## TREASURE! (Random Loots and Glory!)

[Explanation of this page goes here]

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| ***Roll*** | ***Richness*** | ***Bonus to Composition*** | | | | |  | **Composition** | | | | | | | | |
| 1-13 | Barren | -40 | | | | | *Roll* | *Random* | | | *Gear: (Optional, some entities do not have gear)* | | | | |
| 14-30 | Destitute | -20 | | | | | 1-10 | d6-5 | | | 1 Money | | | | |
| 31-69 | Ordinary | 0 | | | | | 11-70 | d6-4 | | | Items: (C,D,F,H,I,J), 2 Money | | | | |
| 70-85 | Endowed | +10 | | | | | 71-100 | d6-3 | | | Items: (C,D,F,H,I,J,K,R), 2 Money | | | | |
| 86-95 | Abounding | +20 | | | | | 101-119 | d6-2 | | | Items: (C,D,F,H,I,J,K,R,U,V), 3 Money | | | | |
| 96-100 | Exorbitant | +40 | | | | | 120+ | d6-1 | | | Items: (C,D,F,H,I,J,K,R,U,V), 4 Money | | | | |
| **Random Type of Treasure** | | | | | | | | | | | | | | | | |
| *Roll* | *Barren* | | *Destitute* | | *Ordinary* | | | | | *Endowed* | | | *Abounding* | | *Exorbitant* | |
| 1-12 | Money | | Money | | Money | | | | | Money | | | Money | | Money | |
| 13-25 | Money | | Item | | Item | | | | | Item | | | Item | | Item | |
| 26-37 | Item | | Item | | Item | | | | | Item | | | Item | | Raw Material | |
| 38-50 | Item | | Raw Material | | Item | | | | | Raw Material | | | Raw Material | | Clothing/Accessory | |
| 51-62 | Raw Material | | Raw Material | | Raw Material | | | | | Clothing/Accessory | | | Clothing/Accessory | | Weapon | |
| 63-75 | Raw Material | | Clothing/Accessory | | Clothing/Accessory | | | | | Weapon | | | Weapon | | Armor | |
| 76-87 | Clothing/Accessory | | Weapon | | Weapon | | | | | Armor | | | Armor | | Valuable | |
| 88-100 | Weapon | | Armor | | Armor | | | | | Valuable | | | Valuable | | Captive | |
| **Money** | | | | | | | | | | | | | | | | |
| *Roll* | *Barren* | | *Destitute* | | *Ordinary* | | | | | *Endowed* | | | *Abounding* | | *Exorbitant* | |
| 1-10 | 1b | | 1s | | 3s | | | | | 1g | | | 10g | | 20g | |
| 11-30 | 2b | | 2s | | 5s | | | | | 3g | | | 15g | | 40g | |
| 31-55 | 4b | | 3s | | 1g | | | | | 5g | | | 25g | | 60g | |
| 56-80 | 8b | | 4s | | 15s | | | | | 10g | | | 40g | | 80g | |
| 81-100 | 16b | | 5s | | 2g | | | | | 15g | | | 55g | | 100g | |
| **Items** Combinations of items cannot be enhanced or magic. | | | | | | | | | | | | | | | | |
| *Barren* | | | | | | *Destitute* | | | | | | | | *Ordinary* | | |
| *Roll* | Specific Item | | | Roll For: | | Specific Item | | | | | Roll For: | | | Specific Item | | Roll For: |
| 1-10 | A. 1-6 Water Skins (½d each) | | | Leather | | A, B, & D | | | | | Specified | | | A, C, F, H, I, & J | | Specified |
| 11-20 | B. Rations - Uncooked (1-6d) | | | N/A | | C, D, & H | | | | | Specified | | | D, E, G, K, & L | | Specified |
| 21-30 | C. Ration - Preserved (1-6d) | | | N/A | | F, I, & J | | | | | Specified | | | M & P | | Specified |
| 31-40 | D. Spoon, Fork, Knife, & Cup | | | Wood/Metal | | K. First Aid Kit (10u) | | | | | N/A | | | R. Two 25’ Ropes | | N/A |
| 41-50 | E. Pot, Plate, & Bowl | | | Metal | | L. Tent | | | | | Soft | | | S. Quill and Ink | | N/A |
| 51-60 | F. Sleeping Bag | | | Soft | | M. Fishing Bait (10u) and Pole | | | | | Wood | | | T. Blank Paper Scroll (1’x4’) | | N/A |
| 61-70 | G. Bucket | | | Wood/Metal | | N. Whistle | | | | | Wood/Metal | | | U. Map | | N/A |
| 71-80 | H. Flint and Tinder (10u) | | | N/A | | O. Saddle | | | | | Leather | | | V. Compass | | Metal |
| 81-90 | I. 1-3 Torches (1hr each) | | | Wood | | P. Flask of Liquor (3u) | | | | | Metal | | | W. Empty Suitcase (15lbs) | | Leather |
| 91-100 | J. Empty Backpack (45lbs max) | | | Soft/Leather | | Q. Scissors and Mirror | | | | | Metal | | | X. Money Pouch | | Money x2 |
| *Endowed* | | | | | | *Abounding* | | | | | | | | *Exorbitant* | | |
| *Roll* | Specific Item | | | Roll For: | | Specific Item | | | | | Roll For: | | | Specific Item | | Roll For: |
| 1-10 | A, C-F, H-L, & R | | | Specified | | N, O, R, A1, & A3 | | | | | Specified | | | A, C, F, J, P, K, R, X & A8 | | Specified |
| 11-20 | S, T, U, & V | | | Specified | | Y, Z, A2, A5, S, T, & W | | | | | Specified | | | H, S-V, W, Y, A2, A4, A5, A6 | | Specified |
| 21-30 | K, N, P, Q, & W | | | Specified | | A, C-F, H-L, M, P, R, U, V, & X | | | | | Specified | | | H, I, L, N, O, R, A1, A3, A7, A9 | | Specified |
| 31-40 | Y. Mysterious Potion\* | | | N/A | | A6. Mortar & Pestle, Alembic | | | | | Metal | | | Q, B1, B2, & B3 | | Specified |
| 41-50 | Z. Pipe and Tobacco or Monocle | | | Wood/Metal | | A7. Tongs, Punch, Chisel, Anvil | | | | | Metal | | | A5, A5, A5 | | Specified |
| 51-60 | A1. Empty Cargo Carriage | | | Wood | | A8. Lock Pick Kit | | | | | Metal | | | B4. Musical Instrument | | Wood/Metal |
| 61-70 | A2. Firework(1u) +15 Encourage | | | N/A | | A9. Pinch, Spanner, & Goggles | | | | | Metal+Leather | | | B5. Clothing/Accessory | | Clothing/Acc |
| 71-80 | A3. Trade Materials | | | R. Materials x2 | | B1. Comb (+1AP for 1hr) | | | | | Metal | | | B6. Valuable | | Valuable |
| 81-90 | A4. Lamp and Oil (6hr) | | | Metal | | B2. Perfume (+2AP for 3hr) (8u) | | | | | N/A | | | B7. Magic Wand\*\* | | Wood+Magic |
| 91-100 | A5. Book\* | | | Leather | | B3. Straight Razor (+1 AP for 1d) | | | | | Metal | | | B8. Treasure Sack (X, X, B6) | | Specified |
| \*Potion and Book: The specifics about the contents of these items depend on the GM’s decision. Books tend to (with a proper Prediction/Analysis roll and a high enough Inscription Lore) add a bonus to a skill of some sort upon reading. This is usually a WT-based art or a lore bonus.  \*\*Magic Wand: The wood of this wand must be rolled for, but it is also guaranteed to have a magic effect present. The multiple-magic rule still applies. | | | | | | | | | | | | | | | | |

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| **Raw Materials** | | | | | | | | | | | |
| *Roll* | *Barren* | *Destitute* | | *Ordinary* | | *Endowed* | | *Abounding* | | *Exorbitant* | |
| 1-13 |  |  | |  | |  | |  | |  | |
| 14-30 |  |  | |  | |  | |  | |  | |
| 31-54 |  |  | |  | |  | |  | |  | |
| 55-75 |  |  | |  | |  | |  | |  | |
| 76-90 |  |  | |  | |  | |  | |  | |
| 91-96 | Ingredient | Ingredient | | Ingredient | | Ingredient | | Ingredient | | Ingredient | |
| 97-100 | Roll Next Richness | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll ‘Special Valuables’ | |
| **Clothing and Accessories** | | | | | | | | | | | |
| *Barren* | | | | | *Destitute* | | | | *Ordinary* | | |
| *Roll* | Specific Item | | Roll For: | | Specific Item | | Roll For: | | Specific Item | | Roll For: |
| 1-10 | Headband [1m] | | Soft | | One Glove | | Soft | | Coat | | Soft |
| 11-20 | Two Sandals [1m]x2 | | Leather/Wood | | Kilt | | Soft | | Pants | | Soft |
| 21-30 | Two Socks[2m] x2 | | Soft | | Shorts | | Soft | | Two Gloves | | Soft |
| 31-40 | Scarf [4m] | | Soft | | Two Wooden or Leather Shoes | | Wood/Leather | | Two Boots | | Leather |
| 41-50 | Cap [2m] | | Soft | | Short Pants | | Soft | | Cloak | | Soft |
| 51-60 | Groin Guard [10m] | | Soft | | Tunic | | Soft | | Robe | | Soft |
| 61-70 | Skirt [14m] | | Soft | | Cape | | Soft | | Belt | | Leather |
| 71-80 | Two Mittens [2]x2 | | Soft | | Bracelet | | Metal | | Ring | | Metal |
| 81-90 | Roll Armor | | Armor | | Roll Armor | | Armor | | Roll Armor | | Armor |
| 91-100 | Roll Next Richness | | Destitute | | Roll Next Richness | | Ordinary | | Roll Next Richness | | Endowed |
| *Endowed* | | | | | *Abounding* | | | | *Exorbitant* | | |
| *Roll* | Specific Item | | Roll For: | | Specific Item | | Roll For: | | Specific Item | | Roll For: |
| 1-10 | Short Sleeved Shirt | | Soft | | Giant Cape | | Soft | | Exotic Hat | | Soft |
| 11-20 | Long Gloves | | Soft | | Tabard | | Soft | | Gown | | Soft |
| 21-30 | Long Sleeved Shirt | | Soft | | Sash or Chest-Belt | | Soft/Leather | | Giant Cape | | Soft |
| 31-40 | Two Soft or Leather Shoes | | Soft/Leather | | Two Soft or Leather Leg Boots | | Soft/Leather | | Long Jacket | | Soft |
| 41-50 | Dress | | Soft | | Gemmed Ring\* | | Metal+Valu. | | Gemmed Bracelet\* | | Metal+Valu. |
| 51-60 | Ring | | Metal | | Gemmed Piercing\* | | Metal+Valu. | | Gemmed Piercing\* | | Metal+Valu. |
| 61-70 | Piercing | | Metal | | Gemmed Necklace\* | | Metal+Valu. | | Gemmed Ring\* | | Metal+Valu. |
| 71-80 | Bracelet | | Metal | | Gemmed Circlet\* | | Metal+Valu. | | Gemmed Necklace\* | | Metal+Valu. |
| 81-90 | Roll Armor | | Armor | | Roll Armor | | Armor | | Gemmed Crown\* | | Metal+Valu. |
| 91-100 | Roll Next Richness | | Abounding | | Roll Next Richness | | Exorbitant | | Exotic Clothing/Accessory | | N/A |
| \*These gemmed accessories are made of 1 Material of metal, and then one Valuable from the previous Richness’ roll table. IE an ‘abounding’ gemmed ring has an abounding level of metal richness, but an endowed level of gem richness. | | | | | | | | | | | |
| **Weapons** | | | | | | | | | | | |
| A d6 roll is made for the weapon’s category: Barren: -2, Destitute: -1, Ordinary/Endowed: 0, Abounding: +1, Exorbitant: +2 | | | | | | | | | | | |
| *Category One* | | | | | *Category Two* | | | | *Category Three* | | |
| *Roll* | Specific Item | | Roll For: | | Specific Item | | Roll For: | | Specific Item | | Roll For: |
| 1-5 | Stick | | Wood | | Roll Previous Richness | | Barren | | Roll Previous Richness | | Destitute |
| 6-10 | Studded Knuckles | | Metal | | Spiked Club | | Wood | | Bola | | Metal |
| 11-20 | Blow-Dart Tube\* | | Wood | | Dagger | | Metal | | Saber | | Metal |
| 21-30 | Knife | | Metal | | Boomerang | | Wood | | Re-curve Bow\* | | Wood |
| 31-40 | Sling\* | | Soft | | 2-H Club | | Wood | | Long Spear | | Wood/Metal |
| 41-50 | Staff | | Wood | | Foil | | Metal | | Hatchet | | Metal |
| 51-60 | Club | | Wood | | Chain | | Metal | | Hammer | | Wood/Metal |
| 61-70 | Short Spear | | Wood/Metal | | Tanto | | Metal | | Cutlass | | Metal |
| 71-80 | Short Bow\* | | Wood | | Shot-put or Discus | | Metal/Wood | | Nunchakus | | Wood/Metal |
| 81-90 | Quarterstaff | | Wood | | Shortsword | | Metal | | Spiked Knuckles | | Metal |
| 91-100 | Roll Next Richness | | Destitute | | Roll Next Richness | | Ordinary | | Roll Next Richness | | Endowed |
| *Category Four* | | | | | *Category Five* | | | | *Category Six* | | |
| *Roll* | Specific Item | | Roll For: | | Specific Item | | Roll For: | | Specific Item | | Roll For: |
| 1-5 | Roll Previous Richness | | Ordinary | | Roll Previous Richness | | Endowed | | Roll Previous Richness | | Abounding |
| 6-10 | Whip | | Metal | | One Cestus | | Metal | | Two Cestuses | | Metal |
| 11-20 | Broadsword | | Leather | | Flanged Mace | | Metal | | Lance | | Wood/Metal |
| 21-30 | Longbow\* | | Wood | | Longsword | | Metal | | Scythe | | Metal |
| 31-40 | Morning Star | | Metal | | Warhammer | | Wood/Metal | | Maul | | Wood/Metal |
| 41-50 | Bladed Disc | | Metal | | Compound Bow\* | | Wood | | Polearm | | Metal |
| 51-60 | Falchion | | Metal | | Franchisca | | Metal | | 2-H Sword | | Metal |
| 61-70 | War Pick | | Wood/Metal | | Flail | | Metal | | 2-H Axe | | Metal |
| 71-80 | One Katar or Hand Claw | | Metal | | Bola-net | | Metal | | Crossbow\* | | Wood |
| 81-90 | Hand axe | | Metal | | Two Katars or Hand-Claws | | Metal | | Heavy Crossbow\* | | Wood |
| 91-100 | Roll Next Richness | | Abounding | | Roll Next Richness | | Exorbitant | | Unique Weapon | | N/A |
| \*Any of the items listed with this asterisk also come with a small supply of ammo, which also must be rolled for. Barren and Destitute have [d6] arrows, darts, or stones and may have a quiver or pouch as well. Ordinary-Exorbitant has [2d6] arrows and most likely a quiver. The materials of these must be rolled for separately. | | | | | | | | | | | |

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| **Armor** | | | | | | | | | |
| A d6 roll is made for the weapon’s category: Barren/Destitute: -2, Ordinary: -1, Endowed/Abounding: 0, Exorbitant: +1 | | | | | | | | | |
| *Category One* | | | | *Category Two* | | | *Category Three* | | |
| *Roll* | Specific Item | Roll For: | | Specific Item | | Roll For: | Specific Item | | Roll For: |
| 1-10 | Buckler | Metal/Wood | | Buckler | | Metal/Wood | Round Shield | | Metal/Wood |
| 11-20 | Full Boot | Metal | | Full Boots (2) | | Metal | Full Boots (2) | | Metal |
| 21-30 | Skirt or Full Tassets | Metal | | Skirt or Full Tassets | | Metal | Skirt or Full Tassets | | Metal |
| 31-40 | Helm | Metal | | Helm | | Metal | Helm | | Metal |
| 41-50 | Buckler | Metal/Wood | | Round Shield | | Metal/Wood | Round Shield | | Metal/Wood |
| 51-60 | Full Arm | Metal | | Full Arm | | Metal | Full Arms (2) | | Metal |
| 61-70 | Full Leg | Metal | | Full Leg | | Metal | Full Leg | | Metal |
| 71-80 | Breastplate | Metal | | Breastplate | | Metal | Breastplate | | Metal |
| 81-90 | Round Shield | Metal/Wood | | Round Shield | | Metal/Wood | Kite Shield | | Metal/Wood |
| 91-100 | Roll Next Richness | Ordinary | | Roll Next Richness | | Endowed | Roll Next Richness | | Abounding |
| *Category Four* | | | | *Category Five* | | | *Category Six* | | |
| *Roll* | Specific Item | Roll For: | | Specific Item | | Roll For: | Specific Item | | Roll For: |
| 1-10 | Round Shield | Metal/Wood | | Kite Shield | | Metal/Wood | Horned Helm with Cape | | See Below |
| 11-20 | Full Boots (2) | Metal | | Full Boots (2) | | Metal | Spiked Tower Shield | |
| 21-30 | Skirt or Full Tassets | Metal | | Skirt or Full Tassets | | Metal | Dual-Weapon Gauntlets | |
| 31-40 | Helm | Metal | | Helm | | Metal | Bladed Throwing Shield | |
| 41-50 | Kite Shield | Metal/Wood | | Kite Shield | | Metal/Wood | Splinted Suit | |
| 51-60 | Full Arms (2) | Metal | | Full Arms (2) | | Metal | Arm-Mounted Crossbow | |
| 61-70 | Full Legs (2) | Metal | | Full Legs (2) | | Metal | Gemmed War Crown | |
| 71-80 | Breastplate | Metal | | Breastplate | | Metal | Ornamented Breastplate | |
| 81-90 | Kite Shield | Metal/Wood | | Tower Shield | | Metal/Wood | Full Body Suit | |
| 91-100 | Roll Next Richness | Exorbitant | | Roll Next Richness | | Special Armor | Unique Armor | | N/A |
| The Horned Helm: This helm does not have to be horned, but merely capable of dealing an attack. (IE horns to Puncture, or blades to Slash.) This item should roll for metal or leather, the 1mPT weapon that it represents, and soft for the cape that is attached. This is considered a Full Headed Helm with an operable visor. The design value is estimated at +10g. | | | | | | | | | |
| The Spiked Tower Shield: This shield is considered a tower shield that has either spikes or blades on its surface. This shield can either deal Impale or Chop (depending on its surface) with normal mPT and damage of a shield. The metal or wood of the shield must be rolled for. The design value is estimated at +10g. | | | | | | | | | |
| The Dual-Weapon Gauntlets: These are half-arm gauntlets with two fist weapons on either arm extending above the back of the hands. The fist weapons retract every time the user’s hands bend backwards and extend every time the user bends their hands forward. A single 2mPT gauntlet is allowed, (bladed weapons only) if the GM chooses that as a more appropriate weapon. The metal or leather of the gloves must be rolled for, and then the metal of the weapons as well. The design value is estimated at +15g for two arms, or +10 for one larger-weapon arm. | | | | | | | | | |
| The Bladed Throwing Shield: This shield is considered a perfectly crafted piece of art and is a rare line of work with the initials ‘TD’ on the inside. However, it has been engineered for impractical reasons to be thrown. Nevertheless, it gains +5 to Throwing Art when used, and has +10 Range. This weapon deals Chop damage when used, or may still be used bluntly to shield slam. This shield is a heptagon shape, and uses the stats of a Kite Shield. This shield is metal, and the metal should be rolled for. The design value of this shield is unknown, but might be worth a lot to the right person. GM only note: +5g to a merchant or +30 to a collector of Dwarven antiques. | | | | | | | | | |
| The Splinted Suit: This is a full body suit missing only the feet, hands, and helm to complete. It covers the neck, full chest, full legs and arms (excluding feet and hands) and the groin. This suit is covered in spines that increase its protective qualities by +10MIT and deal a Knife’s stats as an attack to anything it contacts. The spines are layered in such a way that it poses little problem to the wearer. This suit is metal and the metal should be rolled for. The design value is estimated at +25g. | | | | | | | | | |
| The Arm-Mounted Crossbow: This is a genius design of a full arm gauntlet, ranging from the shoulder to the hands, with a very small crossbow mounted on the back of the forearm. This powerful weapon is as strong as a regular crossbow, just much smaller. When not in use, the crossbow is collapsible and folds into a compartment in the back of the forearm. Assembling the Crossbow takes 6mPT, putting it away takes 2. The crossbow’s wood and arm’s metal should be rolled for. The design value is estimated at upwards of +30g. | | | | | | | | | |
| Gemmed War Crown: This is a crown worn by a king of old, and is considered a full headed helm with a functional visor. This helm is made of Artisan quality only, and contains 3 ‘valuables’ on it in various places. It may be appropriate for the GM to pick the kingdom it once belonged to, as that may have an effect on certain peoples. The metal of this helm and valuables in it should be rolled for. The design value is estimated at +10g, but perhaps even +50g to the native country it belongs to. | | | | | | | | | |
| Ornamented Breastplate: This cuirass has tassets, pauldrons, a neckbrace, and is donned in a glorious tapestry of fine fabrics. This is only made of Artisan quality. It is most likely a piece that a grand warrior or noble wore to their marriage, coronation, or their death. The metal or leather and soft pieces should be rolled for. There are two [10m] pieces of cloth adorned, which may or may not be of the same fabric as each other. The design value of this piece is estimated at +40g. | | | | | | | | | |
| Full Body Suit: This is an impressive piece of armor that covers every inch of the user’s body. For functional appeal it also has lockable gauntlets, for that butterfingered knight, and an operable visor. The designs etched into it give it an ornate feel, and the excellent coordination gives this suit an additional +10 to AP when all of it is worn. The metal or leather of this suit should be rolled for. The design value is estimated at +40g. | | | | | | | | | |
| **Valuables** | | | | | | | | | |
| *Roll* | *Endowed* | | *Abounding* | | *Exorbitant* | | | *Special Valuables* | |
| 1-10 | Golden Citrine 13g | | Colorful Jasper - 24g | | Antique Jade - 47g | | | [2]Gold - 62g | |
| 11-20 | Smooth Chalcedony -14g | | Stately Garnet - 25g | | Wondrous Peridot - 58g | | | [2]Platinum - 70g | |
| 21-30 | Fine Tourmaline - 15g | | Flowing Aquamarine - 27g | | Shining Topaz -68g | | | [1] Pyron - 81g | |
| 31-40 | Lapis Lazuli -16g | | Lovely Pink Kunzite -28g | | Radiant Opal - 70g | | | [2]Tanned Dragonhide - 82g | |
| 41-50 | Blue Iolite -17g | | Fire Opal - 29g | | Lustrous Amethyst - 84g | | | [2]Dwarven Amalgam - 104g | |
| 51-60 | Common Opal - 17g | | Azure Tanzanite - 30g | | Giant White Pearl - 97g | | | [2]Golden P. Brocade - 110g | |
| 61-70 | Spinel Ruby - 18g | | Entrancing Beryl - 30g | | Perfect Ruby - 109g | | | [2]Grandfather Cypress - 120g | |
| 71-79 | Shimmering Moonstone - 19g | | Immaculate Turquoise - 32g | | Padparadscha Sapphire - 119g | | | Dazzling Zultanite - 135g | |
| 80-88 | Impressive Bloodstone - 19g | | Haunting Indigo Sapphire - 33g | | Grand Emerald - 129g | | | Enchanting Alexandrite - 145g | |
| 89-96 | Zircon Diamond - 19g | | Dark Pearl - 34g | | Flawless Diamond - 140g | | | [1] Light Pyron - 154g | |
| 97-100 | Roll Next Richness | | Roll Next Richness | | Roll for Special | | | [1] Heavy Pyron - 365g | |

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| **Captive** Note: Whoever discovers the captive has a bonus to befriending their find, but if given the option immediately, the captive will flee. | | | | | | | | | | | | |
| *Roll* | *Type and Description* | | | | | | | | | | | |
| 1-14 | Critter: This captive can be caged, tamed, or on a leash. The size of this find may range from a mouse to an average sized-dog. | | | | | | | | | | | |
| 15-28 | Narc-Gulling or Che-Hekk: This captive can be caged, tamed, or on a leash. | | | | | | | | | | | |
| 29-43 | Beast: This captive can be caged or tame, or bound by a strong harness. The size of this find may range from a sheep to a cougar. | | | | | | | | | | | |
| 44-57 | Large Beast: This captive can be caged or tame. The size of this find may range from a horse to a hippopotamus. | | | | | | | | | | | |
| 58-72 | Koda or Meara: This captive can be caged or tame. | | | | | | | | | | | |
| 73-86 | Skree, Ghoul, Death-touched, Feral (any variety), Che-Dai-Kek, or Oculant: This captive can be caged, tame, or on a leash. | | | | | | | | | | | |
| 87-100 | Humanoid: This captive can be caged, tame, or bound. The richness, class, and race must be rolled for. | | | | | | | | | | | |
| **Soft** | | | | | | | | | | | | |
| *Roll* | *Barren* | | *Destitute* | | *Ordinary* | | *Endowed* | | *Abounding* | | *Exorbitant* | |
| 1-20 | Linen/Cotton | | Linen/Cotton | | Linen/Cotton | | Wool/Hide | | Silk | | Fur/Soft Leather | |
| 21-40 | Linen/Cotton | | Linen/Cotton | | Raw Leather | | Silk | | Fur/Soft Leather | | Velvet | |
| 41-60 | Linen/Cotton | | Raw Leather | | Wool/Hide | | Silk | | Fur/Soft Leather | | Velvet | |
| 61-80 | Linen/Cotton | | Raw Leather | | Wool/Hide | | Fur/Soft Leather | | Velvet | | Silk Taffeta | |
| 81-96 | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Silk Taffeta | |
| 97-100 | Pyron Brocade | |
| **Wood** | | | | | | | | | | | | |
| *Roll* | *Barren* | | *Destitute* | | *Ordinary* | | *Endowed* | | *Abounding* | | *Exorbitant* | |
| 1-20 | Balsa | | Balsa | | Balsa or Regular Wood | | Bamboo/Yew | | Mahogany/Pine/Fir | | Cedar/Oak | |
| 21-40 | Regular Wood | | Regular Wood | | Bamboo/Yew | | Mahogany/Pine/Fir | | Cedar/Oak | | Cedar/Oak | |
| 41-60 | Balsa | | Bamboo/Yew | | Bamboo/Yew | | Mahogany/Pine/Fir | | Cedar/Oak | | Cypress | |
| 61-80 | Regular Wood | | Bamboo/Yew | | Mahogany/Pine/Fir | | Cedar/Oak | | Cypress | | Cypress | |
| 81-96 | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Entwood Bark | |
| 97-100 | Grandfather Cypress | |
| **Leather** | | | | | | | | | | | | |
| *Roll* | *Barren* | | *Destitute* | | *Ordinary* | | *Endowed* | | *Abounding* | | *Exorbitant* | |
| 1-20 | Tanned Hide | | Tanned Hide | | Tanned Hide | | Hortonite | | Hawdorian Leather | | Hawdorian Leather | |
| 21-40 | Tanned Hide | | Tanned Hide | | Hard Leather | | Hortonite | | Hawdorian Leather | | Hawdorian Leather | |
| 41-60 | Tanned Hide | | Hard Leather | | Hard Leather | | Hawdorian Leather | | Hawdorian Leather | | Grollskin | |
| 61-80 | Tanned Hide | | Hard Leather | | Hortonite | | Hawdorian Leather | | Grollskin | | Grollskin | |
| 81-96 | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Demonskin | |
| 97-100 | Dragon-hide | |
| **Metal** | | | | | | | | | | | | |
| *Roll* | *Barren* | *Destitute* | | *Ordinary* | | *Endowed* | | *Abounding* | | *Exorbitant* | | *Special Metals* |
| 1-16 | Tin/Rock/Stone | Copper | | Bronze | | Iron | | Steel | | St. Steel | | Aged Amalgam |
| 17-32 | Tin/Rock/Stone | Bronze | | Iron | | Young Amalgam | | Steel | | Silver | | Gold |
| 33-48 | Copper | Bronze | | Iron | | Steel | | St. Steel | | St. Silver | | Platinum |
| 49-64 | Copper | Bronze | | Young Amalgam | | Steel | | St. Steel | | Aged Amalgam | | Dwarven Amalgam |
| 65-80 | Copper | Iron | | Young Amalgam | | St. Steel | | Silver | | Aged Amalgam | | Pyron |
| 81-96 | Roll Next Richness | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Roll Next Richness | | Aged Amalgam | | Light Pyron |
| 97-100 | Roll Special Metals | | Heavy Pyron |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Quality** | | | | | | | | |
| *Roll* | *Barren* | *Destitute* | | *Ordinary* | *Endowed* | *Abounding* | | *Exorbitant* |
| 1-4 | Unfortunate | Unfortunate | | Unfortunate | Unfortunate | Unfortunate | | Unfortunate |
| 5-16 | Normal | Normal | | Normal | Normal | Normal | | Normal |
| 17-32 | Normal | Normal | | Normal | Normal | Normal | | Normal |
| 33-48 | Normal | Normal | | Normal | Normal | Normal | | Enhanced Quality |
| 49-64 | Normal | Normal | | Normal | Enhanced Quality | Enhanced Quality | | Enhanced Quality |
| 65-80 | Normal | Normal | | Enhanced Quality | Enhanced Quality | Enhanced Quality | | Magic Quality |
| 81-96 | Normal | Enhanced Quality | | Enhanced Quality | Magic Quality | Magic Quality | | Magic Quality |
| 97-100 | Roll Next Richness | Roll Next Richness | | Roll Next Richness | Roll Next Richness | Roll Next Richness | | Glorious Quality |
| If Enhanced, Magic, or Unfortunate is rolled, then another roll must be made until the quality is determined. IE, a weapon could be a triple-unfortunate poor quality Stick. | | | | | | | | |
| **Enhanced Quality – Increases Value and Function [\*], see Items for more detail on costs, etc** | | | | | | | | |
| *Roll* | *Items* | | *Clothing/Accessories* | | *Armor* | | *Weapons* | |
| 1-17 | Spell [1 Charge] | | Designer: +50% Value | | Detailed +1 | | Detailed +1 | |
| 18-34 | +5 to one Art that involves the Item | | Ventilated or Dyed and Detailed +1 | | Hardened +1 | | Hardened +1 | |
| 35-51 | Token: +50% Value | | Hardened +1 or Lightened +1 | | Fitted, Ventilated, or Dyed | | Toughened +1 | |
| 52-85 | Half the Weight, Double Durability, or Double Uses | | +5 to one Art that involves the Clothing/Accessory | | Thickened +1 | | Balanced +1 | |
| 86-100 | Roll Special Quality | | Roll Special Quality | | Roll Special Quality | | Roll Special Quality | |
| **Magic Quality – Increases Value by +20% for each ‘Magic’ quality and the effect Stated. [\*\*]** | | | **Special Quality [\*\*\*\*\*], no more than three of the same effect may be added off of this table** | | | | | |
| *Roll* | *Effect* | | *Items and Clothing/Accessories* | | *Armor* | | *Weapons* | |
| 1-5 | Rune + Direct I (P) | | Special Effect Spell | | Special Effect Spell | | Special Effect Spell | |
| 6-16 | Rune + Direct I + 1 Glyph (P) | | Antique: +100% Value and +15 to one art that involves the Item | | +10 to Evade | | +5% Crit Chance | |
| 17-32 | Rune + Direct I (d6 Charge) | |
| 33-48 | Rune + Direct I + 1 Glyph (d6 Charge) | | Roll Mighty Spells | | Lightened +1 | | Lightened +1 | |
| 49-59 | Rune + Direct I + 1 Glyph (d6 Charge) | | +5 to any stat | | 2xMIT against certain attack type | | 2xDAM to certain Monster/Situation | |
| 60-69 | Rune + Dir1 + 2 Glyphs (P) | | Special action once per day. IE a bowl might fill itself with soup, or a compass will point to a requested location. | | Attacks against body part deal -1 Trauma Level | | Deals x2 Trauma Points | |
| 70-79 | Rune + Dir1 + 2 Glyphs (d10 Charge) | |
| 80-90 | Rune + Dir1 + 3 Glyphs (d10 Charge) | | Every 10 Health lost Heals 1 Sanity | | Deals x2 Trauma Effects | |
| 91-100 | Roll Special Quality | | Roll Glorious Quality | | Roll Glorious Quality | |
|  | **Glorious Quality [\*x10], only one of each allowed** | | | | | | | |
| Roll | Armor | | | | Weapons | | | |
| 1-12 | Magical Permanent: +20/20% to MIT | | | | All Stamina Damage is Doubled. | | | |
| 13-25 | Critical strikes received grant the wearer bonus PT equal to the base PT of attack received. | | | | Critical strikes dealt ignore MIT. | | | |
| 26-37 | Deal 10 DUR damage to any weapon that hits or glances the armor and deal 20 SN damage to any caster whose offensive spell hits or glances the armor. | | | | Weapon always returns to its scabbard or holster (after 1 round) if more than 1 unit away. +25 to aim when throwing. | | | |
| 38-50 | Armor causes a tingle sensation any time there is incoming danger, adding +50 to passive evasion against sneak attacks, ambushes, or other situations where the wearer is unable to use a defense. | | | | Weapon has a small void of soundlessness around it, making it silent. All actions by the weapon make no sound. | | | |
| 51-62 | 50% chance to avoid taking a wound any time one is received. | | | | Critical strikes have a 50% chance to cause a wound immediately, regardless of health. | | | |
| 63-75 | +30 to Spell Resist. If a spell is resisted, it heals the wearer’s SN equal to the SN spent on the spell. 5% chance when receiving any attack that it deals no damage and reflects back onto the attacker. | | | | Critical strikes refund the weapon’s base PT. | | | |
| 76-87 | Armor is invisible and weightless once equipped, except for a small pin, brooch, button, or clasp. Armor has no negatives to being worn. Any weight reduced by Lightened enhancement rolls or otherwise is instead added as a bonus to Carry Weight. | | | | Weapon is invisible until drawn. It may be drawn/sheathed from any shadow within one unit of the owner for 1PT. It is considered “owned” by whoever speaks the rune written on it and remains with that owner until their death. | | | |
| 88-100 | Mirthic Technology: Every time the armor is struck by an attack, it gains one charge. At any point (even out of turn), the wearer may expend 5 charges, 6PT, and any amount of Stamina left in their current Stamina pool to explode outwards from themselves. The explosion deals Blast Damage, equal the armor’s Health MIT plus the Stamina value the wearer spent, with a radius of 1d3 units. Additional charges may be spent to increase the radius by +1 units for every 1 additional charge spent. The armor can hold up to 15 charges. Note: The charges disappear when out of combat. | | | | Mirthic Technology: Each attack made by the user generates one charge. Before attacking, the user can expend 5 charges. If their attack deals damage, a rift explodes away from the source of their attack on their target. The rift’s blast deals the full, unmitigated damage of their attack (before Trauma is dealt) as Blast Damage in a cone. The cone has a max width of 1d3+2 units and a length of 2d3+1. The weapon can hold up to 15 charges.  Note: The charges disappear when out of combat. | | | |