



the smack down table

or the 'shit happens' list*

*Unofficial — use at your own risk of bodily harm inflicted by angry players.

players giving you backchat and being anti-group or play? guaranteed to make your players wet themselves or feel the punishment from their evil overlord. roll or chose on level of pissed off-ness. based on the hack master's expanded smart ass smack down table. credit to the 'bros for ponies' for suggestions and making this more fun for all.

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| 1-2 | Character swaps backpacks with poorest member of the group. If poorest member, donate to homeless. | 54-55 | Character becomes accident prone. Takes -9 to all dexterity rolls. |
| 3-5 | Character sneezes at all inappropriate moments. Loudness determined by d10 +1. (Because this goes up to 11). | 56-57 | Character is followed by clowns/mimes/beggars. |
| 5-6 | Character is subject to all spell attacks for next encounter with magic beast. | 58-59 | Character is cursed by deity. |
| 7-8 | Character is target for all creature attacks for all encounters. | 60-61 | Character gains nervous tick: Redneck Bogan |
| 9-10 | Character is target for all random animal attacks for the session. Nature just does not like you. They don't want to kill you just nibble on a little. | 62-63 | Character becomes blind. |
| 11-12 | New pet: Lizard Of Guilt – lays blame and uncomfortable truths where it belongs. You. (Death of this pet will result in it haunting you) +5 distraction. | 64-65 | Character becomes deaf. |
| 13-14 | Character receives unwanted affection from powerful NPC. | 66-67 | Character becomes mute. |
| 15-16 | Characters clan or family borrow money and made character guarantor. Collection is due soon. Hope you have enough on you. | 68-69 | Character changes sex as per the gender bend spell. |
| 17-18 | Character catches attention from the most unfriendly being in the tavern | 70-71 | Character loses hit bonus. |
| 19-20 | Character loses overused skill, as voted by group. | 72-73 | Character's spell book develops a personality: Black Sass. Gain a pet. 4d attack rolls, 2 spell slots. Rotten tendency to hold spells hostage. |
| 20-21 | Character is subjected to 'Incense of Dumb Ideas'. -10 Wisdom | 74-75 | Characters home or personage becomes infested with vermin (dire rats, goblins etc). |
| 22-23 | Character loses a level. Enjoy the climb back up. | 76 | Characters crazy half-wit sibling is kidnapped. Adventure is compulsory. |
| 24-25 | Magical items cease functioning. Now worth 1 copper each. | 77 | Character suffers from insanity in random spurts. |
| 26-27 | Character's assets are seized by local governor. | 78 | Embarrassing story about the characters youth. Possible forgiveness if entertaining. GM can roll again. |
| 28-29 | Character develops alien hand syndrome -3 Dexterity. | 79 | Character earns derogatory nickname. Group must make one. |
| 30-31 | Character is banned from local pottery shop for smashing products. Everyone in town points this out to you. | 80 | Character changes background to Wuss at Heart. -8 charisma. |
| 32-33 | Character is mistaken for a wanted criminal. Surely putting a moustache on your picture proves you are them. | 81 | Character thinks he is in a musical and narrates his every action and thought through song. |
| 34 | Character is burgled, all valuables are taken. | 82 | Character gains nervous tick: Air Guitar. |
| 35-36 | A contracted hit is put on character. That was obviously the wrong guys sister you were 'allegedly' manhandling. | 83 | All the characters rolls get -1 penalty. |
| 37-38 | Character contracts disease: Beer Goggles. Orcs are sexy, balance is unsteady, speech is slurred, everybody is a good friend and waves of nausea are possible. | 84 | Character gets alopecia. Win 'Sexiest Monk of the Year'. |
| 39-40 | Character gains nervous tick: Inconsistent Tourettes. What kind you have is not reliable. -8 charisma | 85 | Character loses 1 spell from spell book. GM's choice. |
| 41-42 | Character contracts the Shatner plague (one overacts all actions, and speaks stiltedly). Must adventure for cure. Avoid wearing red for a while. Just saying. | 86 | Character becomes highly flammable. This may just happen randomly. |
| 43-44 | Character changes name to 'Princess FruFru LaPurpleNurple the II of Lavender Town'. | 87 | Angry beavers will attack you. We don't know when, but they will. Soon. All you know is that they are nearby ... Gonna get ya. |
| 45-46 | Character's middle fingers permanently locks. | 88 | Character's seduction face is a cue to all wenches that you are undesirable and not good in bed. |
| 47-48 | Characters shares eyesight with unknown teenager of opposite gender (race of your choice) roll d4 for intensity of vision. | 89 | Character gains phobia of GM's choice. |
| 49-50 | Character becomes narcoleptic. | 90 | Character gains nervous tick: Compulsive Beating of the Elderly. |
| 51 | Character becomes paranoid and prophesies in riddles. | 91 | Characters main weapon breaks, no exceptions. |
| 52-53 | Character believes that they have bitten by a vampire and resigned to their new status act accordingly. New item: bottle of glitter. | 92 | Character is attacked with surprise groin leeches. Surprise! |
| | | 93 | Gain item: Ring of Optimism. Over optimistic. All the time. |
| | | 94 | Character is affected by a random polymorph spell. GM'S choice. |
| | | 95 | Characters main class is lowered to 1 for 2000 exp worth of session. |
| | | 96 | Alignment audit. |
| | | 97 | Character does not receive experience points for session. |
| | | 98 | Character becomes a target of an ominous curse. |
| | | 99 | Gain new gear: Paper Bag of Charisma. Forever stuck. Nothing can remove. -5 persuasion |
| | | 100 | Save the princess; help her find her prince; keep peace in the kingdom; adopt a family of orphans and raise them to be happy and successful. 'YOLO' that. |

