL SECTIONS TO CREATE A FRAMEWORK FOR A TOTALLY RANDOM POWERED BY THE APOCALYPSE GAME, IN CASE YOU FEEL THERE AREN'T ENOUGH ALREADY.

STEP 1A: WHAT WILL THE GAME TO BE ABOUT? LET THE DICE ANSWER:

- 1 COMEDY, SATIRE
- 2 DRAMA, ROMANCE
- 3 HORROR
- 4 SCI-FI, FANTASY
- 5 TRAGEDY
- 6 ROLL TWICE (REROLL 6's) TO CREATE A CROSSOVER

STEP 1B: WHERE WILL THE GAME TAKE PLACE? LET THE DICE ANSWER:

- 1 MODERN CITY > ROLL AGAIN:
 - 1-2 URBAN
 - 3-4 IMPOVERISHED REGION
 - 5-6 THE BURBS
- 2 MILITARY
- 3 SPACE / SPAAAAACE
- 4 WILDERNESS
- 5 ONLINE / VR / FUTURE
- 6 HISTORICAL PERIOD > ROLL AGAIN:
 - 1 AGRARIAN
 - 2 EUROPEAN DARK AGES, RENAISSANCE
 - 3 INDUSTRIAL, VICTORIAN
 - 4 EAST/SOUTH ASIA, PACIFIC ISLANDS
 - 5 PRE-CONTACT W/EURASIAN CIVILISATION
 - 6 ALTERNATE HISTORY (CHOOSE WHERE IT FORKED)

STEP 2: HOW WILL WE SIZE UP CHARACTERS? ROLL AND CROSS OFF ONE STAT. NOW GIVE A DESCRIPTIVE NAME TO ALL THE REMAINING STATS (HOT, COOL, DEX, RAW, SHOW, GEEK, ETC.) THAT FITS YOUR SETTING.

- 1 REFLEXIVE/GRACEFUL
- 2 PERSUASIVE/ASSERTIVE
- 3 AGGRESSIVE/FORCEFUL
- 4 CALCULATING/METHODICAL
- 5 INQUISITIVE/EXPLORATORY
- 6 REPLACE A STAT WITH SOMETHING SURPRISING (MAGIC?

GENDER?)

YOU CAN BOUNCE BETWEEN THE NEXT THREE STEPS (PRINCIPLES, AGENDAS & GM MOVES)

STEP 3: LOOK AT PRINCIPLES AND ROLL 2D10. IF YOU ROLL A DOUBLE, UNDERLINE AND DRAW A BUNCH OF STARS AND SHIT AROUND THE RESULT - MAKE IT SUPER IMPORTANT. OTHERWISE, ALTER OR REPLACE BOTH RESULTS WITH SOMETHING ELSE. THE BOLD ONES AREN'T UP FOR DEBATE, YOU ALWAYS GET THOSE AS WRITTEN.

SPRINKLE EVOCATIVE DETAILS EVERYWHERE.

BUILD A BIGGER WORLD THROUGH PLAY.

ADDRESS YOURSELF TO THE CHARACTERS, NOT THE PLAYERS.

ASK PROVOCATIVE QUESTIONS AND BUILD ON THE ANSWERS.

- 1 MAKE THE WORLD SEEM REAL.
- 2 CREATE INTERESTING DILEMMAS, NOT INTERESTING PLOTS.
- 3 MAKE YOUR MOVE, BUT MISDIRECT.
- 4 MAKE YOUR MOVE, BUT NEVER SPEAK ITS NAME.
- 5 LOOK AT YOUR NPCs AND IDEAS THROUGH CROSSHAIRS.
- 6 NAME EVERYONE, MAKE EVERYONE HUMAN.
- 7 RESPOND W/CHALLENGING CIRCUMSTANCES AND OCCASIONAL

REWARDS.

- 8 BE A FAN OF THE PLAYERS' CHARACTERS.
- 9 THINK OFFSCREEN, TOO.
- 10/0 SOMETIMES, REFLECT A QUESTION BACK UPON THE PLAYERS.

STEP 4: FILL IN THE THIRD AGENDA BASED ON THE THEME AND SETTING.
MAKE THE PLAYERS' CHARACTERS' LIVES NOT BORING.
PLAY TO FIND OUT WHAT HAPPENS.

STEP 5:

LOOK AT THE MC MOVES AND ROLL 2D10. IF YOU INITIALLY ROLL A DOUBLE, GRAB A 3RD D10 AND KEEP REROLLING UNTIL YOU HAVE THREE UNIQUE NUMBERS.

ALTER OR REPLACE BOTH (OR ALL THREE) RESULTS WITH SOMETHING ELSE. THE BOLD ONES AREN'T UP FOR DEBATE, YOU ALWAYS GET THOSE AS WRITTEN.

SEPARATE THEM

PUT THEM TOGETHER.

PUT SOMEONE IN A HIGH-STAKES SITUATION.

- 1 TRADE HARM FOR HARM (AS ESTABLISHED).
- 2 DEAL HARM (AS ESTABLISHED).
- 3 ANNOUNCE OFF-SCREEN BADNESS.
- 4 ANNOUNCE FUTURE BADNESS.
- 5 TAKE AWAY ONE OF THEIR THINGS.
- 6 DEMONSTRATE ONE OF THEIR THINGS' BAD SIDES.
- 7 GIVE THEM A DIFFICULT DECISION TO MAKE.
- 8 TELL THEM THE POSSIBLE CONSEQUENCES AND ASK.
- 9 TURN THEIR MOVE BACK ON THEM.
- 10/0 MAKE A MOVE FROM ONE OF YOUR DANGERS OR BIGGER

PICTURES.

RANDOM WORLD

BY SHAWN MCCARTHY

INCORPORATES & EXTENDS

SIMPLE WORLD BY AVERY ALDER

AND BACK ON TRACK! REWIND TO THE PLAYBOOK CREATION SECTION ("WRITE THE STATS ONTO EACH PLAYER'S CHARACTER SHEET. TAKE A SET OF INDEX CARDS. WRITE AN EVOCATIVE TITLE ON EACH...") AND GO FROM THERE AS WRITTEN.

GAME NOTES

THEME

SETTING

STATS

*

*

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*

*

AGENDAS MAKE THE PLAYERS' CHARACTERS' LIVES NOT BORING,
PLAY TO FIND OUT WHAT HAPPENS, AND...

PRINCIPLES (ALTERED)

*

*

GM MOVES (ALTERED)

*

*

*



Decision generator

d8

- 1: Yes
- 2: Wait 1 hour, drink 1d6 alcoholic beverages, and ask again
- 3: Dice on edge, please reroll
- 4: Horoscope contains the answer to your question
- 5: No
- 6: Dial the 1d8-th person on your recent texts/phone calls for the answer
- 7: Only if you do not fear the prospect of being tarred and feathered
- 8: The odds are in ever in your favor

12 Loathsome Scapegoats for a Lawful Stupid Paladin:

REPENT!!!



TIME IS NIGH

Random Name Generator

Roll for each name for the person

[Amy "janiera" O'Neal](#)

Roll	Masculine	Feminine	Family
1	Michael	Clarissa	Moore
2	Charles	Anne	Jones
3	Douglas	Louise	Smith
4	Thomas	Mary	O'Brien
5	Mark	Suzanne	Mallory
6	Stephen	Helen	Cassidy
7	Joseph	Elizabeth	Taylor
8	James	Abigail	Nixon
9	Ian	Corinne	Carter
10	Alexander	Daphne	Bennett
11	Nathan	Cassandra	Mason
12	Eugene	Tabitha	Young
13	William	Bridget	Hernandez
14	Edward	Fiona	Schmidt
15	Leroy	Gwendolyn	Edwards
16	Allen	Isabelle	Jameson
17	Simon	Judith	Tucker
18	Richard	Katherine	Crews
19	Kenneth	Natasha	Fernandez
20	Paul	Patricia	McClendon
21	Lucas	Regina	Walker
22	Johnathon	Veronica	Cross
23	Christopher	Winona	Stoner
24	Walter	Heather	Pruitt
25	Kevin	Stephanie	Vaughan
26	Timothy	Caroline	Cox
27	Brian	Natalie	Williams
28	Gregory	Victoria	Brooks
29	Wesley	Amy	MacLeod
30	Desmond	Lucy	Gates
31	Harold	Emily	Charles
32	Franklin	Marcia	Stafford
33	Frederick	Marjorie	Wallace
34	Lawrence	Dolores	Martin
35	Matthew	Gloria	Jefferson
36	Nicholas	Leslie	Adams
37	Peter	Wanda	Washington
38	Rex	Vivian	Larson

Roll	Masculine	Feminine	Family
39	George	Deborah	Turner
40	Adam	Octavia	Dunn
41	Robert	Daisy	Olson
42	Victor	Kelly	Kidd
43	Oliver	Anastasia	Lewis
44	Albert	Valerie	Williamson
45	Sebastian	Sophia	Hughes
46	Henry	Rose	Miller
47	Clyde	Josephine	O'Neil
48	Daniel	Angela	King
49	Quentin	Jessica	Franklin
50	Tobias	Miriam	Pierce
51	Andrew	Gail	George
52	Oscar	Bianca	Shelton
53	Samuel	Olivia	Howard
54	Ethan	Caitlin	Jackson
55	Malcolm	Julia	Wood
56	Julian	Fay	Connors
57	Vincent	Pamela	Campbell
58	Rudolph	Jeanine	Gutierrez
59	Brett	Agnes	Stapleton
60	David	Barbara	Malloy
61	Otto	Virginia	Parker
62	Earl	Theresa	Sheffield
63	Roger	Bonnie	Ashford
64	Donald	Camille	Booth
65	Wendell	Sarah	Anderson
66	Harvey	Danielle	Pope
67	Kyle	Jennifer	Dickinson

এনোমেলো বা অবস্থা বা ধরন

Roll	Masculine	Feminine	Family
68	Theodore	Ophelia	Givens
69	Howard	Rebecca	Worrell
70	Adrian	Erin	Elliott
71	Raphael	Bertha	Cavanaugh
72	Xavier	Joyce	Warren
73	Calvin	Wendy	Wright
74	Leonard	Grace	Brown
75	Gary	Nadine	O'Connor
76	Max	Hannah	Gaines
77	Isaac	Madeline	England
78	Ezekiel	Karen	Bridges
79	Ernest	Whitney	Hart
80	Todd	Nicole	Cramer
81	Gerald	Florence	White
82	Sean	Laura	Small
83	Hector	Elise	Hunter
84	Raymond	Cecelia	Landon
85	Kirk	Paula	Mitchell
86	Norman	Melissa	Cline
87	Phillip	Andrea	Potter
88	Eric	Michelle	Baum
89	Anthony	Joanne	Michaels
90	Jerry	Erica	Little
91	Gordon	Christine	Baker
92	Aaron	Tammy	Gardiner
93	Gilbert	Tanya	Barrett
94	Curtis	Gabrielle	Johnson
95	Boris	Paige	Greene
96	Lowell	Yolanda	Davis
97	Martin	Adrienne	Wilson
98	Clarence	Delilah	Cook
99	Tristan	Sonya	Harris
100	Jeffrey	Yvonne	Clark

Arab Lorem Ipsum Generator

Roll 1d10 as many times as necessary to generate appropriate Lorem Ipsum.



- 1 Baka
- 2 laka
- 3 Mohammed
- 4 Jihad
- 5 Allah
- 6 Sherpa
- 7 Derka
- 8 Derka
- 9 Derka
- 10 Derka

Laka Baka Allah Derka Mohammed
Robb "robbbbb" Minneman

Hippy Name Generator



Roll d10. If you're into that kind of thing...

- 1 = Maybe something with flowers? ...
- 2 = "Peace" has a nice ring to it...
- 3 = "Sunshine" is very warming...
- 4 = I feel like a "mellow"...
- 5 = "Joy" is nice...
- 6 = Oh I've got it... "Moon"! ... maybe
- 7 = "Waterfall" has a nice ring to it...
- 8 = Everyone loves "Free"...
- 9 = Names are so authoritarian! Just be yourself...
- 10 = Roll again twice because you're worth it!

Eric "cosine" Jome

Clark "ctimmins" Timmins

d50

#	Archetype	Paradigm	Complication
1	Ántonia Shimerda	a wedding party	accident
2	Augie March	androids among us	accumulation
3	Aureliana Buendia	cat seeks dinner	addiction
4	Austin Powers	crave unconditional love	adultery
5	Beavis	criminal shenanigans end	amnesia
6	Bernie Mac	dark humor remains	angst
7	Borat	death comes quickly	anorexia
8	Buffy	don't be morbid	authority
9	Carrie Bradshaw	everybody is stupid	avarice
10	Clyde Griffiths	failure brings success	betrayal
11	Cosmo Kramer	falling in love	cancer
12	Dana Scully	found on web	coma
13	Dexter Morgan	going to school	conflict
14	Dr. Gregory House	happy go lucky	covetousness
15	Edward Cullen	heartbreak hotel checkout	cruelty
16	Elmo	i am free	defilement
17	Eric Cartman	is that dinner?	diabetes
18	Forrest Gump	it's on ScyFy	drought
19	Gollum	loss is inevitable	ennui
20	Hannibal Lecter	lots of monkeys	flood
21	Hermione Granger	love really stinks	frightened
22	Holly Golightly	lying in bed	gluttony
23	Humbert Humbert	make a mistake	greed
24	Jack Sparrow	memoirs of sinners	hatred
25	Janie Crawford	murder, murder, murder	imprisonment

stereotypical "situation" generator

#	Archetype	Paradigm	Complication
26	Jay Gatsby	near the volcano	incontinence
27	Jean Brodie	off the cliff	infection
28	Jeff "The Dude" Lebowski	only one shoe	injury
29	Jerry Maguire	oops wrong number	insects
30	John "Lost" Locke	pain yields inspiration	lies
31	Kara "Starbuck" Thrace	painful but funny	lost
32	Keyser Söze	paramedic mailed letter	love
33	Lara Croft	pop culture icon	McCarthyism
34	Lisbeth Salander	remembering the past	nightmare
35	Lorelai Gilmore	power and glory	murder
36	Marge Gunderson	scary Halloween night	portents
37	Master Chief	secrets will out	poverty
38	Meursault	sex, surprise, whoops	pregnancy
39	Mimi Marquez	sky goes black	racism
40	Napoleon Dynamite	strangers, friends, lovers	schizophrenia
41	Phoebe Caulfield	stuck by needle	secrets
42	Rachel Green	super old dude	sexism
43	Sarah Connor	three lock box	stupidity
44	Scarlet O'Hara	total media blackout	technology
45	Stewie Griffin	triumph over adversity	terrorists
46	Sula Peace	we're gonna cry	theft
47	Tony Stark	wisdom through sadness	tornado
48	Tracy Jordan	word play foreplay	toxin
49	Tyler Durden	write your epitaph	war
50	Winnie the Pooh	your art sucks	wealth

Random pet encounter:

[Steffan "sos1" O'Sullivan](#)

First, read 1d2 across.

Then read 1d6 down:

1. Dog

2. Cat

1. Needy

Affectionate

2. Friendly

Aloof

3. Aloof

Resting with its eyes closed

4. Suspicious

Meditating with its eyes closed

5. Threatening

Napping

6. Viciously hostile

Sleeping

On a 1,6 roll (Viciously hostile dog), roll again: if you get another 6: Rabid!

Screwed binary decision-making guidance system.

Roll 1d4.

1-3:

YES

4:

NO

Technobabble (Treknobabble?) for things wrong with the ship.

	There's a/an...		...in/on/of the...	
	1d12	1d12	1d12	1d12
1	anomalous	degradation	shield	matrix
2	quantum	fluctuation	tachyon	array
3	polarity	reversal	warp	core
4	focused	collapse	sensor	projector
5	transient	corruption	weapons	system
6	granular	disruption	computer	module
7	logarithmic	gravitation	electrical	gradient
8	temporal	capacitance	photon	aperture
9	isophasic	fragmentation	subspace	conduit
10	progressive	resonance	dimensional	circuitry
11	spacial	dissonance	singularity	coil
12	neutronic	intersection	pulse wave	sequencer

[The other other Steve "shawnsica"](#)

Quaid "Quaid Slauson" Slauson



d8

- 1 northeast
- 2 east
- 3 southeast
- 4 south
- 5 southwest
- 6 west
- 7 northwest
- 8 north

d4

- 1 east
- 2 south
- 3 west
- 4 north

d12

- 1 ~NNE
- 2 ~ENE
- 3 E
- 4 ~ESE
- 5 ~SSE
- 6 S
- 7 ~SSW
- 8 ~WSW
- 9 W
- 10 ~WNW
- 11 ~NNW
- 12 N

d16

- 1 NNE
- 2 NE
- 3 ENE
- 4 E
- 5 ESE
- 6 SE
- 7 SSE
- 8 S
- 9 SSW
- 10 SW
- 11 WSW
- 12 W
- 13 WNW
- 14 NW
- 15 NNW
- 16 N

Choose a Direction

Game Set-up Mix-up (Getting help with character creation)



Roll 1d10.

That many times, roll 2d10. Ignore repeat Decisions.

(Repeat decision makers are okay. Substitute or re-roll decision makers depending on availability.)

Let your...	Make the Decision of your character...
1 GM	Name
2 player on left	Gender
3 player on right	Age
4 spouse/roommate	Race
5 daughter/son	Class
6 niece/nephew	Key abilities
7 neighbor	Point breakdown
8 mom	Goals
9 pet	Appearance
10 tea leaves	Flaws

Quaid "Quaid Slauson" Slauson



Technobabble (Treknobabble?) for ways to fix what's wrong with the ship.

<i>You need to...</i>		<i>...in/on/of the...</i>	
<i>1d12</i>	<i>...the...</i>	<i>1d12</i>	<i>1d12</i>
1	reverse	polarity	neutronic flow
2	ionize	harmonics	tachyon matrix
3	bypass	magnetic field	multiphasic array
4	disrupt	telemetrics	gravimetric core
5	collapse	subroutine	flux capacitor
6	re-calibrate	oscillation	quantum sequencer
7	de-couple	kinetics	spacial emitter
8	re-initialize	thorium	temporal oscillator
9	recombine	infusion	photonic transponder
10	phase-shift	amplitude	gamma discriminator
11	dissociate	frequency	impulse amplifier
12	attenuate	induction	inversion module

The other other Steve "shawnessica"

GAMMA TRINKETS, roll d100 to see what oddities your newly created human or mutant has on hand in the irradiated wastes of the far future!

- 01–02** a lamp made from a hunter-killer's electronic eye
03–04 a preserved hoop's foot on a shiny chain
05–06 a drinking cup fashioned from a very large horn
07–08 the severed hand of an android with middle finger raised
09–10 a copy of the Voynich Manuscript
11–12 a postcard from the Moon saying "Wish You Were Here!"
13–14 a photograph of Greys in front of Mount Rushmore waving
15–16 a can holding 3 small blue rubber balls
17–18 a pair of fuzzy dice connected by a string
19–20 a collapsible fishing rod with no line
21–22 a large sheet of shiny cloth that never wrinkles
23–24 a spray nozzle for a garden hose
25–26 a shiny purple cube that emits a pleasant soft hum
27–28 an eggbeater that glows when operated
29–30 a serving spoon made of mysterious, unbreakable metal
31–32 a crystal vase that slowly reforms if damaged
33–34 matching salt and pepper shakers that never run out
35–36 a t shirt with an image of an angry badger on it
37–38 a pair of corduroy pants for a three legged person
39–40 a pink and white striped silk parasol
41–42 a book of baking recipes
43–44 200 glass marbles in a furry, green drawstring bag
45–46 a Magic Eight Ball in an unrecognizable language
47–48 a set of polyhedral dice

यादृच्छकि

- 49–50 a kaleidoscope
- 51–52 a bag of 100 red and black checkers
- 53–54 a bag of wooden tiles marked with letters
- 55–56 a little lizard doll in a red frilly dress
- 57–58 a small plastic and wooden trophy inscribed "Best Dad!"
- 59–60 a packet of seeds marked with a picture of red flowers
- 61–62 a ring of 10 various metal keys
- 63–64 a blue metallic bottle opener shaped like a shark
- 65–66 a small statue of a green human holding up a torch
- 67–68 a stack of pamphlets warning of the End Times
- 69–70 a tire puncture repair kit
- 71–72 a pint of lubricating grease in a plastic tub
- 73–74 a small crank operated metal music box
- 75–76 three matching gloves with six fingers each
- 77–78 a heavy small black sphere that smells bad
- 79–80 an amber nugget with a weird bug perfectly preserved inside
- 81–82 a book that teaches a language no one speaks
- 83–84 a home improvement magazine
- 85–86 an operator's manual for a Mr. Atomic Home Reactor
- 87–88 a wind chime mobile made of optical discs
- 89–90 an envelope of several family photos
- 91–92 a heavy metal placard inscribed "In Memory of Mother"
- 93–94 a wrist watch for a 13 hour day
- 95–96 a stash of 20 foul smelling cigars
- 97–98 a plastic container holding a pound of refined sugar
- 99–00 a manila folder marked "For Your Eyes Only" holding 100 blank sheets

Lars Wagner "I-hansen" Hansen

My random age today:

Roll D8

- 1: 50
- 2: 50
- 3: 50
- 4: 50
- 5: 50
- 6: 50
- 7: 50
- 8: 50



Alternate values allowed...

Alignment Stuff

2d6

1-2	Lawful		Good
3-4	Neutral		Neutral
5-6	Chaotic		<i>Evil</i>
1-3			4-6

1. Alarm
2. Apprehension
3. Angst
4. Anxiety
5. Consternation
6. Dismay
7. Dread
8. Fear
9. Horror
10. Loathing
11. Panic
12. Terror

NPC reaction to witnessing
a senseless act of violence
committed by the PCs

Steffan "sos1" O'Sullivan

1 laughter	26 whining	51 ripping	76 sizzling
2 snickering	27 chastising	52 slamming	77 tinkling
3 cackling	28 arguing	53 chewing	78 crashing
4 talking	29 yelling	54 chomping	79 clattering
5 cheering	30 taunting	55 slurping	80 breaking
6 exaltation	31 cursing	56 licking	81 dripping
7 oration	32 alarm	57 roaring	82 flowing
8 clapping	33 distress	58 howling	83 bubbling
9 incantation	34 moaning	59 growling	84 popping
10 chanting	35 groaning	60 barking	85 splashing
11 coughing	36 gasping	61 squeaking	86 crackling
12 sneezing	37 screaming	62 squealing	87 footsteps (hobbling)
13 wheezing	38 wailing	63 screeching	88 footsteps (walking)
14 hiccupping	39 gagging	64 buzzing	89 footsteps (running)
15 sputtering	40 retching	65 scraping	90 footsteps (marching)
16 muttering	41 whimpering	66 scratching	91 battle
17 mumbling	42 calling	67 banging	92 melee
18 snoring	43 singing	68 knocking	93 struggle
19 whistling	44 music	69 creaking	94 shooting
20 humming	45 strumming	70 clicking	95 whizzing
21 whispering	46 bells	71 ticking	96 rumbling
22 sighing	47 horns	72 clanking	97 booming
23 kissing	48 drums	73 clanging	98 thundering
24 cooing	49 thumping	74 rattling	99 blowing
25 crying	50 hammering	75 whirring	100 silence

*Roll 1d100
Suddenly you hear sounds of...*

[Quaid "Quaid Slauson" Slauson](#)

Military-grade implants, for use in a Cyberpunk/SF themed system.
Use this to give an edge to any high-end military or mercenary foe in your game.
Roll 2d6 one (or more) time to create your combination!

d6 + d6

Froggy "FireFog"

1-2: Head

- 1: Artemis Targeting Suite : This set couples state-of-the-art sensors with real-time satellite tracking to achieve optimum accuracy. Gives the wearer a massive increase in ranged combat accuracy.
- 2: VODOU override : Extensive surgery is required to implement this AI module, directly wired to the wearer's spinal cord. If the subject is incapacitated by hostile action (unconscious or even killed), the VODOU AI will pilot its body to continue the fight until the module is destroyed.
- 3: Puppet Master : These hardwired military ICs contain almost every existing exploit, malicious payload and dirty trick to control wireless systems. The wearer gains a massive increase to hacking skills when trying to disrupt or control wireless systems.
- 4: Seeker Sensor : This embedded sensor solution replace an eye and allows the wearer to gather a real-time feed in several bands : Visible, IR, Radio, Sound... it is mainly used by recon units and assassins to quickly get a rundown of the location they're targeting and spot potential hostiles.
- 5: Aura Illuminator : A favorite of squad leaders, this portable device can highlight a target that is in visual range. Illuminated targets cannot go into stealth mode and each attack against them gains a substantial hit bonus.
- 6: Active Electronics Protection System : A bleeding-edge protection implant that monitor and protects all your implants. Heavily mitigates EMP damage, hacking attempts and sensor overload.

3-4: Body



- 1: Chameleon Skin : Preferred by black ops, mercenaries and other ZLAs (Zero-Liability Assets), this cloaking device allows near-invisibility.
- 2: Rapture Device : Another staple of ZLAs, this device is implemented in the wearer's chest and contains a high-explosive mixture that is set off should the wearer die, engulfing its surroundings in a massive explosion.
- 3: Aegis Plating : This plasteel-derived composite results of years of military research and offers maximal protection against weapons, EMPs and explosions.
- 4: Phantom Case : Very appreciated of assassins, this synthetic case hides its contents to most security checking procedures and is large enough to contain a small weapon or pieces to a medium weapon (which must be mounted).
- 5: Panacea Unit : This artificial "organ" houses countless nanobots that repair tissue and counter harmful chemicals. The wearer gains a HP regen each combat round, accelerated
- 6: Atomic Cocktail : Another artificial organ directly tied to the bloodstream, it can inject top-grade combat drug cocktails. Contains 3 charges, roll 3d6 to determine:
 - 1-2: Berzerker Blood Spike: Massive increase in strength, charges relentlessly on the enemy without feeling pain.
 - 3-4: Mentat's Spice: Brain activity is boosted to unseen levels, resulting in a massive increase in agility and intelligence.
 - 5-6: Lazarus Device: Advanced nanobots and chemicals cocktails that heals grievous wounds and removes shock.

5-6: Limbs

- 1: Spatial Agility Actuators : These boosters, based on nanosatellite thrusters, increase the wearer's movement speed and jump distance and also allow for a free charge action.
- 2: Durga Limbs : 1d6/2 supernumerary synthetic arms that are directly connected to the neural interface. These are optimized for combat and can wield weapons, with reactive actuators maximizing power and minimizing recoil.
- 3: Nanocrawlers : One or more limbs of this person have been replaced by special prostheses coated with pressure-reactive nanomaterial that imitates a gecko's setae. With these nanocrawlers, one can easily climb a vertical surface or hang from a slope or ceiling, with the exception of few materials.
- 4: Phantom Shock Mono Blades : These composite resin retractable mono blades are undetectable to most security checks. The blade housing in the arm charges the blades, which results in the first attack inflicting additional EMP damage.
- 5: Deployable Heavy Weapon : One of the arms has been replaced by a heavy weapon that can be deployed for no action cost. Being directly linked to neural interface, a small bonus to accuracy is provided. Roll 1d6 to determine weapon.
 - 1: Heavy machine gun
 - 2: Flamethrower
 - 3: Grenade launcher
 - 4: Anti-material cannon
 - 5: Laser drill
 - 6: EMP hammer
- 6: Plasteel Shield : One of the arms has reconfigurable plasteel layers that can be deployed to protect the user against small weapons (provides armor points against heavier weapons).

What random grit did I find under my toe nail?

1 Sand. Boring sand. It's probably radioactive but it's still sand. It isn't even white sand, it looks quite dirty.

2 It's green. It looks a bit like slime. You've been surreptitiously growing a green slime under there. Lucky you. A saving throw might be appropriate.

3 How did that fit there? No wonder you've been limping. Ouch!

4 Smells like ripe blue cheese. Hmm, cheese. Yummy.

5 Is hair supposed to grow under your toenails? Seems kind of weird but it is so very soft and silky to touch.

6 Small fragments of stone infest the regions beneath. One area looks a bit like Stonehenge, another like the Matterhorn.

7 Dirt. Lots of dirt. Enough dirt to grow potatoes. Congratulations, you have a self sustaining, albeit painful, food supply.

8 There is a complete microcosm under your nails. Evolution is progressing well and the tiny inhabitants are about to invent fire. Fun times ahead.

9 Chips and flakes of rock everywhere. Cleaning them out is going to be a long, slow and unpleasant process.

10 That isn't grit, it is a splinter. A long splinter. It looks like ebony. No wonder that toe has been sore.

What you got for your birthday from an eccentric great-uncle you've never met.

1. A small carved stone bear talisman with what appears to be a tiny mummified hand in its mouth.
2. A teak salt cellar with unknown mineral crystals in it. They defy spectroscopic analysis.
3. A photograph of the glaciers covering Boston 20,000 years ago.
4. A leather cast of the death mask of King Henry VII of England. The mouth moves, but only when seen glancingly from the corner of an eye.
5. A disturbingly realistic gargoyle statuette.
6. An Aeg bandage with hieroglyphics that translate to, "From King Tut's knee injury."
7. What appears to be a tractor piston, but made of stone. It's old.
8. A desiccated lock of the medusa's hair.
9. A very old knuckle-bone d6, said to be used by Julius Caesar when crossing the Rubicon.
0. A snow globe with a very lifelike replica of your great-uncle in it.

Σ 3d6

Show me your tattoo

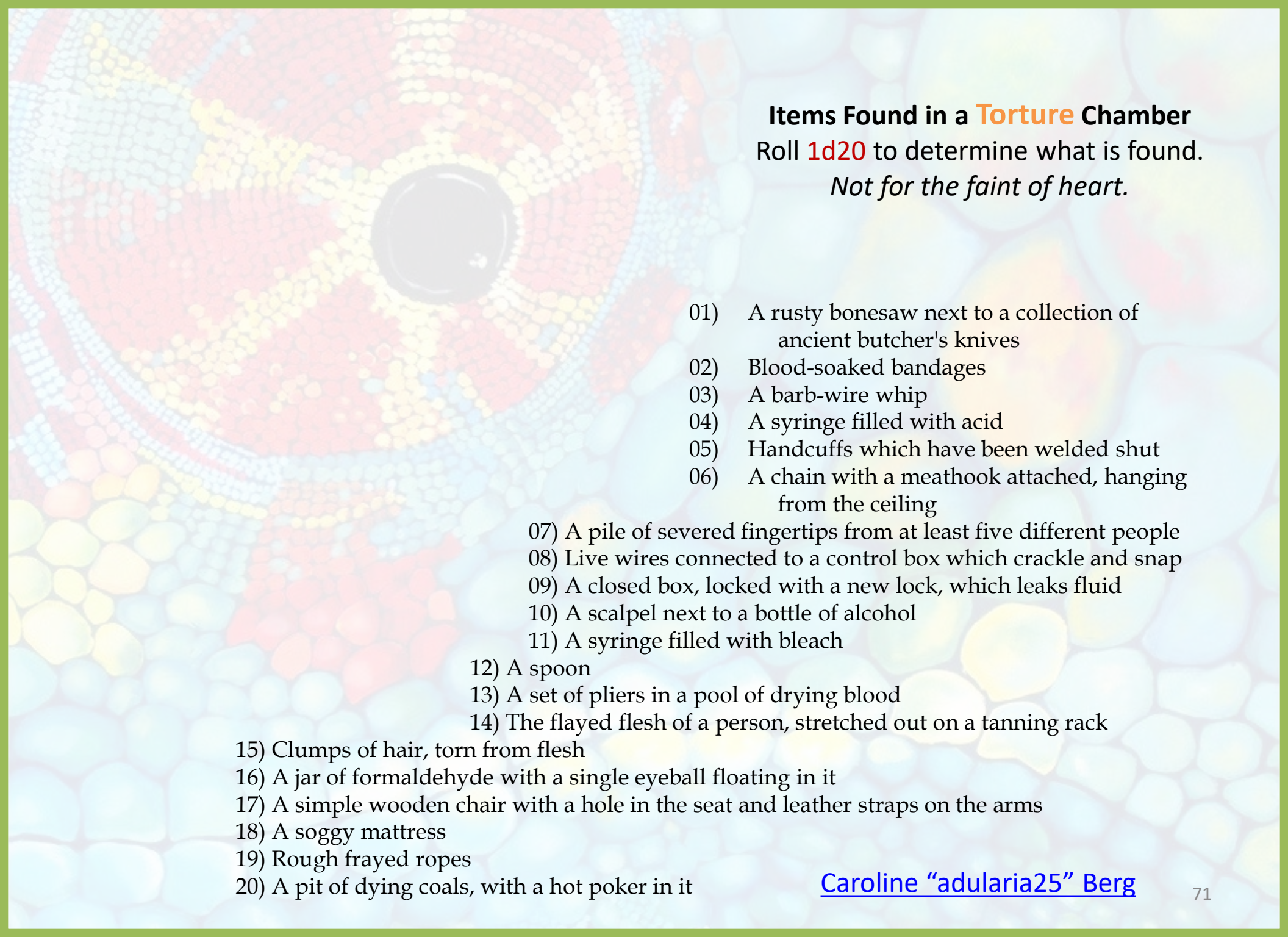
All entries are from the song *Lydia the Tattooed Lady*, of course.

17610	13814	41470	98284	04408	65983	57907	51851	12720	18064	96515
17611	72519	78719	68131	23993	74347	79042	22600	00962	70595	46516
17612	03536	76505	10481	40172	94339	53624	31745	04222	54301	80363
17613	86248	73552	49384	51885	10852	65322	65472			
17614	66842	86248	73552	49384	51885	10852	65322	65472		
17615	04902	32957	44799	90914	25572	79017	78887	94096	85225	21153
17616	45478	73392	30745	54492	41232	86093	55241	16232	27482	86385
17617	58119	92219	14214	50332	93952	22506	75434	28771	33557	25884
17618	84663	05917	48868	02408	91187	11031	59939	97149	18336	37394
17619	15215	58256	58256	59990	80824	45871	27081	44625	24194	39784
17620	37									67397
17621	37									
17622	75									
17623	45									
17624	91									
17625	78									
17626	54									
17627	23									
17628	92									
17629	33									
17630	92									
17631	55									
17632	77									
17633	70									
17634	99									
17635	39									
17636	99									
17637	54935	88698	63322	12870	80740	43392				
17638	55062	35696	48490	69207	09511	58423				
17639	88384	61009	50998	30826	53295	27499				
17640	22824	6115	67100	80515	42881	15094	30524	95191	52304	56577
17641	28932	36793	91356	80265	91059	36261	97082	02698	37843	49068
17642	40573	33596	78476	35301	14875	38035	65064	20732	50658	93901
17643	51926	24751	13834	21960	35006	16166	94046	65237	77965	78338
17644	72852	25722	21824	22222	26222	22222	22222	22222	22222	22222

3. The Battle of Waterloo
4. The Wreck of the Hesperus with the red, white, and blue waving above
5. Kankakee
6. Paris
7. Washington crossing The Delaware
8. Andrew Jackson
9. A view of Niagara
10. Alcatraz
11. Buffalo Bill with his lasso
12. Captain Spaulding exploring the Amazon
13. Godiva, but with her pajamas on
14. Grover Whalen unveiling The Trilon
15. Treasure Island
16. Nijinsky a-doin' the rhumba
17. Lydia's social security number
18. Ships on her hips

73735 45963 78134 63873
 02965 58303 90708 20025
 98859 23851 27965 62394
 33666 62570 64775 78428
 81666 26440 20422 05720
 15838 47174 76866 14330
 89793 34378 08730 56522
 78155 22466 81978 57323
 16381 66207 11698 99314
 75002 80827 53867 37797
 99982 27601 62686 44711
 84543 87442 50033 14021
 77757 54043 46176 42391
 80871 32792 87989 72248
 30500 28220 12444 71840

Steffan "sos1" O'Sullivan



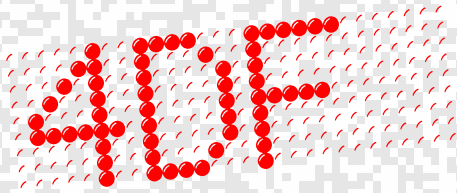
Items Found in a Torture Chamber
Roll **1d20** to determine what is found.
Not for the faint of heart.

- 01) A rusty bonesaw next to a collection of ancient butcher's knives
- 02) Blood-soaked bandages
- 03) A barb-wire whip
- 04) A syringe filled with acid
- 05) Handcuffs which have been welded shut
- 06) A chain with a meathook attached, hanging from the ceiling
- 07) A pile of severed fingertips from at least five different people
- 08) Live wires connected to a control box which crackle and snap
- 09) A closed box, locked with a new lock, which leaks fluid
- 10) A scalpel next to a bottle of alcohol
- 11) A syringe filled with bleach
- 12) A spoon
- 13) A set of pliers in a pool of drying blood
- 14) The flayed flesh of a person, stretched out on a tanning rack
- 15) Clumps of hair, torn from flesh
- 16) A jar of formaldehyde with a single eyeball floating in it
- 17) A simple wooden chair with a hole in the seat and leather straps on the arms
- 18) A soggy mattress
- 19) Rough frayed ropes
- 20) A pit of dying coals, with a hot poker in it

What primary cargo is that ship carrying?

- 1: an uncounted quantity of patent medicine, in small sachets
- 2: approximately 64,495 lbs. of shark fins
- 3: 50,000 cardboard boxes, more or less, each containing one pair of clacker balls
- 4: one Lucite ball containing lunar material
- 5: 2507 live parakeets in individual cages
- 6: a large number of barrels, alleged to contain apple cider vinegar
- 7: one illegally imported dinosaur skeleton
- 8: passengers, mostly immigrants on their way to a better life
- 9: uncut diamonds being shipped from the world's largest mine
- 10: art and other rare objects looted by imperial forces during the recent war
- 11: a live manticore, captured by a notorious showman and circus owner
- 12: absolutely nothing
- 13: fireworks intended for the queen's jubilee celebrations next month
- 14: enough salted, cured meat to feed an army
- 15: children's toys from an elvish workshop in the northern territories
- 16: hazardous waste, improperly stored.

Eric "cosine" Jome




ODDBALL OBSESSIONS FOR CREEPY BAD GUYS

- +4 CANDY
- +3 ANTIQUES
- +2 CIRCUSES
- +1 CATS
- 0 MONOLOGUING
- 1 CONSPIRACIES
- 2 CLEANLINESS (PRO or CON)
- 3 THE NUMBER 13
- 4 TABLOID NEWS PAPERS



FUDGE DICE Weather Table

Roll 4dF three times, once from each column, to get the local weather.



1:	2:	3:
(-4) Weak	Heatwave	with frost later
(-3) Annoying	Fog	with an unexpected downpour
(-2) Brutal	Storms	with heavy rain later
(-1) Strong	Rain	which clears up quickly
(0) Sudden	Sunlight	which quickly turns dangerous
(1) Fierce	Gusts	with partial clouds
(2) Ominous	Breeze	with rumblings of thunder in the distance
(3) Light	Hail	with playful winds
(4) Gentle	Snow	with tornadoes to follow



Roll 2dF, one after the other for the row. Then roll 2dF, one after the other, for the column.

The resulting number is to be consulted in the *Tao Te Ching*, using the translation of your choice (my own preference is the Le Guinn, but here's an online link to the [Mitchell](#)).

道

	++	+0	+ -	0+	00	0-	- +	- 0	--
++	1	2	3	4	5	6	7	8	9
+0	10	11	12	13	14	15	16	17	18
+ -	19	20	21	22	23	24	25	26	27
0+	28	29	30	31	32	33	34	35	36
00	37	38	39	40	41	42	43	44	45
0-	46	47	48	49	50	51	52	53	54
- +	55	56	57	58	59	60	61	62	63
- 0	64	65	66	67	68	69	70	71	72
--	73	74	75	76	77	78	79	80	81



Steffan "sos1" O'Sullivan

d30

Type of Music Playing in a Taxi

1. **Afro Beat**
2. **Argentinian Tangos**
3. **Audiobook**
4. **Bhangra**
5. **Classical**
6. **Country & Western**
7. **Death Metal**
8. **Drum & Bass**
9. **Flamenco**
10. **Gospel Blues**
11. **Grindcore**
12. **Grunge**
13. **Heavy Metal**
14. **Hip Hop**
15. **J-Pop**
16. **K-Pop**
17. **Kawaii Metal**
18. **Mongolian Throat Singing**
19. **Progressive Rock**
20. **Psychobilly**
21. **Punk**
22. **Punk Pop**
23. **R&B**
24. **Rap**
25. **Reggae**
26. **Sami Joik**
27. **Ska**
28. **Speedcore**
29. **Trash Metal**
30. **Whale Song**



Mixu "Mixula" Lauronen

MEAT SERVED AT AN EXOTIC FEAST



- 1) BEEF
- 2) SHRIMP
- 3) PORK
- 4) CAMEL
- 5) DUCK
- 6) TURKEY
- 7) ELEPHANT
- 8) MUTTON
- 9) ALLIGATOR
- 10) GOAT
- 11) BISON
- 12) LOBSTER
- 13) EEL
- 14) HIPPO
- 15) PIGEON
- 16) RATTLESNAKE
- 17) SHARK
- 18) VENISON
- 19) PHEASANT
- 20) RACCOON

AMY “JANIERA” O’NEAL

If you want to be adventurous, replace one of the selections with “Human.”



- 1) Fresh Baked Bread
- 2) Earwax
- 3) Blueberries
- 4) Vomit
- 5) Pizza
- 6) Ink
- 7) Chocolate
- 8) Grass
- 9) Sassafras Root
- 10) Crayons
- 11) Apples
- 12) Gasoline
- 13) Bacon
- 14) Pine Sap
- 15) Shrimp
- 16) Bleach
- 17) Bananas
- 18) Dirt
- 19) Hot Peppers
- 20) Feces

What does that potion taste like?

Amy "janiera" O'Neal

Conversations Overheard at a Café

Roll once for a small or nearly-empty cafe, twice for larger or busier ones, and three times for a place that's really hopping. Re-roll any duplicates.

- 1: two hitmen philosophically discussing their latest assignment
- 2: a group of graduate students from the local university, angrily discussing philosophy
- 3: local eccentric, discoursing on Orgone to no-one in particular
- 4: café proprietor re-negotiating his rent payment with disreputable landlord
- 5: three middle-aged women, gossiping about the strange behavior of the under-sheriff
- 6: two business-men on their lunch break, disputing good-naturedly about sports
- 7: a coffee-bean salesman, determinedly trying to persuade the proprietor to carry his products
- 8: several employees of a delivery company, discussing recent good news
- 9: four friends negotiating the terms of a bet
- 10: a married couple discussing a problem with their least-favorite child
- 11: members of a tour group comparing this town unfavorably to their last stop
- 12: a local politician canvassing for votes
- 13: a gaggle of retirees complaining about recent weather
- 14: a barista politely rejecting the advances of an over-confident customer
- 15: young lovers experiencing their first serious disagreement
- 16: $\frac{3}{4}$ of a hair metal band, recuperating before their next show and wondering where their drummer has got to



[Oliver "oberon166" Scholes](#)

Document Found in a Copy Machine

Froggy "FireFog"

- 1 : A picture of yourself with other people you don't recognize, in a place you don't remember.
- 2 : A list of customers/contacts/suppliers.
- 3 : A memo from Jenny, from accounting, reminding that all extra budget from the account 1990 – 1337 has to be spent by the end of the week. *Ripe for the taking?*
- 4 : A handwritten recipe for an eastern delicacy. *Sounds yummy!*
- 5 : An old document that seems to be the charter of establishment of a company.
- 6 : A map, with an indicated location.
- 7 : A "missing pet" flyer. It is for an old big black cat, wearing a yellow pouch. May answer to the name of "Felix".
- 8 : Some slides from a project progress meeting. *Interesting!*
- 9 : A résumé for an external hire. *A potential ally?*
- 10 : A transcript from a listening device fixed to an employee's phone, with parts circled in red. *Something incriminating?*
- 11 : A letter in a foreign language, with official stamps on it.
- 12 : A plan of the floor with firefighting appliances and exits highlighted.
- 13 : Another memo from Jenny, from accounting, saying that the employee's parking code was changed.
- 14 : A detailed employee roster, with picture, department and job.
- 15 : A child's drawing, picturing some kind of big building, an arrow with "Mom" and a heart.
- 16 : A blank page.
- 17 : Several cuts from local newspapers, pertaining to the same topic. *Something pertaining to the PCs?*
- 18 : Someone's head was cut and pasted on Jabba the Hutt's body.
- 19 : An ID or employee badge. *How lucky!*
- 20 : Something you cannot wrap your mind around. Is it a plan for a futuristic building? A schematic for a device? No matter how you rotate it, it still puzzles you.

*NSFW conversations for work
between co-workers*

*who are attracted to each other
but will never do anything
about it.*

- 1) Inappropriate items found in an old box at the office
- 2) Random small items hidden in the boss's desk
- 3) Odors around the office
- 4) Apparent cause of death for a recently deceased co-worker
- 5) Random things stepped in by mistake, in and around work
- 6) *What various co-workers would look like nude*
- 7) *Sounds heard in the office after a co-worker thought everyone else had gone home*
- 8) *Vending machine selections*
- 9) *Origin of the meat served at the last company party*
- 10) *Musical styles that annoy co-workers*
- 11) *Fetishes*
- 12) *Documents found in the copy machine*
- 13) *Random workplace textures that feel sensual*
- 14) *Which nasty old supervisors keep hitting on you*
- 15) *How, where, and why you got that scar or tattoo*
- 16) *The weapon you hide in your desk – in case of zombies*
- 17) *Conversations overheard in the break room*
- 18) *Embarrassing events witnessed in the restroom*
- 19) *Freaky items found in the parking lot*
- 20) *Inappropriate comments made during the recent sexual harassment training*

Clark "ctimmins" Timmins

1. A small stapler. It has three staples in it. It looks well used.
2. A disposable red ball point pen, long since dried up.
3. Colour photographs of some inappropriate behaviour at what looks like a Christmas party. On the back is the name *Phillip* followed by the number 23.
4. Reams of paper with numbers and figures with names: 126 *small grobkins*; 62 *green pipe-chucks*; 1,068 *long humdit plusses*. You've no idea what any of this means.
5. The box is empty apart from the thick layer of dust on the inside. The outside is pristine and clean.
6. It looks like a long term decomposition experiment. You cannot discern what the food originally was – clearly not a cheeseburger. Even the mould has long since departed this one.
7. Three packets of two minute noodles, all opened and empty apart from some grit way down the bottom. One empty packet of something labelled in a language you cannot understand and one still sealed packet that is labelled in a different language you also cannot understand.
8. There are all manner of wires with odd plugs on their ends (and an odd number of ends of course). There is a 1% chance you'll find an appropriate series of connectors for your immediate task.
9. A sealed bottle, perhaps containing some kind of soft drink. The label flaked off decades back and the expiry date is unintelligible.
10. A week at a glance calendar for 1976. It is completely devoid of writing. The 15th of February is marked as a full moon.
11. Some stale, dry and mostly decomposed roses.
12. A note of eternal devotion written with flowery handwriting and faintly smelling of perfume. You have no idea who Samantha and Boris are.

Items Found in a Box in an Office Building

[Paul “paulidale” Dale](#)

Apparent Cause of Death for a Discovered Corpse

- 1: Shot - 1-4: single, 5-6: 1d6+1 times (6 explodes)
- 2: Stabbed - 1-4: single, 5-6: 1d6+1 time (6 explodes)
- 3: Strangled
- 4: Blunt trauma - 1-2: single, 3-6: 1d6+1 times (6 explodes)
- 5: Suffocation
- 6: Exotic death table

→ Exotic Death Table

- 1: Hanging
- 2: Bite marks
- 3: Claw marks
- 4: Charred remains
- 5: Puddle of goo
- 6: Exploded

Fudge Random Hit Location

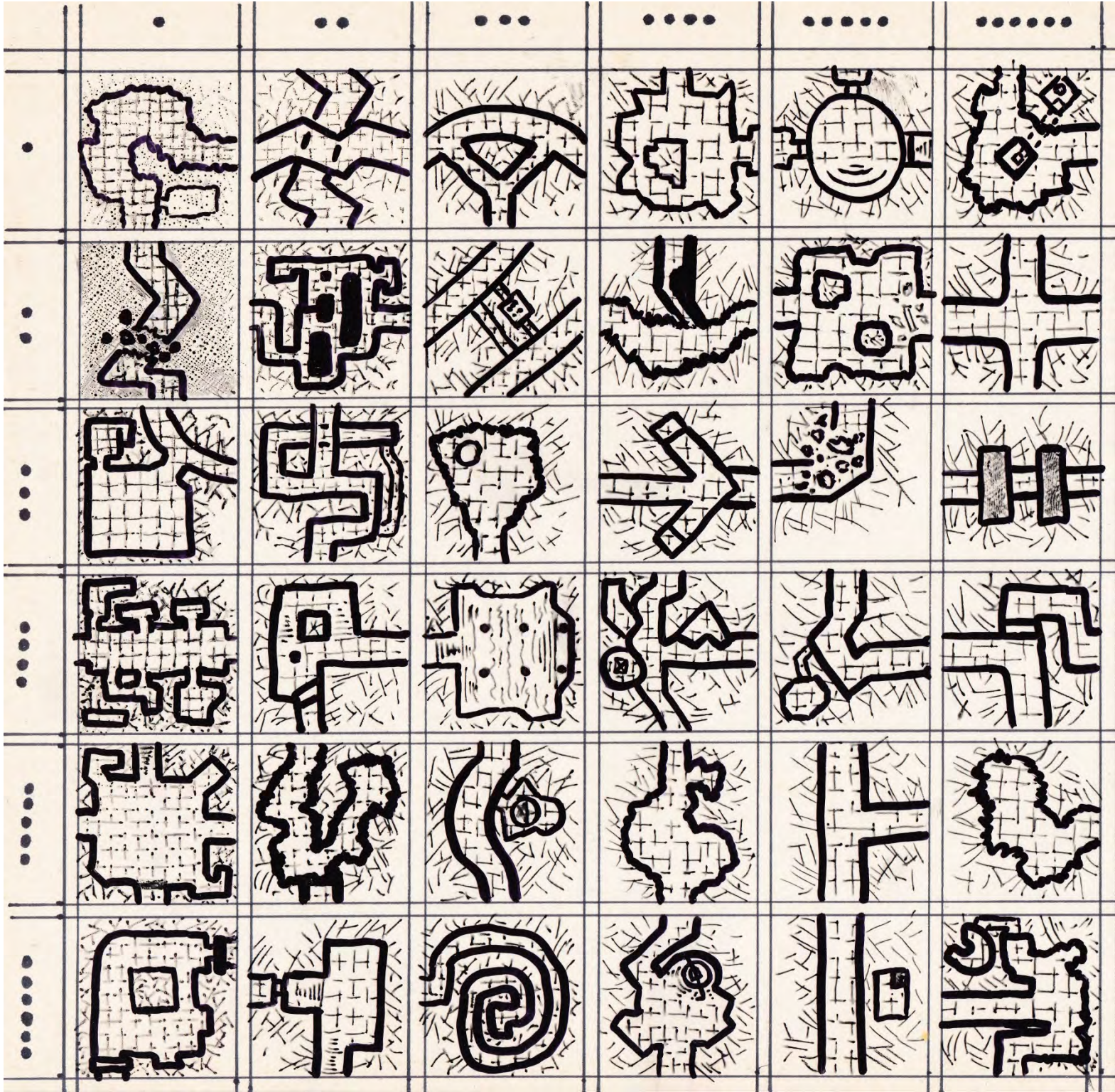
- + + Right arm
- + 0 Head
- + - Left arm
- 0 + Body
- 0 0 Body
- 0 - Body
- + Right leg
- 0 Abdomen
- - Left leg

2dF

For falling attacks re-roll the first - result
For rising/from below attacks re-roll the first + result

In either case keep the second result





This image is the GM square-guide ,so s/he can work out which tile is placed on a given 2d6 die-roll.



Full resolution image (5K x 5K) available here
<https://rpggeek.com/image/3196609/bifford>

Tavern NPC Motivations

Captain "Mulligans" Oblivious

1. Drowning their sorrows after discovering their mate was unfaithful.
2. Spending the coin they begged the same way they do every day.
3. Collecting information for the local thieves guild.
 4. Looking for love, or a close approximation.
 5. Looking for drunks to pickpocket.
 6. Is a traveling minstrel/musician from out of town, looking *for work*.
7. Is a hired gun/sellsword looking for employment.
8. Is a regular here, his name is Norm.
9. Hiding from the local authorities.
 10. A hustler looking for opponents in a game of "chance".
 11. Haunted by nightmares, they came here to make it all go away.
 12. Is looking for hired guns/sellswords to help raid a nearby location.
13. Is spying on the PCs.
14. A "snake oil" salesman who just got into town.
15. A doppelgänger who has taken on the guise of a local hero.
 16. A long lost/unknown relative of one of the PCs.
 17. The "black sheep" of a local well-to-do family.
 18. Is actually an illusion/ghost that only the PCs can see.
19. A doomsday/conspiracy theorist drinking away the "end days".
20. Is carrying a cursed object that they wish to "trade".

Roll **1d20** to determine what motivates that random NPC at the tavern, that the PCs have decided to engage.

Random **Pathfinder** Reactions to an encounter (or, "*What should my PC do?*").
Re-roll if your PC can't actually perform that action, *e.g.* cast a spell.

- 1: Diplomance your way out.
- 2: Bluff your way through
- 3: *Run away!*
- 4: Fireball... or some other flashy attack spell
- 5: Cast Charm Person... or some other appropriate enchantment spell
- 6: Make a Monster Knowledge check
- 7: Make a Performance check... and hope the NPC is entertained.
- 8: Stealth your way past.
- 9: Cast a defensive or buff spell
- 10-100: **CHARGE!** When in doubt, *kill it.*

d100



Terence "not2fear"

d50

[Terence "not2fear"](#)

- | | |
|------------------|-------------------------|
| 1: Apprentice | 26: Barrister |
| 2: Merchant | 27: Herbalist |
| 3: Scribe | 28: Sailor |
| 4: Diplomat | 29: Brewer |
| 5: Miner | 30: Fisherman |
| 6: Fisherman | 31: Diver |
| 7: Farmer | 32: Driver |
| 8: Bandit | 33: Engineer |
| 9: Hermit | 34: Red Mantis Assassin |
| 10: Hunter | 35: Butcher |
| 11: Nomad | 36: Tanner |
| 12: Investigator | 37: Aspis Agent |
| 13: Warrior | 38: Herder |
| 14: Mercenary | 39: Stable Master |
| 15: Architect | 40: Trapper |
| 16: Midwife | 41: Cultist |
| 17: Miller | 42: Entertainer |
| 18: Courtesan | 43: Gardener |
| 19: Priest | 44: Woodcutter |
| 20: Gambler | 45: Adventurer |
| 21: Porter | 46: Razmiran Recruiter |
| 22: Sailor | 47: Aristocrat |
| 23: Clerk | 48: Squire |
| 24: Cook | 49: Waitress/Waiter |
| 25: Baker | 50: Venture Captain |

d2 series



Results when dialing a wrong number

(might also work for a number found on a bathroom wall)

1-10: Sorry, wrong number.

11: Hi, and welcome to the chat line. What's your name?

12: I told you never to call here again!

13: (Local City) Police how can I help you?

14: Phil? Is that you Phil? Your voice sounds different.

15: Hi, this is Candy/Jack, who is this?


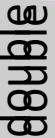
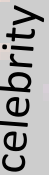
16: Sorry, the number you have reached is beyond your clearance level.

17: Hey baby, what's your sign?

18: Computer (or Fax) tone.

19: *Protovision*, I have you now.

20: Thanks, I've been waiting for your call.

- When I'm older I want to become...
- 1: An astronaut
 - 2: A policeman
 - 3: A firefighter
 - 4: A scientist
 - 5: A teacher
 - 6: A sport star
 - 7: A stage ueripzigew
 - 8: A real magician
 - 9: A celebrated author
 - 10: A doctor
 - 11: A train driver
 - 12: A squirrel
 - 13: A couch potato
 - 14: A gelatinous cube
 - 15: A mermaid
 - 16: A star of stage and screen
 - 17: A kept man/women
 - 18: Rich 
 - 19: Hugh Hefner
 - 20: An RPG designer
 - 21: A zoo keeper
 - 22: A vagrant
 - 23: A Michelin starred chef
 - 24: A McDonald's employee
 - 25: James Bond
 - 26: James Bond's body 
 - 27: A Jedi
 - 28: A **Christmas elf**
 - 29: An accountant
 - 30: An internationally famous  celebrity



- 1: A were...
- 2: A radioactive...
- 3: A rabid...
- 4: An undead...
- 5: A superhero
- 6: A politician

- 1: Rat
- 2: Bat
- 3: Wolf
- 4: Bear
- 5: Rabbit
- 6: Mouse

I've been bitten and I'm going to turn into...

- 1: Vampire
- 2: Zombie
- 3: Ghost
- 4: Chicken
- 5: Ghoul
- 6: Roll on were table

Choose 1d10 Weapon

Doug "chadnorth" Hook



$\Sigma 2d6 \rightarrow$

MISSILE (2 – 6)

HAND (7 – 11)

OTHER (12)



$\leftarrow 1d10$

01. Longbow
02. Assault rifle
03. shotgun
04. crossbow
05. pistols
06. bazooka
07. slingshot
08. bullpup
09. flamethrower
10. machine gun

- axe
- stiletto
- claymore
- staff
- nunchuks
- spear
- longsword
- mace
- morningstar
- dirk

- The Birds*
- small tornado
- ton of bricks
- sinkhole
- allergies
- TNT
- slingshot
- rat pack
- falling tree
- frying pan

Auntie's long-secret random elf-name generator...

First roll d6

- 1-4 = 1 adjective
- 5 = 2 adjectives
- 6 = 3 adjectives
- 7 = 4 adjectives

For adjectives roll 1d23; For nouns roll 1d11.
Always use the Oxford comma!

- 1 | ADLE-BRAINED
- 2 | ARTLESS
- 3 | CONSENTING
- 4 | CRINGING
- 5 | DELEUDED.
- 6 | FULLY-FEATHERED
- 7 | HORRIBLE
- 8 | LITTLE
- 9 | MISFIT
- 10 | MORONIC
- 11 | MOROSE
- 12 | PESKY
- 13 | POOR
- 14 | PRETTY
- 15 | SILLY
- 16 | SNIVELING
- 17 | SQUIDGY
- 18 | SWEET
- 19 | TASTY
- 20 | TINY
- 21 | TINY
- 22 | TINY
- 23 | WHINY
- 24 | WRETCHED

- 1 | DEARS
- 2 | MORSEL
- 3 | MILQUETOAST
- 4 | LAD
- 5 | GITS
- 6 | ELFLINGS
- 7 | DWARF-EATERS
- 8 | PET
- 9 | PIGS
- 10 | DWARF
- 11 | BLIGHTERS

Somewhat like deluded but also different because it has an extra "E".

Owlbear Olive: Giving a hoot since 2010!

Advanced users may add an extra "N" to get TINNY, though this may upset game balance.

