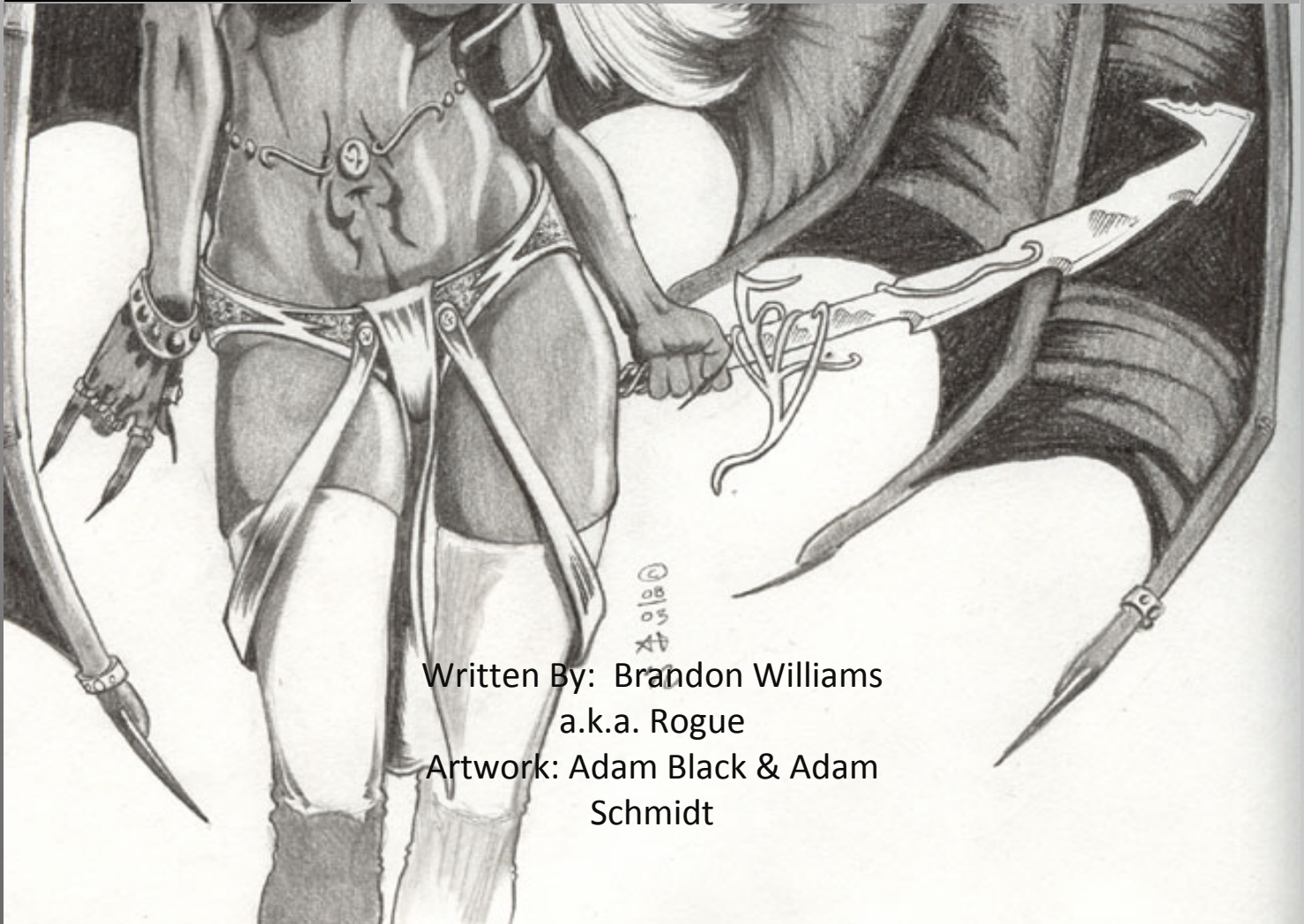


Sci-fi RPG Supplement



**ARCANUM
SYNDICATE**

RANDOM ENCOUNTER TABLES



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WILDERNESS ENCOUNTERS

The game master may wish to decide when they want to make an encounter happen. Or, you may wish to roll on this table for ideas. Make a base chance of 30% for every day. Thus meaning, that there is a 30% chance that the game master will roll on this table. You should alter these simple encounters as you see fit. They are only here to give the GM ideas.

Percentile Brief Result

01	Roll on Bad Weather conditions.
02	Run into a 2d12 savages.
03	There are a d4 very large creatures.
04	Per # 12, hidden ruin.
05	Dead bodies, or a single body nearby.
06	3d12 bandits have a nearby camp.
07	Vehicle problems if applicable.
08	4d6 slavers are in the area.
09	Dangerous creatures nearby.
10	You find some equipment.
11	Roll on Bad Weather conditions.
12	2d10 creatures are stalking the party.
13	Some friendly traveler(s).
14	Something wicked, this way comes...
15	A light falls from the sky.
16	A cargo ship passes overhead.
17	There are undead moans in the dark..
18	A caravan in the distance.
19	A very thick fog sets in.
20	A group of good game animals.
21	You find a small village.
22	Roll on Bad Weather conditions.
23	Travelling alchemists and merchants.
24	Ruins of an abandoned fort or town.
25	You find an old ghost town or city.
26	A d4 squads of soldiers.
27	Something has been tracking the party.
28	A broken vehicle. 30% repairable.
29	Clean water and edible fruits.
30	A lone traveler is seen in the distance.
31	You are ambushed by vile creatures.
32	2d6 squads of soldiers nearby.
33	A small colony.
34	You find a grove, or monastery.
35	Roll on Bad Weather conditions.
36	There is a lone hut nearby.
37	Large, flying beast 1-3 hungry, 4-6 not.
38	Disgusting insects destroy all food.
39	A d6 powerful crew members pass by.
40	A still pond, with good fishing.
41	2d6 vehicles, full of raiders.
42	A group of refugees pass by in prayer.
43	A pack of hungry dogs or wolves.
44	A swarm of flesh eating insects.
45	A small group of friendly travelers.
46	An air shaft to an abandoned mine?
47	2d12 days worth of roots & berries.
48	Victims of a raid, they have no loot.
49	2d6 evil creatures of little skill.
50	A strange item half buried. Per # 10



Percentile Brief Result

51	A Zone Rat wishes to trade.
52	4d6 nasty & hungry creatures.
53	2d12 days worth of food.
54	A beautiful creation of nature.
55	Bad weather conditions table.
56	A field of forgotten land mines.
57	An immortal of the dark gods.
58	A mage and a apprentice.
59	A large dose of radiation.
60	A small, planetary shuttle.
61	Bad weather conditions table.
62	An unbearable amount of heat or cold.
63	A priest and a monk.
64	A place of madness/ mental influence.
65	An immortal of the shadow gods.
66	d6 powerful beasts hunting at night.
67	Scientists doing research.
68	An encampment enjoying festivities.
69	Bad nightmares. Will # 8 Just dreams!
70	BoD # 8 or feverishly ill for d4 days.
71	Ambushed! 4d6 vile creatures.
72	A lone & powerful sorcerer.
73	A lone & powerful warrior.
74	Spirits are nearby in the night.
75	An army of soldiers, 2d6 hordes.
76	A huge battle is being waged nearby.
77	A village where they are... too kind.
78	A meteorite lands a d4 miles away.
79	2d6 dark wanderers.
80	An immortal of the gods of light.
81	4d6 very rare creatures nearby.
82	Amazing natural architecture.
83	Strange lights in the sky.
84	Strange noises, scary sounds at night.
85	An empty cottage.
86	Bad weather conditions table.
87	A being of immense power in disguise.
88	d4 beasts. 1-3 docile, 4-6 hostile.
89	A small fort or village under attack.
90	A creature dying from inflicted wounds.
91	A d4 wounded travelers.
92	Strange animals native to the area.
93	2d6 vehicles in the distance.
94	BoD # 4 or feverishly ill for d4 days.
95	A jug of water or liquor.
96	A d4 fighter ships.
97	Enough food for 2d6 days.
98	A magical item half buried.
99	Plague area. BoD # no botch.
00	A battle between angels & demons.

STREET ENCOUNTERS

It is good to roll a chance for a random encounter when the players are walking the streets. Make a base chance of 30% for every move to a new location. Thus meaning, that there is a 30% chance that the game master will roll on this table. You should alter these encounters or the percentage as you see fit. They are only here to give the GM ideas.

Percentile Brief Result

01	The weather gets nasty.
02	Brothel, pimps, and dealers.
03	d4 mounts or vehicles for sale.
04	Per # 12, hidden alley or street.
05	The smell of good, warm food.
06	A thief attempts to cut purse.
07	Vehicle trouble if applicable.
08	Fine cloaks or clothing.
09	Dangerous creatures nearby.
10	A wallet with a d6 x 100 credits.
11	Beggar(s).
12	Someone is following the party.
13	Traveler asks for directions.
14	Something wicked, this way comes...
15	An accident, in the street.
16	A hover accident overhead.
17	There are undead moans in the alley.
18	A caravan moves through the streets.
19	A very thick fog sets in a side street.
20	A cat is hiding in the alleyway.
21	You find a good weapons store.
22	Roll on Bad Weather conditions.
23	Alchemists and mage vendors.
24	Ruins of an old tower or building.
25	A giant vid screen showing a bounty.
26	A d4 squads of soldiers.
27	Something is in the sewers below.
28	A broken vehicle.
29	A tiny restaurant that looks inviting.
30	A lone traveler passes in the darkness.
31	You are ambushed.
32	2d6 squads of soldiers nearby.
33	A good cybernetics lab.
34	You find a grove, garden, or monastery.
35	Per # 12 to notice a thief taking a purse.
36	There is a mongru bakery here.
37	You find a good Pawn Shop.
38	You find a good mech runner's garage.
39	A d6 powerful crew members pass by.
40	A vehicle full of thugs drives by... staring.
41	2d6 vehicles race by, Target # 6 to dodge.
42	A group of monks pass by in prayer.
43	Hungry dogs feast on garbage.
44	A merchant selling jewelry.
45	A small group of friendly travelers.
46	An alley to beckoning music.
47	d12 children at play.
48	A merchant selling survival gear.
49	A small hydroponics lab.
50	An underground tekker's shop.



Percentile Brief Result

51	A small, strange mage shop.
52	4d6 street thugs.
53	An important group of vehicles.
54	A beautiful creation of architecture.
55	Bad weather conditions table.
56	Possible drug house?
57	An immortal of the dark gods.
58	A mage and a apprentice.
59	City Guards
60	Automated life form(s).
61	Bad weather conditions table.
62	A cozy tavern & inn.
63	A priest and a monk.
64	Merchant selling tobacco and herbs.
65	An immortal of the shadow gods.
66	d6 beasts hunting the street at night.
67	Someone is in trouble down the alley?
68	A bar nearby with grand festivities.
69	Criminals being chased by the City Guard.
70	Guards dragging off prisoner(s).
71	Ambushed! 4d6 creatures.
72	A lone & powerful sorcerer.
73	A lone & powerful warrior or monk.
74	Spirits are nearby in the night.
75	Guards, 2d6 are searching for someone.
76	A gang war erupts nearby.
77	Overhear or see something of interest.
78	Whispers or screams from the sewers.
79	2d6 Mafia members.
80	An immortal of the gods of light.
81	4d6 giant, mutant rats down the alley.
82	Amazing architecture or technology.
83	Strange lights from within a house.
84	Strange noises, scary sounds in alley.
85	An abandoned slum, hideout.
86	Bad weather conditions table.
87	A famous actor, actress, or musician.
88	Property for sale.
89	A good mech runner's shop.
90	A creature dying from inflicted wounds
91	A d4 wounded creatures.
92	A cool little magic shop of good reputation.
93	A droid. 1-2 fleeing, 3-4 hurt, 5-6 threat
94	BoD # 4 or feverishly ill for d4 days.
95	A small church.
96	A good club.
97	Property for sale.
98	A cool item for sale.
99	Plague area. BoD # no botch.
00	A battle between angel(s) & demon(s).

SPACE ENCOUNTERS

It is good to roll a chance for a random encounter when the players are in space. Make a base chance of 15% to 30% for every day or week. Thus meaning, that there is a 30% chance that the game master will roll on this table. You should alter these encounters as you see fit. They are only here to give the GM ideas.

Percentile Brief Result

01	Pilot space check T # 12 (asteroids)
02	A tiny space station.
03	d4 large merchant ships.
04	Nav # 12, gain d4 days.
05	A d6 ships passing through warp.
06	A thief aboard the ship?
07	A ship must be repaired.
08	Lose a d4 days to a strange anomaly.
09	Dangerous ships nearby.
10	A damaged ship is adrift.
11	A space storm! Roll d6 for severity.
12	Someone's ship is following your ship.
13	A ship of starving refugees..
14	Something wicked, this way comes...
15	A nearby comet.
16	A powerful vessel moves through warp.
17	There are strange sounds on board.
18	A passenger vessel passes.
19	Nav check target # 8 or lose a d6 days.
20	Pirates nearby. 1d6 ships.
21	You find an asteroid oasis station.
22	The ship is having problems.
23	A ship of mages & such.
24	Ruins of an old station.
25	A trash barge.
26	A d4 ships of soldiers.
27	A sector force of imperial ships.
28	You find an abandoned ship.
29	An escape pod adrift, a d4 survivors.
30	d20 marooned sailors sending distress.
31	You are ambushed by a d4 pirate ships.
32	2d20 ships of soldiers nearby.
33	A small floating fortress.
34	You find a religious vessel.
35	Possible mutiny afoot?
36	Something bad, pilot T # 10 or real bad
37	Some... thing is on board the ship.
38	Bod # 4 or ill for d4 days.
39	A d6 powerful ships pass by.
40	Scavenger ship or "fisherman" nearby.
41	2d6 vessels of war.
42	Ancient an haunted station Per # 14.
43	Food spoilage, 1/2 all rations.
44	A mech runner vessel.
45	A small, friendly ship.
46	A scientific vessel.
47	2d12 astral space beings in the never.
48	2d6 merchant ships selling goods.
49	A great wizard's sky ship.
50	A gambling boat.



Percentile Brief Result

51	d4 ships of pirate hunters. —★
52	The huge ship of some rich noble.
53	A noble ship being escorted by guards.
54	A beautiful, natural creation.
55	Bad space conditions, 1-6 severity.
56	Possible slave ships?
57	An immortal of a dark god's ship.
58	A mage and a apprentices' ship.
59	Ship mysteriously takes damage roll.
60	Stop at this station improves morale.
61	Being hailed by a strange ship.
62	A powerful astral creature in the never.
63	Many deadly astral traveler's.
64	Merchant selling tobacco and herbs.
65	An immortal of a shadow god's ship.
66	d6 alien vessels.
67	A wormhole, or star system ship gate.
68	A ship nearby of grand festivities.
69	A prison ship.
70	A naval battle between 2d6 ships.
71	Ambushed! 4d6 vog ships de-cloak.
72	A lone & powerful sorcerer's ship.
73	A lone & powerful warrior ship.
74	A droid ship. 1-3 friendly, 4-6 hostile.
75	A fleet of naval war ships.
76	A dual between 2 ships.
77	Nav check # 10 or lose a d10 days.
78	Whispers or screams on com message.
79	d6 adventurer ships.
80	An immortal of a god of light's ship.
81	A cybernetic facility.
82	A scientific research facility.
83	Strange readings on the ship's sensors.
84	Strange noises in a transmission.
85	A star system.
86	2 fleets emerged in battle.
87	A fleet is passing through this sector.
88	A star system.
89	A small ship needs help.
90	The ship is not working properly.
91	A d4 damaged ships are passing.
92	Distress signal from nearby planet.
93	Something large under construction.
94	Bod # 4 or feverishly ill for d4 days.
95	A floating citadel in space.
96	The ship is damaged. d6, 6 is severely.
97	Merchant trading vessel.
98	2d6 kuthalan vessels are de-cloaking.
99	Something powerful is onboard.
00	Storm that may destroy ship. Pilot T # 20.

DEEP SPACE ENCOUNTERS

It is good to roll a chance for a random encounter when the players are in deep space. Make a base chance of 15% to 30% for every day or week of travel. Thus meaning, that there is a 30% chance that the game master will roll on this table. You should alter these encounters as you see fit. They are only here to give the GM ideas.

Percentile Brief Result

01	Pilot space check T # 12 (asteroids)
02	A space station. (d6 size: 1 tiny - 6 huge)
03	d4 merchant ships.
04	Nav # 12 to find a shortcut, gain d4 days.
05	A d6 ships passing through warp.
06	An anomaly threatens this entire area.
07	A rogue asteroid moving through space.
08	Lose a d4 days to a dimensional anomaly.
09	Dangerous ships nearby.
10	A damaged ship is adrift.
11	A space storm! Roll d6 for severity.
12	Someone's ship is following your ship.
13	A ship of starving refugees.
14	Something wicked, this way comes...
15	A nearby comet.
16	A powerful vessel moves through warp.
17	There are strange sounds on board.
18	An anomaly enlightens this entire area.
19	Nav check target # 8 or lose a d20 days.
20	A star system. Roll on page 243.
21	You find an asteroid oasis station.
22	Bad space conditions, d6 severity.
23	A ship of mages.
24	Ruins of an old space station.
25	A trash barge.
26	A d4 military ships.
27	A sector force of imperial ships.
28	You find an abandoned ship.
29	An escape pod adrift, a d4 life forms.
30	d20 marooned sending distress.
31	Ambush. D4 pirate ships (not during warp)
32	2d20 military ships.
33	A small floating fortress.
34	You find a religious vessel, or monastery.
35	Possible mutiny afoot?
36	A star system. Roll on page 243.
37	Some... thing is on board the ship.
38	Bod # 4 or ill for d4 days.
39	Course correction to avoid shock wave. #9
40	Scavenger ship or "fisherman" nearby.
41	2d6 vessels of war.
42	Ancient and haunted station.
43	Food spoilage, 1/2 all rations.
44	A star system. Roll on page 243.
45	A small ship with 1 survivor found afloat.
46	A scientific vessel.
47	2d12 astral space creatures in the never.
48	2d6 merchant ships selling goods.
49	A strange nebula emitting EMP waves.
50	A gambling boat.



Percentile Brief Result

51	d4 ships of pirate hunters.
52	The huge galley of some rich noble.
53	A noble ship being escorted by guards.
54	A beautiful, natural creation.
55	Bad space conditions, 1-6 severity.
56	Possible slave ships?
57	An immortal's ship.
58	D6 droid ships. 1-2 good, 4-6 bad.
59	Strange readings on sensors from nearby.
60	D6 alien vessels.
61	You are being hailed by a strange ship.
62	A creature from the never is on board.
63	A lone ship of unknown traveler's.
64	An uncharted station on an asteroid.
65	A fleet of military vessels.
66	d6 alien vessels.
67	A well guarded wormhole, or system gate.
68	A passing comet holds a magical item.
69	A prison ship or station.
70	A naval battle between 2d6 ships.
71	Ambushed! 4d6 vog ships trying to board
72	Shock wave, course correction T # 12.
73	A small black hole threatens this area.
74	A ghost ship or station is hailing you.
75	Aliens. 1-2 good, 3-4 neutral, 5-6 bad
76	A dual between 2 ships is nearby.
77	Nav check # 10 or lose a d20 days.
78	Strange recordings on com message.
79	Incoming long range communications.
80	An alien space station or colony is nearby.
81	A cybernetic facility.
82	A scientific research facility.
83	Strange readings on the ship's sensors.
84	Ship mysteriously takes damage roll.
85	A star system. Roll on page 243.
86	2 fleets emerged in battle.
87	A nebula' unusual readings on sensors.
88	A star system. Roll on page 243.
89	A small ship needs help.
90	A star system. Roll on page 243.
91	Anomaly (1-2 good, 3-4 neutral 5-6 bad.
92	Distress signal from nearby planet.
93	Something large under construction.
94	Bod # 4 or feverishly ill for d4 days.
95	A floating citadel.
96	The ship is damaged. 2 rolls.
97	Merchant trading vessel(s).
98	Willpower T # 3 or get space madness.
99	Something powerful is onboard.
00	Storm that may destroy ship. Pilot T # 20.

HIDEOUT ENCOUNTERS

Within 6 months, a lot of things can happen to your hideout or stronghold. Roll a 60% base chance for each colony you own, to see if there is an encounter of interest. If you only own a shop or a few places like this, roll for each of these. Some of these results vary greatly, due to the fact that some of you may only own a shop, while others own colonies. It is up to the GM to modify results as necessary to fit the characters and their power. Giving away too much or too little should be avoided.



<u>% Roll</u>	<u>Brief Result</u>	<u>Percent</u>	<u>Brief Result</u>
01	Pirates steal your credits. 2d6 x c1 million.	51	Pirate hunters: your hideouts lose nothing to theft.
02	A hideout of yours is attacked by raiders.	52	Someone very famous visits your establishment.
03	Merchant vessels, gain d6 x c100k.	53	A noble ship being escorted by guards visits.
04	Vendors allow an additional c400k.	54	A rich merchant offers you a quest.
05	An alchemist makes a terrible mistake, lab lost.	55	Natural disaster. 1-6, (5-6) lose a hideout.
06	Thieves attempt to loot your place.	56	Merchants sell slaves in black market, orders?
07	Own a mechrunner garage? Gain 1 cargo ship.	57	Your armory designs a new, powerful weapon.
08	Good deal made, gain 2d6 x c100k.	58	If you have wizards, they come with bad news.
09	Dangerous enemies come to visit, maybe spies?	59	Terrorists destroy your cybernetics lab.
10	A damaged ship is stranded.	60	Own a research facility? Discovery, gain 100 Rep.
11	Your orders mildred? Criminals caught stealing.	61	Own a com tower? Warning transmission.
12	Unrest, make a morale check for random troops.	62	Own a club? Entertainers raise morale by 5%.
13	If you own a city. Refugees, gain 100 warriors.	63	Own a library? Gain 2d6 x c200k.
14	Something wicked, this way comes...	64	Plague. Severity (d6) A roll of 6, lose place.
15	Natural disaster. 1-6, (5-6) lose a hideout.	65	Adventurers seek an audience and a quest.
16	Discover ancient mining facility, gain 1 for free.	66	Natural disaster. 1-6, (5-6) lose a hideout.
17	Nearby creatures offer trade agreement.	67	A group of adventurers are starting trouble.
18	Nearby creatures ask for war pact.	68	Grand festivities raise morale by 5%.
19	You bring in no income during these 6 months.	69	Thieves steal 10% of all your money.
20	Pirates attack your ships. (d6) 1-4 win, 5-6 lose.	70	Own a gambling den? Gain a d6 x c1 million.
21	Travelling entertainers add +5% to all morale.	71	One hideout is destroyed by sabotage.
22	A rogue general wishes to join your armies.	72	Tekkers steal 10% of all your money.
23	Something evil is awakened during building.	73	A lone & powerful warrior seeks an audience.
24	Explosion! No income from a hideout.	74	Tekkers steal important information from you.
25	Lose flag ship from your fleet due to sabotage.	75	Someone close to you dies.
26	Lose d6 x c10,000 credits to repairs and damages.	76	A war between 2 powerful groups is nearby.
27	Gain a d4 fighter crafts in a good trade.	77	You can pay half the price for one hideout.
28	A hideout is attacked. (d6) 1-5 win, 6 lose.	78	Own a summoner's chamber? Spirit has info.
29	A hideout is attacked. (d6) 1-4 win, 5-6 lose.	79	A hideout is attacked. (d6) 1-5 win, 6 lose.
30	A hideout is attacked. (d6) 1-3 win, 4-6 lose.	80	An immortal seeks an audience with you.
31	Hard workers, gain double your max income.	81	Without a surveillance system, lose 2d6 x c100k.
32	Skilled warriors come to join you.	82	Own a research facility? Gain new technology.
33	You are offered a hideout to build at half price.	83	No recreational area? Lose 5% to morale.
34	A strange cult has risen within your ranks.	84	Horrible fire! 1-6, (5-6) lose a hideout.
35	Morale check for a random group of troops.	85	Pirates steal 10% of all your money.
36	There is a spy within your ranks.	86	Nearby settlement offers trade agreement.
37	Own church this turn? Gain more followers.	87	If you own a monastery, gain 5% to your S.I.
38	Gain and additional 4d6 x c10k from big deal.	88	If you own a colony, an army is coming for you.
39	A group of interesting adventurers stop by.	89	Imperials have come to search your place.
40	Bounty hunters are looking for someone here.	90	Nearby creatures need your help.
41	Someone powerful seeks an audience with you.	91	A powerful spell caster seeks an audience.
42	A random chamber is thought to be haunted.	92	An old fortress is found, 50% cost to rebuild.
43	Disease. Severity (d6) A roll of 6, lose place.	93	Own a recycling plant? Gain 2d6 x c1 million.
44	Unrest within the ranks -5% to all morale.	94	Lose troops to disease without a medlab.
45	Own a research facility? Gain hydroponics lab.	95	GM chooses old hideout, 50% of cost to rebuild.
46	Hard workers make you an extra 2d8 x c100k.	96	Criminal commits murder, your orders?
47	Without a church? Demonic infestation.	97	Assassin(s) are sent for one of your officers.
48	Own a marketplace? gain a d6 x c1 million.	98	Assassin(s) are sent for you.
49	Assassin(s) attack a leader. (d6) 5-6 killed.	99	Mining facility discovers mineral 2d6 x c1 mill.
50	Unrest lowers morale -5%, check or suffer a revolt.	00	Disasters. Hideout destroyed, and all troops lost.