

Open Game Master Emulator

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Version 1.0.0

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INTRODUCTION

Open Game Master Emulator provides mechanics and tables that allow players to play a TTRPG (Tabletop Role-Playing Game) without a GM (Game Master), in other words, you can play TTRPG alone or in co-op.

It's not the objective of this manual to replace a TTRPG system, but to generate maps, contexts, situations, backgrounds, and choices of alternatives that would require a GM. You won't find here rules for combat, skill tests, exploration, survival in the wilderness, and other mechanics; for example, you can create a map with this Game Master Emulator, but it doesn't tell how to explore this very map, this is the job of the TTRPG system of your choice.

You can create an entire scenario and adventures with this Game Master Emulator. It has tools to generate an entire world populated with different NPCs (Non-Playable Characters), and it also has tools to help you to make the PC (Player Character) interact with people and their environment without the help of a GM.

The most important rule is that there are no rules. The mechanics and tables presented in this manual are just tools to be used when they are really necessary, if the result of an action is obvious, you do not need to roll a die to know the result. For example: the PC is hosted in a palace, and then, for some reason, decides to attack the prince; it's obvious that the king will

order the soldiers to bring the head of the PC. Another case is when you desire a certain result, if you want action, you can simply decide that behind the door there is an orc waiting to attack the PC, there is no need to roll a die, **the PC is not you, the PC has not the same knowledge that you as a player have.** By the way, you can control more than one character, you can play with an entire party if you want.

The dice that need to be used are represented by the number of dice and the type of the die, so 1d6 means one six-sided die, 1d20 means one twenty-sided die, 2d10 means two ten-sided dice, and so on. The d100 die can be emulated by 2d10, in which one ten-sided die represents the tens and the other one represents the units.

Other important point is the measure system, since the metric system is the most used in the world, it is the standard one, but there are conversions for measure unities used by Americans. Since it's unproductive to make direct conversions, the measures are converted to more rounded numbers, for example, instead of converting 9 meters to 29.53 feet, 9 meters are converted to 30 feet, the same goes to 3.50 km that are converted to 2 miles instead of 2.17 miles.

MECHANICS AND SPECIFIC RANDOM TABLES

THE ANSWERING DICE

These are **the most important mechanics**, the stars of this manual, and the mechanics **that can complement all the other mechanics and tables**.

THE YES/NO DIE

In situations whose answer is YES or NO, you roll a 1d6, the “**YES/No die**”. Is there a secret dungeon behind this door? Will that NPC say to me how to reach my goal? Is there a trap inside the treasure chest?

- 1** No, and there is an aggravating factor
- 2** No
- 3** No, but...
- 4** YES, but...
- 5** YES
- 6** YES, and there is an aggravating factor

Always formulate your question in a way that the YES answer leads to adventure or a more dramatic situation, don't ask whether the cabin is safe, but whether there are monsters inside it.

Let's use this example of the cabin for each of our answers. It's night, your party is approaching a cabin in the middle of the woods, *do you hear something coming inside the cabin?* You roll the dice:

- 1** – No, actually the whole wood is silent
- 2** – No, simple as that
- 3** – No, but your party has the feeling that something is wrong, it can be their imagination or not
- 4** – YES, but nothing alarming, just sounds that could come from an empty cabin, like the wind moving an open window panel or a rat running over the mobiles
- 5** – YES, there is something there
- 6** – YES, and you can clearly say what may be inside.

You got **2**, and you decide to enter the silent cabin. Here comes the second question, *is there any danger inside the cabin?*

- 1** – No, despite it's dark, everyone can see that there is no space for an enemy to hide, it's safe with no doubt
- 2** – No, you see no imminent danger
- 3** – No, but the cabin is dark, there is a chance that something may be hiding
- 4** – YES, but what is there is outnumbered, hurt, or does not attack at first, maybe you can solve the situation without a combat
- 5** – YES, you see creatures that can harm you
- 6** – YES, and they have success in ambushing you, an attack happens with advantage for them; or they do not ambush you, but they outnumber your party and they are well-equipped

Modifiers for the YES/NO die

Sometimes, you want to roll the YES/No die, however you are in a situation that tends to a side. For example, you are in a forest that may contain some kind of monster, however you are near the capital that has too much activity, soldiers patrol the area regularly, and the place has a history of being safe. You can add a **-1** or **-2** modifier to favor a No answer. If you get an YES result, you'll have an opportunity to create an interesting situation to justify the presence of a dangerous foe there.

The modifiers can range from **-2** to **+2**, if you get a result that is **0** or lower, it will count as **1**, and if you get **7** or more, it will count as **6**. You may ask: *“why not a -3 or +3 modifier? I already know that the answer is YES or NO, I just want to know the intensity”*. If you already sure about the alternative, perhaps you should make another question... but you are free to do what you want, if you want to follow this path, you can say that **1-2** results is the “weak YES/NO”, **3-4** for the

“normal YES/NO”, and 5-6 for the “aggravating YES/NO”.

THE ALTERNATIVE-CHOOSER DICE

Sometimes the question demands an answer that doesn't admit a gradation of YES or NO, but the choice of between different possibilities. *Is the new character a man or a woman? Will the general choose to cross the mountains, sail on the river, or take the shortcut in the caves?*

You can create mental tables (or write them...) and choose some criteria to choose the options. Between two options, you can use 1d6, and say that 1, 2, and 3 chooses Option A, and 4, 5, and 6 chooses Option B. Or I can define that even numbers select the Option A, and odd numbers select the Option B.

Another example: for three choices, you can still use 1d6, and define that 1 and 2 favor Option A, 3 and 4 favor Option B, and the rest favors Option C.

You can use other types of dice (d8, d10, d12d, d20, d100, etc.) to help you to choose different alternatives.

GETTING NUMBERS

Some questions involve, numbers. *The YES/No die determined that the PC will be surprised by enemies when the door is open, and the alternative-chooser die said that the enemies are orcs. But there are how many of them?* You can determine the number by using any die that makes sense for the context, you can choose 1d4 if you want to make the game easy, or use 1d6, 1d10, or die of higher number if you want more thrill.

Mathematical operations and conditions may be used. A treasure was found, but how many of gold or silver you'll get? The YES/No die may answer the question *“There is gold in the chest, but is it in great quantity?”* with a 4 (YES, but...), so to define the amount of gold you can multiply the results of 1d4 and 1d100, and accept the result only if it's higher than 200 (there is the possibility that you may get a ridiculously low value with the 1d100 that wouldn't make sense given the answer of the YES/No die, that's why there is the condition too); this was just an example, maybe 200 gold is a fortune in the Setting you're playing, it's you that must analyze the parameters.

HEX MAPS

If you don't know, hex maps are maps formed by hexagonal polygons (called "hex"!), each hex representing an area of a certain type and size. These maps exist to help players to explore the fictional world

All hexes from a map must represent the same size, that is defined by the scale of the map. The size of a hex can be defined by the distance from a flat/edge to another, it can represent 3.5 km (or 2 miles), 10 km (6 miles), etc.

Each hex represents a biome or other type of area, like forest, desert, marsh, grassland, hills, mountains, etc. A hex can also have an interesting place or event, for example, there can be a castle in a forest hex, or an encounter with enemies that may happen if the character goes to a certain marsh hex.

It's not the purpose of this manual to teach about RPG elements, if you want to learn more about hex maps, you can do your research. It's a good idea to search for images of fantasy hex maps, specially the ones that contain rivers.

* * *

In order to generate a hex map, you start with one hex.

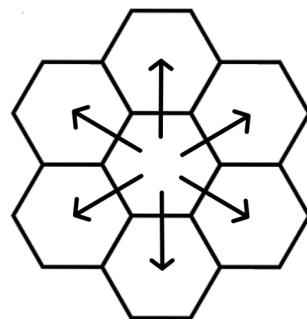
You can define yourself the type of terrain or biome of the current hex. But if you don't have one in mind, here is a table:

d10

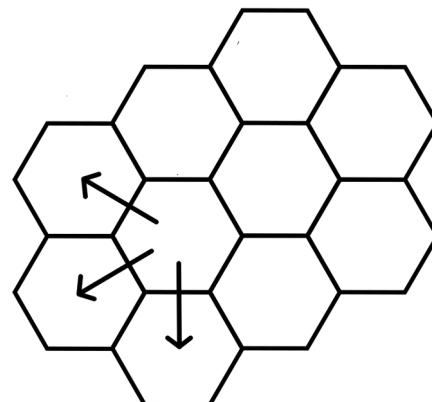
BIOMES

- | 1 | BIOMES |
|----------|--------------------------------|
| 1 | Forest (tropical or temperate) |
| 2 | Grassland |
| 3 | Hills |
| 4 | Hot desert or cold desert |
| 5 | Marsh, swamp or bog |
| 6 | Mountains |
| 7 | Savanna |
| 8 | Taiga |
| 9 | Tundra |
| 10 | Body of water |

Now you add a new hex always starting from the initial hex.



The created hexes can become initial hexes for new ones.



During the process of hex creation, for each new created hex, the biome must be defined. There is a probability that the adjacent hex has the same biome from the initial hex, so you define a probability for this to happen, the standard is 5 (you can change it!), so if you get this number or less in the die, you use the same biome, otherwise you roll the biome table again using the table presented before.

Of course that you don't need to infinitely expand the map, you create more hexes as many as necessary.

It's you who must define in what hex your character will start their adventure.

BODIES OF WATER

If you get "body of water", it can mean a river, lake or sea/ocean. You can roll 1d6 to decide:

d6

BODIES OF WATER

- | 1-2 | River |
|------------|--------------|
| 3-4 | Lake |
| 5-6 | Sea / Ocean |

Besides rivers, all bodies of water occupy a hex, and they follow the same rules of biomes; rivers exist between hexes. *However, if the scale of the map is big, each part of the river occupy a full hex too, remember, on a map, a larger scale shows more details but covers a smaller area, while a smaller scale map shows fewer details but covers a larger area, for example, the map of a city has bigger scale than the map of its country.*

By the way, if your character starts the game in a body of water, it may mean that the PC is in a boat, ship, or even swimming. But if you don't like this, you can re-roll the die.

For the case of rivers that are between hexes, they must "move" between hexes as a curvaceous line. The next hex does not gain a biome because you draw a river between it and the initial hex, so you must roll the die again to get an actual biome for the new hex (if you get body of water again, just ignore it, and re-roll the die).

It's not interesting to complicate things with more rules. Insert the neighbor hexes with terrestrial terrains, and then start drawing the river between the hexes. If you want to use the die to decide the path of the river, you can define that 1, 2, and 3 means that the river goes left, and 4, 5, and 6 means that the river goes right; if one of these directions leads to a part of the river (in other words, the river makes a circle and falls in on itself), you must follow the other side. If you don't want to define the path of the river by yourself, but abuse the use of the die, I still recommend you to sometimes to define the path yourself because there is the risk of the river go in an inconvenient direction. It's your decision.

In the case the scale of the map is big, so even a river can occupy a full hex, you do the

same process of defining a new biome, but you elevate the probability for a river from the standard 5 to 9. For the next neighbor hex from this initial hex, you still apply the probability of 9, in order that the river hex has two neighbor river hexes, because remember, a river is going to a direction, but it's also coming from somewhere. For the third neighbor hex, all results of biomes are accepted, except bodies of water.

If you are in a situation in which the die created a river that doesn't make sense, you can correct it manually.

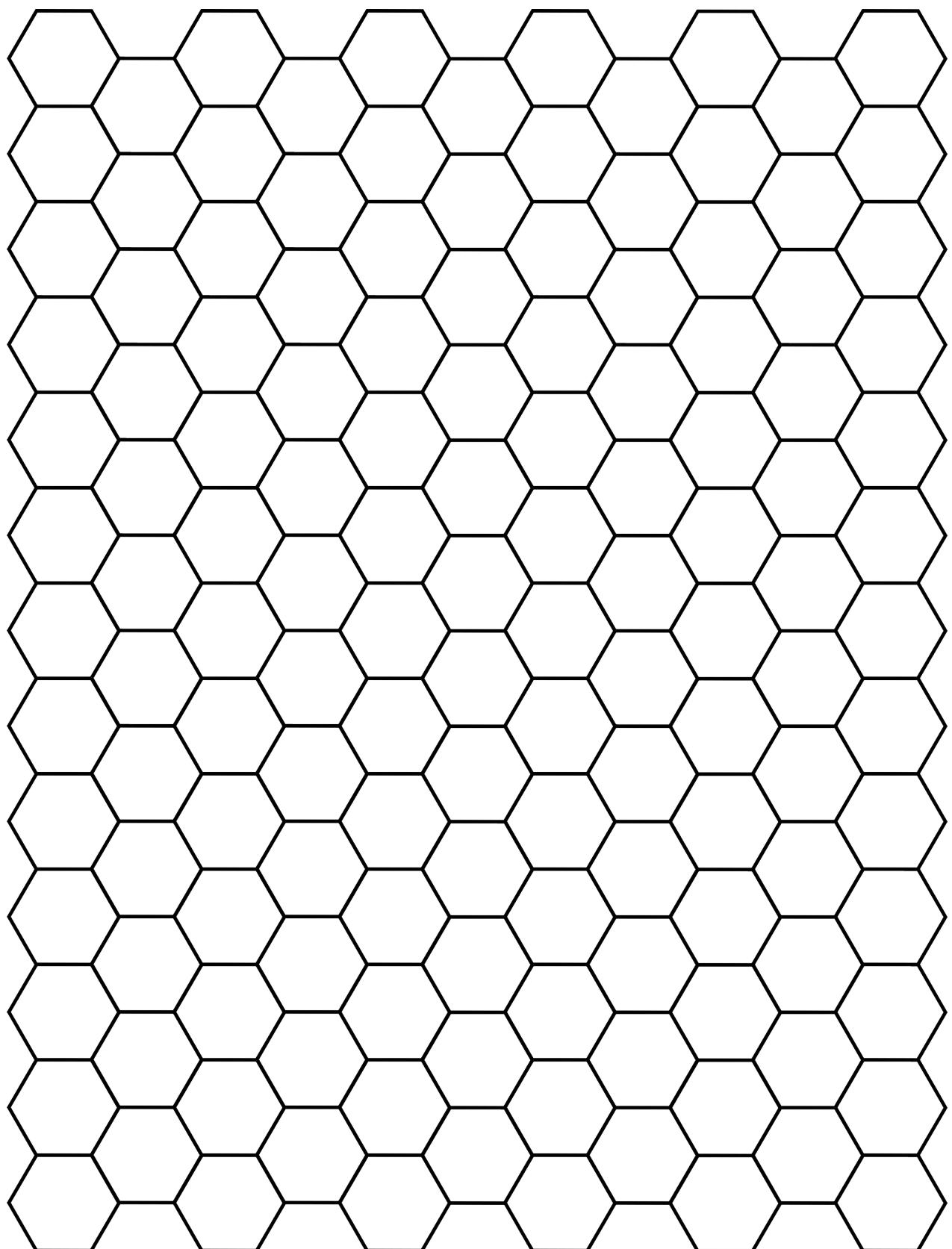
INTERESTING PLACES

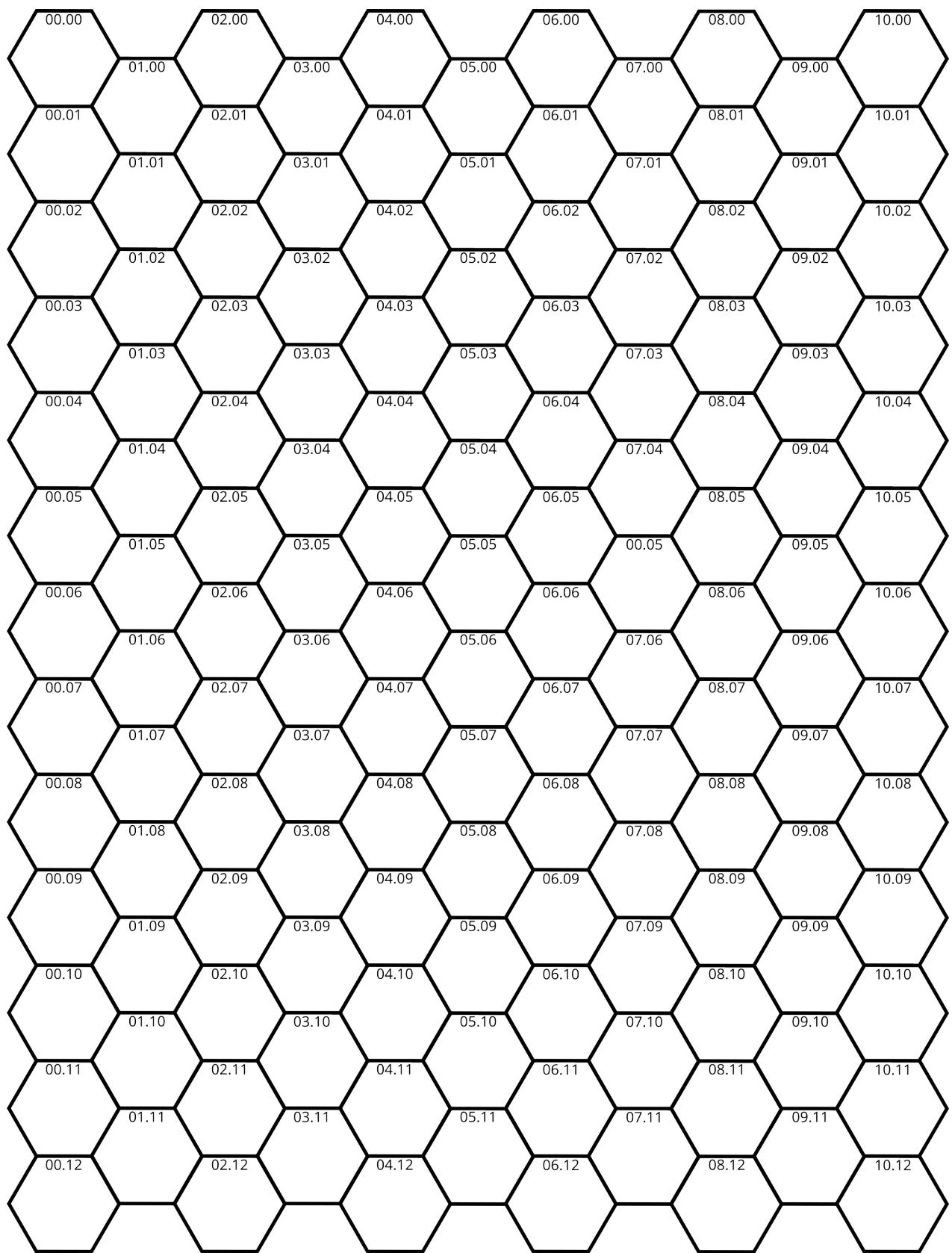
You can use 1d6 to define whether a hex has a place to explore beyond the wilderness, the standard is 3, if you get 3 or less, there is something, and you use the next table; if the result is 4 or higher, there is nothing to see beyond the wildlife.

| d10 | PLACES |
|-----|-----------------------------------|
| 1 | Abbey or sacred megalith |
| 2 | Battlefield (active or abandoned) |
| 3 | Castle or Fortress |
| 4 | Cave or Lair |
| 5 | City or Town |
| 6 | Dungeon |
| 7 | Encampment |
| 8 | Ruins |
| 9 | Tower |
| 10 | Village or Hamlet |

If you want more options, there are the random tables.

In the next pages there are two blank hex maps, one with no details, and the other one that is numbered.





ENCOUNTERS

You have the hexes, but how to determine what you're going to find in them?

Just below there are some tables that will help you to set up a narrative:

d20 INITIALLY FRIENDLY ENCOUNTER

- 1 Naturalist, archaeologist or other scholar(s) doing their research
- 2 Apparently non-hostile slave who is running away
- 3 Member(s) of local or ally army in patrol or going to defend some place
- 4 Hunter, miner, lumberjack, or other worker doing their job
- 5 Encampment of friendly people
- 6 Merchant in trouble (e.g., their wagon has broken or horse fled)
- 7 Scout, explorer, pilgrim, or hermit
- 8 Lost noble separated from their guard
- 9 Druid(s) communing with nature
- 10 Ally soldiers looking for one or more deserters
- 11 Docile animal(s)
- 12 Paladin with a sacred mission
- 13 Apparently good witch who offers magical services (e.g., cure, enchantments, etc.)
- 14 Lost child(ren) wanting their parents
- 15 Friendly magical creature (can provide shelter, repair something, etc.)
- 16 Deity's messenger appears to test the PC's or party's virtue
- 17 Mercenary group resting, open to hiring or trading
- 18 Attractive person who is lost or in a mission; a potential love interest
- 19 Cheerful necromancer looking for bones (harmless, but seems to be crazy)
- 20 Relatively large group of common people that want to join with others for protection

d20 INITIALLY HOSTILE ENCOUNTER

- 1 Bandit(s) bragging about the last robbery
- 2 Outlaw who escaped from prison
- 3 Member(s) of enemy army
- 4 Gloomy person or group with weapons in hand
- 5 Encampment of mean-looking people
- 6 Trapped person who has marks (e.g. tattoos) informing that they are an assassin
- 7 Sinister person looking for something, they interrogate whoever they encounter
- 8 Noble person with their guard who is rumored to hunt people for fun
- 9 Cultist(s) performing sinister ritual
- 10 Deserter who'll kill to avoid capture
- 11 Dangerous animal(s)
- 12 Possessed traveler attacking indiscriminately
- 13 Charismatic old woman inviting people to enter her house for a little chat
- 14 Demon-possessed child (initially doesn't attack, but clearly has a sinister aura)
- 15 Werewolf mid-transformation
- 16 Magical person who can grant a wish for a supposedly low price
- 17 Mercenary group bored, they may want to play perverse games with who appears
- 18 Very attractive person who wants to take the PC to a private place
- 19 Necromancer with armed undead soldiers wanting to increase his small army
- 20 Powerful hostile monster (much more powerful than PC's party)

PLACES AND THEIR INTERIORS

The adventure may happen in a closed space, like a building, cave, dungeon, or any place in which the character is not free to go to any direction; this also applies to supposedly open spaces that don't allow free movement, like a dense forest that has some narrow paths.

You can use the die to define the size of the building:

| d6 | BUILDINGS' SIZES | PTS |
|----|---|---------------|
| 1 | Small ($10\text{--}100\text{ m}^2$) $100\text{--}1,000\text{ ft}^2$ | 3–30 |
| 2 | Medium-sized ($100\text{--}1,000\text{ m}^2$) $1,000\text{--}10,000\text{ ft}^2$ | 30–300 |
| 3 | Big ($1,000\text{--}10,000\text{ m}^2$) $10,000\text{--}100,000\text{ ft}^2$ | 300–3,000 |
| 4 | Enormous ($10,000\text{--}50,000\text{ m}^2$) $100,000\text{--}500,000\text{ ft}^2$ | 3,000–16,000 |
| 5 | Gigantic ($50,000\text{--}200,000\text{ m}^2$) $500,000\text{--}2,000,000\text{ ft}^2$ | 16,000–66,000 |
| 6 | Colossal ($200,000+\text{ m}^2$) $2,000,000\text{ ft}^2$ | 66,000+ |

The sizes of buildings allow a variation, a small building can have the size of 15 m^2 (160 ft^2) if you want. You use your own criterion to define that.

If you want something more down-to-earth:

| d10 | BUILDINGS' SIZES | PTS |
|-----|---|-----------|
| 1–7 | Small ($10\text{--}100\text{ m}^2$) $100\text{--}1,000\text{ ft}^2$ | 3–30 |
| 8–9 | Medium-sized ($100\text{--}1,000\text{ m}^2$) $1,000\text{--}10,000\text{ ft}^2$ | 30–300 |
| 10 | Big ($1,000\text{--}10,000\text{ m}^2$) $10,000\text{--}100,000\text{ ft}^2$ | 300–3,000 |

In regard to the rooms, they can be of any size. Here is a table of sizes for rooms:

d10 ROOMS' SIZES

| | |
|----|--|
| 1 | $1,5\text{--}3\text{ m}^2$ like a pantry $15\text{--}30\text{ ft}^2$ |
| 2 | $3\text{--}7\text{ m}^2$ like a bathroom $30\text{--}75\text{ ft}^2$ |
| 3 | $7\text{--}12\text{ m}^2$ like a bedroom $75\text{--}125\text{ ft}^2$ |
| 4 | $12\text{--}18\text{ m}^2$ like a kitchen $125\text{--}190\text{ ft}^2$ |
| 5 | $18\text{--}25\text{ m}^2$ like a master bedroom $190\text{--}270\text{ ft}^2$ |
| 6 | $25\text{--}35\text{ m}^2$ like a living room $270\text{--}375\text{ ft}^2$ |
| 7 | $35\text{--}50\text{ m}^2$ like a dining hall $375\text{--}540\text{ ft}^2$ |
| 8 | $50\text{--}75\text{ m}^2$ like a home theater $540\text{--}800\text{ ft}^2$ |
| 9 | $75\text{--}110\text{ m}^2$ like a ballroom $800\text{--}1,180\text{ ft}^2$ |
| 10 | $110\text{--}200+\text{ m}^2$ like a palace hall $1,180\text{--}2,150+\text{ ft}^2$ |

The names of types of rooms are only illustrative, you can have a $35\text{--}50\text{ m}^2$ kitchen or a $1,5\text{--}3\text{ m}^2$ bedroom. If you want an option with only the sizes of smaller rooms:

d6 ROOMS' SIZES

| | |
|---|--|
| 1 | $1,5\text{--}3\text{ m}^2$ ($15\text{--}30\text{ ft}^2$) like a pantry |
| 2 | $3\text{--}7\text{ m}^2$ ($30\text{--}75\text{ ft}^2$) like a bathroom |
| 3 | $7\text{--}12\text{ m}^2$ ($75\text{--}125\text{ ft}^2$) like a bedroom |
| 4 | $12\text{--}18\text{ m}^2$ ($125\text{--}190\text{ ft}^2$) like a kitchen |
| 5 | $18\text{--}25\text{ m}^2$ ($190\text{--}270\text{ ft}^2$) like a master bedroom |
| 6 | $25\text{--}35\text{ m}^2$ ($270\text{--}375\text{ ft}^2$) like a living room |

It's inconvenient to calculate how many rooms fit in a big construction by the size of the rooms in square meters or square feet, that's why there is the system of points.

For example, a small building of 10 m^2 (15 ft^2) has 3 points of space, or if it is 15 m^2 (160 ft^2), it has 5 points of space. It's easy to know how many points an area is equivalent to, you just need to divide the area in square meters by 3 and round the result.

The amount of points of space of a room is simply defined by the die result that selected it.

Let's simulate the generation of a building: you roll the die and get 4, since you're using the smaller table, you get a small building that you decided to be the size of 20 m² (215 ft²), so 7 points of space. Since the building is small, it's better to use the table of smaller rooms, you roll the die and get 4, it means that there is only 3 points of space left; you roll the die again and get 6, you must discard this option because this room requires more space than what is available; you roll the die again and get 2; since there is only 1 of space left now, you don't need

to roll the die again, you already know that your third room will have the space of 1. You have three rooms, you can use the answering dice to determine what kind of rooms they are, if there are doors and windows, how many doors and windows, if there are different floors, where are the stairs connecting the floors, etc.

For places like dungeons, caves, and any other kind of disperse places, you can create only the rooms without worrying about the space they are occupying; you can connect the rooms by corridors.

| d6 | SMALLER BUILDINGS | BIGGER BUILDINGS |
|----|-------------------|-------------------------|
| 1 | House | Administrative building |
| 2 | Inn | Hospital |
| 3 | Medical post | Mansion |
| 4 | Shop | Castle or Palace |
| 5 | Small temple | Prison |
| 6 | Workshop | Temple |

For more options, see the random table "Buildings and places"

| d20 | SHOPS | WORKSHOPS | d10 | ADMINISTRATIVE BUILDINGS |
|-----|------------------|--------------------|-----|--------------------------|
| 1 | Apothecary | Alchemist's Lab | 1 | Almshouse |
| 2 | Armorer's shop | Bakery | 2 | Armory |
| 3 | Barber | Blacksmith's Forge | 3 | Bailiff's Office |
| 4 | Bookshop | Brewery | 4 | Castle Keep (Donjon) |
| 5 | Butcher | Carpentry Workshop | 5 | Court of Piepowders |
| 6 | Chandler | Clockmaker | 6 | Courthouse |
| 7 | Clothes shop | Cooperage | 7 | Customs House |
| 8 | Fishmonger | Distillery | 8 | Exchequer |
| 9 | Furrier | Dye Works | 9 | Guildhall |
| 10 | Grocer | Foundry | 10 | Town Hall |
| 11 | Haberdasher | Glasshouse | | |
| 12 | Herbalist | Jeweler's Atelier | | |
| 13 | Locksmith | Mill | | |
| 14 | Mercer | Mint | | |
| 15 | Pawnbroker | Paper Mill | | |
| 16 | Poulterer | Pottery | | |
| 17 | Scribe's Stall | Scriptorium | | |
| 18 | Spicer | Shipwright's Yard | | |
| 19 | Toymaker's Stall | Tannery | | |
| 20 | Vintner | Weavery | | |

FILLING THE ROOMS

Now you have the floor plans of the buildings, or the maps of the dungeons, but what are in their rooms?

If you don't have the answers and the answering dice cannot help, you can use the following table:

d20 WHAT IS IN THE ROOMS

- 1 Stairs to the lower or upper floor
- 2 Depot of supplies
- 3 Place for resting (there may or may not be people sleeping)
- 4 People or animals eating
- 5 A prisoner
- 6 One or more people studying
- 7 An arsenal (there is a high chance that there is someone guarding the room)
- 8 A ritual being performed
- 9 A reunion to discuss something
- 10 Some sort of office with sensitive documents
- 11 A dining table set for a feast
- 12 A dying person
- 13 A painting depicting a sinister scene
- 14 A lever with no obvious function
- 15 Magical creature trapped, it promises to grant a wish if freed
- 16 A mirror with someone within it
- 17 A ghost that has a warning for the PC
- 18 A chained monster
- 19 A corpse with a cryptic note
- 20 A treasure chest (it may contain riches or a trap)

FACTIONS

Factions can be any type of group: a clan, a private or governmental organization, a religious group, a gang, a tribe, a guild, whatever, a faction can also be a region or entire nation. If there is a group of people, no matter the size, that can affect the journey of the PC, it's a faction.

d12 TYPES OF FACTIONS

| | | |
|---------------------------|---------------------|------------------------|
| 1 Clan or Tribe | 5 Ideological group | 9 Private organization |
| 2 Criminal gang | 6 Military sector | 10 Rebel group |
| 3 Government organization | 7 Militia | 11 Religious group |
| 4 Guild | 8 Political group | 12 Secret organization |

You can give names for these factions, what kind of people participate in them, their

Factions are useful because they facilitate the job of giving purpose to NPCs, and making the world more alive. It helps to make the narrative more dynamic.

If the TTRPG you're using has rules for creating and running factions, even better.

relations to other factions, and what are their purpose.

d20 GOALS OF THE FACTION

| |
|---|
| 1 Increase the political influence of their members |
| 2 Spread a religion or ideology |
| 3 Destroy or defend from other faction |
| 4 Acquire wealth |
| 5 Conquer territories or at least put them under the influence of the faction |
| 6 Gain monopoly (e.g., selling of goods, offer of services, toll) |
| 7 Promote dramatic change in the society |
| 8 Subjugate or eliminate certain undesired group(s) |
| 9 Gathering of certain artifacts or resources |
| 10 Give protection for a place or group of people |
| 11 Simply offer their services (e.g. hospitals, guilds) |
| 12 Facilitate the rise to power of a figure or party |
| 13 Promote terrorism |
| 14 Maintain status quo against change |
| 15 Establish utopian society |
| 16 Breed superior beings, or perfect current individuals |
| 17 Enforce racial/class superiority |
| 18 Create or manipulate prophecies |
| 19 Free oppressed population |
| 20 Prepare world, or at least a region, for prophesied apocalypse |

CHARACTER GENERATOR

You are not obliged to use all the tables of this chapter, in fact some of them even overlaps others.

For defining the gender and other similar questions, use the answering dice.

d10 RACES OR HUMANOID SPECIES

1 Beastfolk

2 Dwarf

3 Elf

4 Gnome

5 Half-elf

6 Half-orc

7 Halfling

8 Human

9 Orc

10 Other

d20 CLASSES

1 Alchemist

2 Artificer

3 Barbarian

4 Bard

5 Cleric

6 Druid

7 Fighter

8 Mage

9 Magic user

10 Monk

11 Necromancer

12 Paladin

13 Ranger

14 Rogue

15 Sorcerer

16 Spellblade

17 Warlock

18 Warrior

19 Witch

20 Wizard

For the professions, just check the random table “Medieval professions”. But if you want something focused on professions of combatant characters, here is a stricter table.

d20 PROFESSIONALS INVOLVED IN WARFARE

1 Archer

2 Captain, Constable, or Marshal

3 Courier

4 Crossbowman

5 Drummer

6 Engineer or Surgeon

7 Foot Soldier

8 Herald

9 Knight

10 Man-at-Arms

11 Mariner

12 Mercenary

13 Pikeman

14 Sapper

15 Scout

16 Sergeant-at-Arms

17 Slinger

18 Spearman

19 Squire

20 Watchman

d10 GENERAL PHYSICAL CHARACTERISTICS

1 Androgynous

2 Beautiful / Handsome

3 Disabled

4 Fat

5 Frail

6 Muscular

7 Short

8 Tall

9 Thin

10 Ugly

For the appearance of the character, you can use more than once for the same character.

d20**BACKGROUNDS**

- 1** Barbarian
- 2** Courtesan
- 3** Criminal
- 4** Hero or Villain
- 5** Hunter
- 6** Laborer, Artisan or Carter
- 7** Merchant
- 8** Noble or Rich
- 9** Nomad or Outlander
- 10** Peasant
- 11** Performer or Entertainer
- 12** Physician
- 13** Priest
- 14** Sailor
- 15** Scholar or Sage
- 16** Slave
- 17** Soldier
- 18** Street Rat or Mendicant
- 19** Thug or Charlatan
- 20** Wanderer or Hermit

d12**HUMAN ETHNICITIES**

- 1** African
- 2** Austronesian
- 3** Central Asian
- 4** East or Southeast Asian
- 5** Indigenous American
- 6** Indigenous Australasian
- 7** Pacific Islander
- 8** Siberian/Northeast Asian
- 9** South Asian
- 10** West Eurasian (European)
- 11** West Eurasian (Middle Eastern)
- 12** West Eurasian (North African)

For deciding whether a character is mixed, you can use the “YES/NO die” first, and then roll the die more than once to define their ancestries.

d6**SKIN COLORS**

- 1** Black
- 2** Brown, dark brown
- 3** Medium white, light brown
- 4** Olive, moderate brown
- 5** Pale white
- 6** White, fair

d6**EYE COLORS**

- 1** Amber
- 2** Blue
- 3** Brown
- 4** Gray
- 5** Green
- 6** Hazel

d10**HAIR COLORS**

- 1** Other...
- 2** Auburn
- 3** Black
- 4** Blond
- 5** Dark blond
- 6** Dark brown
- 7** Gray
- 8** Medium brown
- 9** Red
- 10** White

d4**HAIR TEXTURES**

- 1** Curly
- 2** Kinky
- 3** Straight
- 4** Wavy

d8**EYE SHAPES**

- 1** Deep-set
- 2** Double eyelid
- 3** Downturned
- 4** Hooded eyelids
- 5** Monolid
- 6** Protruding
- 7** Round
- 8** Upturned (almond eyes)

| d8 | NOSE SHAPES |
|-----------|-----------------------------------|
| 1 | Bulbous |
| 2 | East Asian |
| 3 | Flat (Button) |
| 4 | Hawk or Eagle |
| 5 | Nubian |
| 6 | Roman/Aquiline |
| 7 | Snub (Turned-Up) |
| 8 | Straight or Columnar (Greek Nose) |

| d8 | LIP SHAPES |
|-----------|--------------------------|
| 1 | Bow-Shaped (Cupid's Bow) |
| 2 | Downturned |
| 3 | Full |
| 4 | Heart-Shaped |
| 5 | Thin |
| 6 | Top-Heavy |
| 7 | Wide |
| 8 | <i>Re-roll the die</i> |

| d8 | FACE SHAPES |
|-----------|------------------------|
| 1 | Diamond |
| 2 | Heart |
| 3 | Oblong |
| 4 | Oval |
| 5 | Round |
| 6 | Square |
| 7 | Triangle |
| 8 | <i>Re-roll the die</i> |

| d6 | JAWLINE SHAPES |
|-----------|------------------------|
| 1 | Prominent |
| 2 | Rounded |
| 3 | Sharp |
| 4 | Square |
| 5 | Weak |
| 6 | <i>Re-roll the die</i> |

| d6 | CHIN CONTOURS |
|-----------|------------------------|
| 1 | Cleft |
| 2 | Double |
| 3 | Pointed (V-Shaped) |
| 4 | Round |
| 5 | Square |
| 6 | <i>Re-roll the die</i> |

| d6 | CHIN PROJECTIONS |
|-----------|-------------------------|
| 1–2 | Orthognathic (Balanced) |
| 3–4 | Prognathic |
| 5–6 | Retrognathic |

| d6 | CHEEKBONES |
|-----------|-------------------|
| 1–2 | Flat |
| 3–4 | High |
| 5–6 | Prominent |

| d10 | ALIGNMENTS |
|------------|-------------------|
| 1 | Lawful good |
| 2 | Lawful neutral |
| 3 | Lawful evil |
| 4 | Neutral good |
| 5 | Neutral |
| 6 | Neutral |
| 7 | Neutral evil |
| 8 | Chaotic good |
| 9 | Chaotic neutral |
| 10 | Chaotic evil |

These were the basic tables, most for appearance, if you want more, there are more tables at the “General Random Tables” chapter; and remember that there are also the answering dice to help to select more characteristics.

For the stats and other attributes, you must use the ones that the TTRPG system you use offer to you.

CIVILIZATION GENERATOR

This may apply not only to entire nations, but also to a small populations like a tribe.

For the appearance of the majority of the population, just use the tables from the

Character generator related to race and physical traits.

For the rest of the features, you can use the following tables.

d6 CLOTHING AND ADORNMENTS

- 1 Bodies are completely painted
- 2 Adornment in unusual part of the body
- 3 Always naked, but bodies may be covered with some substance
- 4 Faces are always covered with masks
- 5 Feathers and scales are prominent in their clothes
- 6 Everyone has a tattoo in their faces that defines their role in society

d20 VALUES AND NORMS

- 1 The ones with great physical strength must rule the rest
- 2 Scars and mutilations are valorized as proof of bravery
- 3 The capacity of using magic defines a person's hierarchy
- 4 Consumption of food of vegetal/animal origin is prohibited
- 5 Slavery is permitted, and the patriarch can legally kill his wife and children
- 6 A woman can have multiple partners, and only women with grandchildren can rule
- 7 The job, spouse, etc. of an individual are all defined by oracles
- 8 People that don't archive a desired standard at certain age are sacrificed
- 9 Population has strong sense of cooperation. Competition is a strange notion
- 10 Corpses are periodically unearthed for a ceremonial walk
- 11 The most pious individual is chosen to rule society for a year, and the is sacrificed
- 12 Marriage is not practiced, the children are raised by community
- 13 Writing is forbidden, knowledge must be passed orally
- 14 Elders and the chronically sick are sacrificed in a mountain
- 15 People must be nomad, permanent housing in a place is forbidden
- 16 Children at very young age must survive a year alone in the wild
- 17 Only one gender is allowed, people reproduce with kidnapped foreigners
- 18 People spend most of their lives in foreign lands as mercenaries to bring back riches
- 19 Most of the art and architecture depicts skeletons and corpses as main theme
- 20 Every individual has an animal magically connected to them as a familiar

SOCIAL INTERACTIONS

The interactions between your character with the NPCs and factions is something that can enrich the experience with solo-playing if done well.

It's not the objective of this chapter to tell you how to do persuasion tests because this is the job of the TTRPG you're using, but to make social interactions more dynamic and organic.

Before anything, it's important to know that when dealing with characters or even factions, there is **known information** and **unknown information**. They are self-explanatory, it's a matter of perspective, the very same piece of information can be known to a character and unknown to another, and it may be true or false. For example, the PC may have the piece of known information that a given character is a loyal soldier, but the unknown information is that he is a spy from a foreign nation. Another example involving factions is that missionaries only come to a nation to convert the pagans (known information), but their actual objective is to promote a coup d'état (unknown information). A piece of unknown information may be known by everybody except the PC, like in a case when the PC ends up on an isolated island, and everybody is keeping a secret from your character. An information that is publicly widespread can be already considered known information even if the character doesn't know it yet, because once the character enters the region and interacts with the community, this character will get the information with no effort.

When a character or faction is constructed, it's only given the known information about them plus a number of relevant unknown information that even the player doesn't know. The amount of unknown information can vary from 0 to 4, you can define it at your will, or you can let the die decide.

If you prefer to use the die, roll 2d4 and use the lower value, the result is the amount of perceived unknown information, in other words, the PC does know that the NPC or faction is hiding something relevant, the question is whether the unknown information may become a problem to the PC. A normal person or faction has no more than 1 of perceived unknown information; if the value of perceived unknown information is 3 or higher, the NPC or faction is acknowledged by the PC (and maybe also by the general public) to be mysterious, the PC is "narratively" allowed to be suspicious.

The unknown information must be relevant, perhaps the fact that the NPC stole a cake ten years ago may not be relevant enough to be counted as unknown information.

In certain moments of the journey, you can try to extract unknown information. For doing this, you make a test with the answering dice. It must be something that narratively makes sense to the flow of the story at the moment. For example, if the NPC has a good and unique opportunity to betray the PC, you can use the answering dice; no matter whether the NPC will betray the NPC or not, you'll get an answer, a supposed confirmation, and the PC will supposedly know a bit more of the NPC, so you reduce in one point the value of perceived unknown information

| PERCEIVED UNKNOWN INFORMATION | ⇒ | PERCEIVED UNKNOWN INFORMATION |
|-------------------------------|---|-------------------------------|
| 2 | | 1 |

Let's say the PC confronted the NPC—perhaps making use of violence—and the NPC gave an explanation why they didn't share a crucial fact. The PC got a piece of known information from that NPC (thus, it's one less piece of unknown information), but it still can be a lie.

It's important to remember that **known information** doesn't necessarily mean **true information**. A character with 0 of perceived unknown information may be a walking pile of

untruths. The opposite is also possible, a NPC with 4 of perceived unknown information may be a good person to the PC, maybe they are a recluse person that doesn't want to share details of their life, like a dear person they couldn't save, a dishonor they caused to their family, a medical condition, etc., a lot of things that this NPC regrets.

When a NPC or faction has 0 of perceived unknown information, the PC is no more

allowed to be suspicious, not in a narrative sense, the PC will have a good level of trust in relation to the NPC or faction, it doesn't need to be 100% of trust, but still a hight level of trust. The NPC or faction may indeed be good to the PC, or they still may break PC's trust in the future. Remember, the PC has not the knowledge of the player, known information means what the PC knows, not necessarily the truth.

d10 SUGGESTIONS OF WHAT THE NPC OR FACTION IS HIDING

- 1 They're working to the enemy
- 2 They have a different reputation in other place
- 3 They have a serious disease, or they're cursed / The faction is rotted by corruption
- 4 Willingly or not, they participated in the murder of someone
- 5 They're being blackmailed, or they're blackmailing someone or faction
- 6 They are on the same side of the PC, but fight for a different reason
- 7 A certain plan they're working with
- 8 A connection with another important NPC or faction
- 9 An impressive ability / An impressive resource
- 10 An act (or lack of act...) from their past that is cause of regret or shame

The best way to allow good interactions is making three-dimensional characters, and places.

A character is part of a place, what is their relation with this place? Maybe they are part of a faction, what is their role in the faction? What they do, what is their class or profession, and how they contribute with their community or faction with their abilities? Or are they a lone wolf?

How is the place where this character is located? What are the conflicts happening there? What is the reach of the factions' influence in this territory?

Only think about the character's and place's known information, the unknown

information is meant to be unveiled during the adventure!

In regard to the dialogues between characters: there is not a definitive way of how doing it, each player is different, a method that works with one person may not work with another.

If you find it difficult to elaborate dialogues, you can try narrating in third person, so instead of saying "*Good morning, Miss Cornwell, I heard that Ethan is missing, can you tell me what happened? I am a friend of him*", you can simply say "*The PC approached Miss Cornwell, greeted her, and asked her where is her brother Ethan, because he is the PC's friend*".

NPC'S SOCIAL SHEET

««««« Write only known information here! »»»»»

| |
|--|
| PERCEIVED UNKNOWN INFORMATION |
| |

NPC's name: _____

NPC's relation with their current place

NPC's role in their faction or community

NPC's relation with the PC, other NPCs, and other factions

Other notes

PLACE'S SOCIAL SHEET

««««« Write only known information here! »»»»»

Place's name: _____

Brief description of the place

Relevant people and factions, and their influence on the place

Potential and current conflicts happening on the place

GENERAL RANDOM TABLES

The random tables were built in the most generic way possible, so you can adapt the results for the context of your adventure.

Although the focus is for medieval fantasy, the tables can be reinterpreted for any setting, like science fiction, cyberpunk, horror, etc.; for example, let's say you're playing with a cyberpunk setting, and got the result that the character is suffering from a curse, you can interpret it as the character has a computer virus.

Each table has a certain size, if a table has 20 items, you use 1d20 to determine what item is chosen; if the table has 6 items, you use 1d6; and so on. For the tables of 100 items, you use 2d10, one ten-sized die representing the tens, and the another one representing the units.

I say it again, there are no rules, the tables are just a source of inspiration, you can interpret the result in the way you want, the text can clearly say something, but you can interpret it in other way if it makes the game more fun. Didn't you like the result? You can roll the die again, but try to stick to the result, you can reinterpret the result in the most interesting way, the fun part of a Game Master Emulator is the randomness of the results. There is also the possibility of not rolling the die, if there is an option that you find interesting, just go ahead and choose this option. The objective of this system is to help you to have fun, not to impose rigid rules.

Every element in the tables are meant to be as generic as possible, when it's said "person" or "group", it can be other kinds of beings too, like ghosts, robots, magical creatures, AIs, etc. *A ghost of a human woman can approach your character to beg for saving her adopted half-orc son who is held as slave by alien robots.*

Depending on the random table, you can use it more than once to combine the results if it makes sense. You also can use other tables,

for example, a character got a curse, but which curse? There is a table of curses.

Some results may also present two or possibilities, in these cases you can choose what makes more sense for the context of your character and adventure, the one that pleases you the most, or simply use the answering dice.

d20 INITIAL CONTEXT OF A CHARACTER

- 1 Inside or near their home doing ordinary stuff
- 2 Traveling
- 3 Being transported as a prisoner, or already in prison
- 4 In hiding (from law, from a group, or from a powerful enemy)
- 5 Marooned, shipwrecked
- 6 With amnesia, and apparently nobody around you is an acquaintance
- 7 Lost in an unknown place
- 8 In a military campaign
- 9 Escorting someone or a group
- 10 In a persecution (you are the persecutor or the persecuted)
- 11 Bound by a magical artifact, marked by a prophecy, or suffering from a curse
- 12 In a societal disorder, there is a civil war, violent protest, coup or revolution
- 13 Participating in a festival or any other kind of public event
- 14 Sick or hurt away from home
- 15 Refugee in a foreign country
- 16 In an expedition or exploration
- 17 As hostage under the custody of someone
- 18 Resurrected with no idea how you got yourself in this situation
- 19 In disguise for some reason
- 20 In the middle of a natural disaster or invasion by enemy army

ADVENTURE GENERATOR

This is a collection of three tables that you can combine: how your character gets the task, what is the task, and where happens the task. Of course that you can ignore one of the tables or use only one, and you also can choose as many missions you want.

For example, your character wants to get into a lord's good graces, and this lord has a

series of problems in his lands. Your character can do various missions to please him, like rescue an important servant, retrieve control of the lord's mine that is filled with bandits, and break the curse that afflicts his daughter; this last mission, for example, can only be done with the help of the kidnapped lord's servant.

d20 Your character...

- 1 is approached by a person or a group
- 2 sees someone or group in danger (not being attacked, just in danger)
- 3 sees someone or group being attacked
- 4 approaches a raving person who shares serious information
- 5 sees a message (in a piece of paper inside bottle, carved in a stone, in a letter...)
- 6 receives a mission from a wounded person that cannot continue with it
- 7 hears a rumor that gives you an opportunity
- 8 has a strange dream telling you must do a task
- 9 finds a mysterious object
- 10 is accused of a crime
- 11 finds out secret information or secret society
- 12 witness a supernatural event and receives a task because of it
- 13 is directly or indirectly attacked by someone (this enemy alone or with group)
- 14 witness a serious crime
- 15 is recruited for unwanted mission, the PC is obliged because of circumstances
- 16 discovers a conspiracy
- 17 lost something or someone important (object is robbed, dear person is killed, etc.)
- 18 is cursed or poisoned
- 19 receives an inheritance, or a genetic/magic heritage awakens inside you
- 20 is challenged

d20 Your character will need to...

- 1 protect a person or group (escort a caravan, protect a witness, be a bodyguard, etc.)
- 2 chase a person or group (hunt a creature, eliminate bandits, silence a witness, etc.)
- 3 check whether certain NPC is well; save someone's life; find someone who is missing
- 4 check the result of a task (for example, whether a mission was successful or failed)
- 5 smuggle something or someone
- 6 break a curse or find antidote of poison (for you or another person)
- 7 sabotage (or guarantee) that something happens (a ritual, a plan, an execution, a deal, etc.)
- 8 craft a complex item; prepare a potion whose ingredients are forbidden
- 9 investigate something; decipher an item; uncover a forgotten language's meaning
- 10 steal something; kidnap someone
- 11 recover something; rescue someone
- 12 defend a place (protect a village, guard a bridge passage, etc.)
- 13 attack a place (clear a cave, recover a fortress, etc.)
- 14 infiltrate a place
- 15 blackmail a powerful figure
- 16 win a duel
- 17 bind or trap a spirit, demon or god into an item, specific place or living creature
- 18 sacrifice one innocent life to save many others
- 19 something social: host someone, prepare an event, negotiate something, etc
- 20 do a strange thing: clone someone; swap souls; give power to someone; tame a monster; ...

d4 Your character will need to go to...

- 1 a distant place
- 2 a nearby place
- 3 a certain NPC or group
- 4 nowhere, the task happens in the current place

d20 VILLAIN'S MOTIVATIONS

- 1 Want revenge dear person that died because of hero's actions
- 2 Need to perform evil ritual
- 3 Command a group of bandits, unscrupulous mercenaries, or enemy army
- 4 Seeks to slave people
- 5 Desire genocide against certain race or nationality
- 6 Persecute people who follow certain religion or ideology
- 7 Kill people because of biological need or curse (it's a vampire, a werewolf, etc.)
- 8 Prejudice an innocent character or group of people because of envy
- 9 Seek immortality or great power, no matter the cost
- 10 Want to burn the world because of people that wronged them
- 11 Obsessed with lost love, and will doom the world to reclaim this person
- 12 Corrupted by curse or possessed by demon
- 13 Believe existence is meaningless and wants to end it all
- 14 Mad scientist or magic user who do unspeakable experiments on people
- 15 Wage war purely for wealth and dominance
- 16 Need to reclaim magic object, no matter the cost
- 17 Support tyrannical government and it's an important figure of the regime
- 18 Driven by prophecy, and must fulfill dark destiny, even if it destroys others
- 19 Want to create perfect society by eliminating the weak and unworthy
- 20 Test humanity limits by putting people in cruel games

d20 RITUAL'S GOALS

- 1 Resurrect someone (dear person, ancient tyrant, evil master, powerful monster)
- 2 Invoke some entity (demon, evil god, indescribable being from another dimension)
- 3 Give new power, ability or augmentation to the performer or to other being
- 4 Harm someone by great distance
- 5 Free trapped evil being
- 6 Enslave a god or a spirit
- 7 Create magical object
- 8 Open portal
- 9 Perform a catastrophic attack against a certain area
- 10 Control the mind of people
- 11 Trap innocent people in an inhumane magical prison
- 12 Unmake historical event to rewrite present
- 13 Spread a sinister disease
- 14 Build doomsday weapon to hold world hostage
- 15 Steal life force of a huge amount of people
- 16 Create monster by the use of living bodies and souls of people and other creatures
- 17 Acquire immortality
- 18 Transfer consciousness into stronger/immortal vessel
- 19 Create permanent storm or eternal fire to isolate/terrorize region
- 20 Curse someone or an entire group

d20 CURSES ON PEOPLE

- 1 Vampirism, lycanthropy, or other transformative affliction
- 2 Programmed death
- 3 Constant pain, discomfort, hunger, thirst, or something else
- 4 Some sense is lost, like vision (blindness), hearing (deafness), etc.
- 5 Hideous appearance
- 6 Possession by an entity
- 7 Occasional shift of personality in the most inopportune moments
- 8 The touch of the character can hurt, kill, or transform in an inanimate thing
- 9 Body is rotten and emanates strong stench, but character remains healthy
- 10 The skin spreads diseases while the cursed character remains healthy
- 11 Transformation to an inconvenient form
- 12 Eternal sleep
- 13 Cannot leave an area or be separated from an object
- 14 Everyone automatically hate the cursed character
- 15 Can see indescribably frightening entities that are invisible for everyone else
- 16 Soul is trapped
- 17 Fragile form (even a child can kill the character by accident)
- 18 Will die if say a very common word ("the", "be", "to", "of", "and", etc.)
- 19 Cannot lie, and neither refuse questions
- 20 Cannot interact with certain category of objects (clothes, metal, wood, etc.)

d20 CURSES ON PLACES

- 1 All children start being born as monsters
- 2 Living fog harms people (instant kill, madness, mortal illusions, etc.)
- 3 It's now inhabited by sinister creatures
- 4 It makes people more violent
- 5 Inhabitants transformed into undeads, specters, or other type of monster
- 6 It takes away people's will little by little
- 7 Who enters the place cannot leave (e.g. roads don't lead out of the place)
- 8 Newcomers are possessed by spirits of the ancient inhabitants of the place
- 9 Newcomers start being transformed into trees or stones little by little
- 10 Inhabitants in eternal sleep
- 11 Sounds don't cross the air, it's impossible to hear anything
- 12 Demons are free to physically manifest themselves in the place
- 13 Automatic subjugation by some powerful entity, disobedience is instant kill
- 14 All who enter the place forget their past
- 15 Every reflection shows twisted monsters instead the image of the person or animal
- 16 Animals speak about approaching doom, they have no past memory
- 17 No fire can be lit, and the place is very cold
- 18 All water that enters the place is turned into blood
- 19 Plants grow fruits and leaves with desperate faces
- 20 Time flows differently

d20 EVENTS FOR POPULATED PLACES

- 1 A troupe of artists appears
- 2 The place is attacked
- 3 A person goes crazy out of nowhere
- 4 A fight starts
- 5 Someone new approaches your PC for a mission
- 6 Someone tries to rob your PC
- 7 Someone offers to guide your PC
- 8 Someone is killed in the middle of the crowd
- 9 People start accusing your PC or someone else of something
- 10 A person starts being lynched for some reason
- 11 A person or group wants to assassinate your PC
- 12 A serious accident happens
- 13 An experiment goes out of control
- 14 An unexpected celebration begins
- 15 Someone makes a shocking announcement
- 16 Signs of the spread of a disease become clear and crowd get panicked
- 17 A treasure is exposed in the middle of the crowd
- 18 A cult or conspiracy is exposed
- 19 An important figure arrives
- 20 An important character reveals himself to be an impostor

d20 EVENTS FOR UNPOPULATED PLACES

- 1 Someone from outside appears
- 2 Someone from that place reveals themself to your PC
- 3 A group of people appear out of nowhere
- 4 The place is invaded by enemies
- 5 A strange phenomenon occurs
- 6 Your PC finds a single building
- 7 Your PC finds a passage to a secret place
- 8 A natural disaster begins
- 9 Your PC finds an interesting object
- 10 Your PC finds someone's remains
- 11 Your PC finds someone in hiding who has a dark past
- 12 Your PC finds someone trapped or deliberately left to die
- 13 Your PC discover an encampment
- 14 Your PC finds an ancient curse or plague
- 15 A disturbing voice or sound echoes without origin
- 16 Your PC is followed by something non-human
- 17 The environment changes suddenly
- 18 An ancient entity manifests itself
- 19 Your PC fall into a trap
- 20 A special creature appears

d100 AREAS

| | | | |
|---------------|--------------------|-------------------|--------------------|
| 1 Alien place | 26 Dunes | 51 Jungle | 76 Road |
| 2 Abyss | 27 Encampment | 52 Knoll | 77 Rock |
| 3 Anomaly | 28 Enemy territory | 53 Lagoon | 78 Ruins |
| 4 Archipelago | 29 Escarpment | 54 Lair | 79 Sacred place |
| 5 Backlands | 30 Estuary | 55 Lake | 80 Savannah |
| 6 Badlands | 31 Farm | 56 Magical Place | 81 Scrubland |
| 7 Barren land | 32 Field | 57 Marsh | 82 Sea |
| 8 Battlefield | 33 Floodplain | 58 Mine | 83 Settlement |
| 9 Beach | 34 Fjord | 59 Moor | 84 Steep Coast |
| 10 Border | 35 Ford | 60 Mountain | 85 Stone Circle |
| 11 Burrow | 36 Forest | 61 Mountain pass | 86 Swamp |
| 12 Canyon | 37 Garden, natural | 62 Mountain Range | 87 Tectonic Rift |
| 13 Castle | 38 Glacier | 63 No man's land | 88 Town |
| 14 Cave | 39 Glade | 64 Oasis | 89 Transition zone |
| 15 Cliff | 40 Gorge | 65 Ocean | 90 Tundra |
| 16 City | 41 Grassland | 66 Outcrop | 91 Underground |
| 17 Coastline | 42 Grotto | 67 Peninsula | 92 Valley |
| 18 Confluence | 43 Grove | 68 Plain | 93 Village |
| 19 Coral Reef | 44 Gulch | 69 Plateau | 94 Volcano |
| 20 Crater | 45 Hamlet | 70 Prairie | 95 Wall, natural |
| 21 Crevice | 46 Hill | 71 Promontory | 96 Wasteland |
| 22 Crossroads | 47 Hillside | 72 Quagmire | 97 Waterfall |
| 23 Deathland | 48 Hinterland | 73 Quarry | 98 Wetland |
| 24 Depression | 49 Hot Spring | 74 Ravine | 99 Wilderness |
| 25 Desert | 50 Island | 75 River | 100 Woods |

d100 BUILDINGS AND PLACES

| | | | | | | | |
|----|-----------|----|---------------|----|--------------|-----|----------------|
| 1 | Abbey | 26 | Courtyard | 51 | Library | 76 | Shrine |
| 2 | Alley | 27 | Crypt | 52 | Lyceum | 77 | Silo |
| 3 | Armory | 28 | Dam | 53 | Mansion | 78 | Slaughterhouse |
| 4 | Asylum | 29 | Docks | 54 | Market | 79 | Smithy |
| 5 | Bakery | 30 | Dungeon | 55 | Mausoleum | 80 | Square |
| 6 | Barn | 31 | Elevator | 56 | Mill | 81 | Stable |
| 7 | Barracks | 32 | Establishment | 57 | Moat | 82 | Staircase |
| 8 | Bathhouse | 33 | Factory | 58 | Monastery | 83 | Statue |
| 9 | Bedroom | 34 | Farm | 59 | Monument | 84 | Street |
| 10 | Brewery | 35 | Fort | 60 | Nursery | 85 | Tavern |
| 11 | Bridge | 36 | Fountain | 61 | Obelisk | 86 | Temple |
| 12 | Brothel | 37 | Gallery | 62 | Orphanage | 87 | Tent |
| 13 | Cabin | 38 | Garden | 63 | Palace | 88 | Theater |
| 14 | Castle | 39 | Gate | 64 | Pier | 89 | Tomb |
| 15 | Catacombs | 40 | Guesthouse | 65 | Pit (prison) | 90 | Tower |
| 16 | Cemetery | 41 | Guild | 66 | Portal | 91 | Trading Post |
| 17 | Chamber | 42 | Hall | 67 | Prison | 92 | Tree |
| 18 | Chapel | 43 | Headquarters | 68 | Pyramid | 93 | Tunnel |
| 19 | Church | 44 | Hideout | 69 | Refectory | 94 | Wall |
| 20 | Cistern | 45 | Hospice | 70 | Road | 95 | Warehouse |
| 21 | Cloister | 46 | Hospital | 71 | Rock | 96 | Watchtower |
| 22 | Coliseum | 47 | Hostel | 72 | Ruin | 97 | Watermill |
| 23 | Convent | 48 | House | 73 | Shack | 98 | Well |
| 24 | Corral | 49 | Industry | 74 | Shipyard | 99 | Winery |
| 25 | Cottage | 50 | Inn | 75 | Shop | 100 | Workshop |

d100 CHARACTERISTICS OF PLACES

| | | | |
|-----------------|-----------------|----------------|------------------|
| 1 Abandoned | 26 Empty | 51 Invaded | 76 Rich |
| 2 Alive | 27 Enchanted | 52 Isolated | 77 Ruins |
| 3 Ancient | 28 Fetid | 53 Legendary | 78 Sacred |
| 4 Anomalous | 29 Flourishing | 54 Locked | 79 Safe |
| 5 Attacked | 30 Forbidden | 55 Lurid | 80 Sealed |
| 6 Beautiful | 31 Forgotten | 56 Luxurious | 81 Secret |
| 7 Blessed | 32 Frozen | 57 Metamorphic | 82 Shrouded |
| 8 Bloody | 33 Full | 58 Misty | 83 Silt-up |
| 9 Bright | 34 Fungic | 59 Monolithic | 84 Stagnate |
| 10 Buried | 35 Gloomy | 60 Mysterious | 85 Stonishing |
| 11 Burnt | 36 Guarded | 61 Mystical | 86 Strange |
| 12 Civilized | 37 Harmonious | 62 New | 87 Submerged |
| 13 Corrupted | 38 Haunted | 63 Old | 88 Subterranean |
| 14 Crystallized | 39 Heavenly | 64 Open | 89 Sunken |
| 15 Cursed | 40 Hibernal | 65 Peaceful | 90 Torrid |
| 16 Damned | 41 Hidden | 66 Plagued | 91 Toxic |
| 17 Dangerous | 42 Humble | 67 Plundered | 92 Ugly |
| 18 Dark | 43 Icy | 68 Poor | 93 Unfinished |
| 19 Deadly | 44 Illuminated | 69 Putrid | 94 Uninhabitable |
| 20 Decadent | 45 Imbued of... | 70 Ravaged | 95 Unique |
| 21 Defensive | 46 Infected | 71 Rebuilt | 96 Untouched |
| 22 Dense | 47 Infernal | 72 Reclusive | 97 Waterlogged |
| 23 Desecrated | 48 Infested | 73 Refugee(s) | 98 Wild |
| 24 Desolate | 49 Inhabited | 74 Resounding | 99 Wooden |
| 25 Empowered | 50 Inhospitable | 75 Revered | 100 Worn |

100 PSYCHOLOGICAL CHARACTERISTICS

| | | | |
|------------------|------------------|------------------|----------------|
| 1 Adaptable | 26 Democratic | 51 Impulsive | 76 Paranoid |
| 2 Affectionate | 27 Depressed | 52 Indecisive | 77 Perverse |
| 3 Aloof | 28 Determined | 53 Indifferent | 78 Perverted |
| 4 Ambitious | 29 Discreet | 54 Insecure | 79 Playful |
| 5 Arrogant | 30 Disloyal | 55 Insightful | 80 Prejudiced |
| 6 Attentive | 31 Docile | 56 Intelligent | 81 Proud |
| 7 Atypical | 32 Dogmatic | 57 Intolerant | 82 Puritan |
| 8 Authoritarian | 33 Dumb | 58 Irascible | 83 Realistic |
| 9 Benevolent | 34 Eccentric | 59 Jealous | 84 Rebel |
| 10 Calculating | 35 Empathetic | 60 Kind | 85 Recluse |
| 11 Cautious | 36 Envious | 61 Liar | 86 Reliable |
| 12 Clever | 37 Exhibitionist | 62 Liberal | 87 Retarded |
| 13 Cold | 38 Faithful | 63 Lonely | 88 Sadistic |
| 14 Collaborative | 39 Fanatic | 64 Lustful | 89 Sarcastic |
| 15 Compulsive | 40 Fatalist | 65 Masochistic | 90 Scoundrel |
| 16 Conflictual | 41 Fearful | 66 Melancholic | 91 Sensual |
| 17 Conservative | 42 Fickle | 67 Merciful | 92 Slow |
| 18 Courageous | 43 Flattery | 68 Mysterious | 93 Suspicious |
| 19 Coward | 44 Generous | 69 Naive | 94 Tolerant |
| 20 Crazy | 45 Gregarious | 70 Narcissistic | 95 Treacherous |
| 21 Cruel | 46 Gullible | 71 Nihilistic | 96 Tyrannic |
| 22 Curious | 47 Hedonistic | 72 Obsessive | 97 Unfaithful |
| 23 Cynical | 48 Humble | 73 Open-minded | 98 Violent |
| 24 Dark | 49 Hypocritical | 74 Opportunistic | 99 Vivacious |
| 25 Decisive | 50 Idealistic | 75 Pacifistic | 100 Welcoming |

100 MOMENTARY EMOTIONAL STATES

| | | | |
|------------------|------------------|----------------|---------------|
| 1 Afraid | 26 Depressed | 51 Gloomy | 76 Peaceful |
| 2 Alienated | 27 Desperate | 52 Grateful | 77 Proud |
| 3 Amazed | 28 Despondent | 53 Guilty | 78 Puzzled |
| 4 Angry | 29 Detached | 54 Happy | 79 Radiant |
| 5 Anxious | 30 Devastated | 55 Helpless | 80 Reflective |
| 6 Apathetic | 31 Disappointed | 56 Hesitant | 81 Regretful |
| 7 Apprehensive | 32 Disgusted | 57 Hopeful | 82 Relieved |
| 8 Ashamed | 33 Disillusioned | 58 Horrified | 83 Resentful |
| 9 Astonished | 34 Dismayed | 59 Humiliated | 84 Restless |
| 10 Betrayed | 35 Distressed | 60 Hysterical | 85 Sad |
| 11 Bitter | 36 Disturbed | 61 Impatient | 86 Scared |
| 12 Blissful | 37 Ecstatic | 62 In awe | 87 Serene |
| 13 Bored | 38 Elated | 63 Indifferent | 88 Stunned |
| 14 Calm | 39 Embarrassed | 64 Infatuated | 89 Suffering |
| 15 Careless | 40 Empty | 65 Insecure | 90 Suicidal |
| 16 Cheerful | 41 Enchanted | 66 Inspired | 91 Surprised |
| 17 Compassionate | 42 Enraptured | 67 Jaded | 92 Terrified |
| 18 Confident | 43 Enthusiastic | 68 Jealous | 93 Thrilled |
| 19 Confused | 44 Excited | 69 Jubilant | 94 Tired |
| 20 Constrained | 45 Fascinated | 70 Lonely | 95 Triumphant |
| 21 Crazed | 46 Fearful | 71 Melancholic | 96 Unhinged |
| 22 Curious | 47 Fearless | 72 Moved | 97 Vengeful |
| 23 Dazzled | 48 Frustrated | 73 Nauseated | 98 Vibrant |
| 24 Defeated | 49 Full | 74 Nostalgic | 99 Vulnerable |
| 25 Delighted | 50 Furious | 75 Overwhelmed | 100 Wistful |

d100 PHYSIOLOGICAL STATES

| | | | |
|-------------------------|-----------------------|-----------------|-----------------|
| 1 Aged | 26 Drugged | 51 Intoxicated | 76 Sick |
| 2 Allergic | 27 Drunk | 52 Invulnerable | 77 Sleepwalking |
| 3 Amputee | 28 Dying | 53 Itchy | 78 Slow |
| 4 Anemic | 29 Empty | 54 Lethargic | 79 Starving |
| 5 Anesthetized | 30 Enlightened | 55 Lycanthropic | 80 Static |
| 6 Asleep | 31 Epileptic | 56 Magicked | 81 Stiff |
| 7 Astral | 32 Ethereal | 57 Malnourished | 82 Suffocating |
| 8 Bleeding | 33 Excited (sexually) | 58 Mutated | 83 Sweating |
| 9 Blind | 34 Exhausted | 59 Mute | 84 Swollen |
| 10 Blood pressure, high | 35 Famished | 60 Nauseous | 85 Tachycardia |
| 11 Blood pressure, low | 36 Feverish | 61 Necrotic | 86 Terrible |
| 12 Burnt | 37 Flu-ridden | 62 Pain | 87 Thirsty |
| 13 Cold | 38 Foaming | 63 Pale | 88 Tired |
| 14 Comatose | 39 Frozen | 64 Paralyzed | 89 Trance |
| 15 Convulsing | 40 Gaseous | 65 Passed out | 90 Trembling |
| 16 Corrupted | 41 Hallucinated | 66 Petrified | 91 Tubercular |
| 17 Cursed | 42 Hemorrhaging | 67 Poisoned | 92 Unconscious |
| 18 Dazed | 43 Hot | 68 Possessed | 93 Vampirized |
| 19 Deaf | 44 Hypnotized | 69 Psychotic | 94 Vigorous |
| 20 Dehydrated | 45 Hyponatremia | 70 Pustulent | 95 Vomiting |
| 21 Delirious | 46 Hypothermia | 71 Queasy | 96 Vulnerable |
| 22 Diarrhea | 47 Infected | 72 Regenerating | 97 Weakened |
| 23 Dizzy | 48 Inflamed | 73 Rejuvenated | 98 With fungi |
| 24 Drooling | 49 Injured | 74 Resurrected | 99 Withered |
| 25 Drowsy | 50 Insomniac | 75 Rheumatic | 100 Zombified |

d100 PHENOMENA

| | | | |
|---------------------|-----------------------|-----------------------|-----------------------|
| 1 Acid rain | 26 Eclipse | 51 Magical | 76 Strange sky |
| 2 Asperitas | 27 Fire | 52 Mammatus clouds | 77 Sun dog |
| 3 Aurora australis | 28 Fire whirlwind | 53 Meteor shower | 78 Sunny |
| 4 Aurora borealis | 29 Flood | 54 Meteorite impact | 79 Superbolt |
| 5 Black sky | 30 Fog | 55 Mist | 80 Supercell |
| 6 Blizzard | 31 Fog bow | 56 Moonbow | 81 Temporal |
| 7 Blood rain | 32 Frost | 57 Mystical | 82 Thunder |
| 8 Brinicle | 33 Frostbite winds | 58 Noctilucent clouds | 83 Thunderbolt |
| 9 Brocken spectre | 34 Gale | 59 Rain | 84 Thunderstorm |
| 10 Cloudburst | 35 Globular lightning | 60 Rain of animals | 85 Tidal wave |
| 11 Cloudy | 36 Graupel | 61 Rainbow | 86 Tornado |
| 12 Cold | 37 Gray sky | 62 Red moon | 87 Torrid |
| 13 Cold front | 38 Green flash | 63 Red sky | 88 Tsunami |
| 14 Cold waves | 39 Haboob | 64 Red tide | 89 Typhoon |
| 15 Cosmic event | 40 Hailstorm | 65 Sandstorm | 90 Virga |
| 16 Crepuscular rays | 41 Haze | 66 Sastrugi | 91 Volcanic lightning |
| 17 Cyclone | 42 Heat inversion | 67 Scorching | 92 Volcanic winter |
| 18 Deluge | 43 Heat waves | 68 Sea smoke | 93 Warm front |
| 19 Derecho | 44 Hot | 69 Shelf cloud | 94 Waterspout |
| 20 Dew | 45 Hurricane | 70 Shooting star | 95 Whirlwind |
| 21 Downburst | 46 Ice | 71 Snow | 96 Whiteout |
| 22 Drizzle | 47 Ice pellets | 72 Sprite | 97 Will-o'-the-wisp |
| 23 Drought | 48 Lenticular clouds | 73 St. Elmo's fire | 98 Wind gust |
| 24 Dust cosmic | 49 Light pillar | 74 Steam devil | 99 Yellow moon |
| 25 Earthquake | 50 Lightning | 75 Storm | 100 Zud |

d6 WEATHER

| | |
|-----------------|----------|
| 1 Clear/Sunny | 4 Rainy |
| 2 Cloudy | 5 Stormy |
| 3 Partly Cloudy | 6 Windy |

d100 COLORS

| | | | | | | | |
|----|--------------|----|-------------|----|-------------|-----|------------|
| 1 | Almond | 26 | Cherry | 51 | Gray | 76 | Mocha |
| 2 | Amaranth | 27 | Chestnut | 52 | Green | 77 | Moss |
| 3 | Amber | 28 | Chocolate | 53 | Honeydew | 78 | Mulberry |
| 4 | Amethyst | 29 | Cobalt | 54 | Hot Pink | 79 | Mustard |
| 5 | Apricot | 30 | Coral | 55 | Ice | 80 | Navy |
| 6 | Aquamarine | 31 | Cornflower | 56 | Indigo | 81 | Ochre |
| 7 | Ash | 32 | Cream | 57 | Ivory | 82 | Olive |
| 8 | Azure | 33 | Crimson | 58 | Jade | 83 | Orange |
| 9 | Baby Blue | 34 | Cyan | 59 | Jasmine | 84 | Orchid |
| 10 | Beige | 35 | Dandelion | 60 | Jet | 85 | Papaya |
| 11 | Berry | 36 | Denim | 61 | Kelly Green | 86 | Peach |
| 12 | Black | 37 | Dodger Blue | 62 | Khaki | 87 | Pear |
| 13 | Blue | 38 | Eggplant | 63 | Lapis | 88 | Periwinkle |
| 14 | Blush | 39 | Emerald | 64 | Lavender | 89 | Pink |
| 15 | Bronze | 40 | Erin | 65 | Lemon | 90 | Plum |
| 16 | Brown | 41 | Fern | 66 | Lilac | 91 | Pumpkin |
| 17 | Burgundy | 42 | Firebrick | 67 | Lime | 92 | Raspberry |
| 18 | Burnt Orange | 43 | Flame | 68 | Linen | 93 | Red |
| 19 | Canary | 44 | Flamingo | 69 | Magenta | 94 | Rose |
| 20 | Carmine | 45 | Flax | 70 | Mahogany | 95 | Ruby |
| 21 | Celadon | 46 | Forest | 71 | Maize | 96 | Rust |
| 22 | Cerise | 47 | Fuchsia | 72 | Malachite | 97 | Sapphire |
| 23 | Cerulean | 48 | Gamboge | 73 | Maroon | 98 | Silver |
| 24 | Champagne | 49 | Gold | 74 | Mauve | 99 | White |
| 25 | Chartreuse | 50 | Goldenrod | 75 | Mint | 100 | Zaffre |

d12 ELEMENTS

| | | | | | | | |
|---|----------------|---|---------------|---|-----------------|----|-----------------|
| 1 | Air or Wind | 4 | Fire | 7 | Lightning | 10 | Psychic or Mind |
| 2 | Dark or Shadow | 5 | Ice | 8 | Metal | 11 | Water |
| 3 | Earth | 6 | Light or Holy | 9 | Poison or Toxin | 12 | Wood or Plant |

d100 ANIMALS

| | | | |
|-----------------------|-------------------|---------------------|-----------------------|
| 1 Alligator | 26 Dolphin | 51 Jellyfish | 76 Rabbit |
| 2 Alpaca | 27 Donkey | 52 Kangaroo | 77 Rat |
| 3 Ant | 28 Dragonfly | 53 Koala | 78 Ray |
| 4 Anteater | 29 Duck | 54 Leopard | 79 Rhinoceros |
| 5 Aphid | 30 Eagle | 55 Lion | 80 Salamander |
| 6 Armadillo | 31 Echidna | 56 Lizard | 81 Scorpion |
| 7 Bat | 32 Elephant | 57 Llama | 82 Seal |
| 8 Bear | 33 Fish | 58 Lobster | 83 Shark |
| 9 Bee | 34 Flamingo | 59 Manatee | 84 Sheep |
| 10 Beetle | 35 Fly | 60 Moose or Elk | 85 Sloth |
| 11 Bison | 36 Fox | 61 Mosquito | 86 Snake |
| 12 Buffalo | 37 Frog | 62 Mouse | 87 Spider |
| 13 Butterfly or Moth | 38 Gecko | 63 Octopus or Squid | 88 Squirrel |
| 14 Camel | 39 Giraffe | 64 Orangutan | 89 Stork |
| 15 Cassowary | 40 Goat | 65 Ostrich or Emu | 90 Swan |
| 16 Chameleon | 41 Goose | 66 Otter or Beaver | 91 Tiger |
| 17 Cheetah | 42 Gorilla | 67 Owl | 92 Toad |
| 18 Chicken or Rooster | 43 Hare | 68 Parrot | 93 Turkey |
| 19 Chimpanzee | 44 Hawk or Falcon | 69 Peacock | 94 Turtle or Tortoise |
| 20 Cicada | 45 Hedgehog | 70 Pelican | 95 Vulture |
| 21 Cockroach | 46 Heron | 71 Penguin | 96 Walrus |
| 22 Cow | 47 Hippopotamus | 72 Pig | 97 Wasp |
| 23 Crab | 48 Horse | 73 Pigeon or Dove | 98 Whale |
| 24 Crocodile | 49 Hyena | 74 Platypus | 99 Wolf |
| 25 Deer | 50 Iguana | 75 Porcupine | 100 Zebra |

d20 MONSTERS

| | | | |
|------------------|----------|-----------------|-------------|
| 1 Animal, Common | 6 Ghoul | 11 Mimic | 16 Troll |
| 2 Animal, Giant | 7 Goblin | 12 Mythological | 17 Vampire |
| 3 Bandit | 8 Golem | 13 Ogre | 18 Werewolf |
| 4 Dragon | 9 Kobold | 14 Orc | 19 Wight |
| 5 Elemental | 10 Lich | 15 Skeleton | 20 Zombie |

d100 VARIED ITEMS

The elements of this table are presented in the most generic way possible, and can be interpreted in the most varied ways. An eye found in a strange box may be made of magical glass; a sword found behind a dungeon door may be just decorative, but made of gold; a cape found amidst the jewelry of a dragon may be just an ordinary worn-out clothing.

| | | | |
|-------------|-------------------|--------------------|----------------|
| 1 Amphora | 26 Crystal | 51 Idol | 76 Scale |
| 2 Amulet | 27 Cup | 52 Instrument | 77 Scroll |
| 3 Armor | 28 Dagger | 53 Key | 78 Seed |
| 4 Artifact | 29 Diary | 54 Knowledge | 79 Shell |
| 5 Astrolabe | 30 Dice | 55 Lantern | 80 Shield |
| 6 Blade | 31 Egg | 56 Lute | 81 Signed Pact |
| 7 Board | 32 Elixir | 57 Mace | 82 Skeleton |
| 8 Bone | 33 Essence of... | 58 Map | 83 Skin |
| 9 Book | 34 Eye | 59 Mask | 84 Spear |
| 10 Bottle | 35 Flail | 60 Medallion | 85 Spyglass |
| 11 Box | 36 Flask | 61 Miniature of... | 86 Staff |
| 12 Bracelet | 37 Formula | 62 Mirror | 87 Sword |
| 13 Brazier | 38 Fossil | 63 None / Nothing | 88 Tabard |
| 14 Buckler | 39 Fragment of... | 64 Orb | 89 Talisman |
| 15 Candle | 40 Gauntlet | 65 Painting | 90 Tapestry |
| 16 Cape | 41 Gemstones | 66 Pendant | 91 Tome |
| 17 Cauldron | 42 Globe | 67 Pipe (musical) | 92 Tooth |
| 18 Chain | 43 Grimoire | 68 Portrait | 93 Trap |
| 19 Chalice | 44 Harp | 69 Potion | 94 Trident |
| 20 Clock | 45 Heart | 70 Powder | 95 Tunic |
| 21 Coin | 46 Helmet | 71 Precious metals | 96 Urn |
| 22 Compass | 47 Herbs | 72 Quill | 97 Veil |
| 23 Corpse | 48 Holy thing | 73 Relic | 98 Vial |
| 24 Crossbow | 49 Horn | 74 Ring | 99 Weapon |
| 25 Crown | 50 Hourglass | 75 Rope | 100 Whetstone |

d20 JEWELRY AND OTHER TREASURES

| | | | |
|---------------|---------------------|--------------|-----------------------|
| 1 Anklet | 6 Crown | 11 Gold | 16 Pendant |
| 2 Belly chain | 7 Decorative weapon | 12 Medallion | 17 Precious stone/gem |
| 3 Bracelet | 8 Diamond | 13 Necklace | 18 Ring |
| 4 Brooch | 9 Earring | 14 Ornament | 19 Silver |
| 5 Copper | 10 Gemstone | 15 Pearl | 20 Toe ring |

d20 WEAPONS

| | | | |
|------------|----------------------|-----------------|-------------------|
| 1 Axe | 6 Dagger | 11 Maul | 16 Sling |
| 2 Blowgun | 7 Glaive | 12 Morning star | 17 Spear or Lance |
| 3 Bow | 8 Hammer or War Pick | 13 Pike | 18 Sword |
| 4 Club | 9 Javelin | 14 Quarterstaff | 19 Trident |
| 5 Crossbow | 10 Mace | 15 Sickle | 20 Whip |

d100 CHARACTERISTICS OF OBJECTS

| | | | |
|---------------|-------------------|----------------|------------------|
| 1 Abandoned | 26 Embarrassing | 51 Ingenious | 76 Ruined |
| 2 Abstract | 27 Empty | 52 Invisible | 77 Sacred |
| 3 Advanced | 28 Enchanted | 53 Legendary | 78 Sealed |
| 4 Alive | 29 Erotic | 54 Lost | 79 Sharp |
| 5 Ancestral | 30 Exotic | 55 Luxurious | 80 Small |
| 6 Arcane | 31 Extraordinary | 56 Macabre | 81 Smelly |
| 7 Ardent | 32 Familiar | 57 Magical | 82 Soul |
| 8 Artistic | 33 Forbidden | 58 Monstrous | 83 Sparkling |
| 9 Beautiful | 34 Foreign | 59 Mysterious | 84 Spectral |
| 10 Blessed | 35 Forgotten | 60 Mystical | 85 Strange |
| 11 Bright | 36 Fragile | 61 New | 86 Sublime |
| 12 Burnt | 37 Fragrant | 62 Noisy | 87 Tasty |
| 13 Celestial | 38 Frozen | 63 Obscure | 88 Technological |
| 14 Childish | 39 Full | 64 Old | 89 Tiny |
| 15 Cold | 40 Guarded | 65 Ominous | 90 Tough |
| 16 Corrupted | 41 Haunted | 66 Oneiric | 91 Toxic |
| 17 Cursed | 42 Horrible | 67 Open | 92 Transparent |
| 18 Damaged | 43 Hot | 68 Perfect | 93 Ugly |
| 19 Damned | 44 Huge | 69 Poor | 94 Unfinished |
| 20 Dangerous | 45 Icy | 70 Power | 95 Unique |
| 21 Dark | 46 Illuminated | 71 Precarious | 96 Untouched |
| 22 Darkness | 47 Imbued of... | 72 Precious | 97 Vicious |
| 23 Desecrated | 48 Indestructible | 73 Putrid | 98 Voices |
| 24 Destroyed | 49 Infected | 74 Revered | 99 Volatile |
| 25 Divine | 50 Infernal | 75 Ritualistic | 100 Worn |

d20 CONTAINER CONTENTS

- 1 Alcoholic beverage
- 2 Blood
- 3 Bone(s)
- 4 Cure
- 5 Curse
- 6 Elixir
- 7 Food
- 8 Knowledge (notes, books, etc.)
- 9 Magical
- 10 Message transmitted by magical means
- 11 Panacea
- 12 Piece of a body
- 13 Poison
- 14 Poisonous animal
- 15 Powder
- 16 Seemingly harmless animal
- 17 Sentient being
- 18 Unspecified
- 19 Water
- 20 Wealth

d20 BODY PARTS

- 1 Antenna(s), horn(s), crest(s) or plate(s)
- 2 Back, chest or torso
- 3 Buttocks, butt or anus
- 4 Ear(s)
- 5 Eye(s)
- 6 Finger(s)
- 7 Foot / Feet
- 8 (Fore)arm(s)
- 9 Genitals
- 10 Hair, fur
- 11 Hand(s)
- 12 Head
- 13 Internal organ(s)
- 14 Knee(s) or elbow(s)
- 15 Leg(s) or thigh(s)
- 16 Mouth, tooth/teeth or tongue
- 17 Neck
- 18 Nose
- 19 Skin
- 20 Wing(s) or tail

d100 MEDIEVAL PROFESSIONS

| | | | |
|------------------|-----------------|--------------------------|---------------------|
| 1 Abbot | 26 Constable | 51 Herald | 76 Reeve |
| 2 Apothecary | 27 Cook | 52 Herbalist | 77 Roofer |
| 3 Archer | 28 Cooper | 53 Illuminator | 78 Ropemaker |
| 4 Armorer | 29 Coppersmith | 54 Innkeeper | 79 Scavenger |
| 5 Astrologer | 30 Ditcher | 55 Jester | 80 Scribe |
| 6 Astronomer | 31 Dogkeeper | 56 Knight | 81 Serf / Servant |
| 7 Bailiff | 32 Drover | 57 Lamp Lighter | 82 Sergeant-at-Arms |
| 8 Baker | 33 Dyer | 58 Laundress | 83 Shepherd |
| 9 Barber-Surgeon | 34 Embroidere | 59 Locksmith | 84 Silversmith |
| 10 Bard | 35 Executioner | 60 Mason | 85 Soapmaker |
| 11 Beekeeper | 36 Falconer | 61 Mercenary | 86 Spicer |
| 12 Bishop | 37 Farmer | 62 Mercer | 87 Squire |
| 13 Blacksmith | 38 Farrier | 63 Merchant | 88 Steward |
| 14 Boatman | 39 Ferryman | 64 Midwife | 89 Tailor |
| 15 Bookbinder | 40 Fisherman | 65 Miller | 90 Tanner |
| 16 Bowyer | 41 Fishmonger | 66 Minstrel | 91 Tax Collector |
| 17 Brewer | 42 Fletcher | 67 Monk | 92 Town Crier |
| 18 Butcher | 43 Fuller | 68 Notary | 93 Troubadour |
| 19 Candlemaker | 44 Furrier | 69 Ostler (Horse Keeper) | 94 Watchman |
| 20 Carpenter | 45 Glassblower | 70 Painter | 95 Water Carrier |
| 21 Carter | 46 Goldsmith | 71 Physician | 96 Weaver |
| 22 Chambermaid | 47 Gongfarmer | 72 Plasterer | 97 Wheelwright |
| 23 Chandler | 48 Grave Digger | 73 Potter | 98 Winemaker |
| 24 Chronicler | 49 Grocer | 74 Priest | 99 Woodcutter |
| 25 Cobbler | 50 Haberdasher | 75 Rat Catcher | 100 Woodward |

d10 REASONS WHY A HERO HAS FALLEN

- 1 Could not sacrifice a dear person or something important to complete the mission
- 2 Hero no more believe in the ideals of the mission, the defended system is corrupted
- 3 Changed to the other side because of enemy's values or love for an enemy
- 4 Betrayed by a trusted ally
- 5 Mortally wounded and left behind
- 6 Failed to do the mission, lost the will to fight
- 7 Mind broken by witnessing too much horror
- 8 Manipulated by a seer or prophecy into a doomed path
- 9 Incapacitated because of a curse or a wound
- 10 Became the very monster they swore to destroy

d20 RUINS: WHY A CITY HAS FALLEN

- 1 Abandoned because of unknown reason
- 2 Cataclysm resulted by catastrophic natural event (earthquake, drought, meteor, etc.)
- 3 Cataclysm resulted by powerful magic (big bomb, immense fire, killer specters, etc.)
- 4 Destroyed by indescribable creatures from another plane
- 5 It was conquered, and its population was taken as slaves
- 6 Plundered by conquerors who also exterminated its inhabitants
- 7 Rotted by corruption caused by demonic influence
- 8 Under a curse
- 9 Disease or plague wiped out the population
- 10 Economic collapse due to failed trade or resource depletion
- 11 Civil war or rebellion
- 12 Religious or ideological fanaticism led city to self-destruction
- 13 Its people ascended into some state of being, and then left the city
- 14 An interdimensional portal opened and threw the dragged city into the PC's world
- 15 A prophecy foretold its fall, and it became self-fulfilling
- 16 Its people willingly abandoned it for a promised land
- 17 Chosen by an ancient power as a sacrifice
- 18 Its rulers made a pact with dark forces that later came to collect what was due
- 19 The city was a living entity, and it died
- 20 A sleeping elder god awoke beneath it

d100 GENERAL ACTIONS

| | | | |
|--------------|------------|--------------|--------------|
| 1 Achieve | 26 Drop | 51 Live | 76 Slaughter |
| 2 Attack | 27 Eat | 52 Look | 77 Sleep |
| 3 Bite | 28 Fail | 53 Mount | 78 Smell |
| 4 Break | 29 Feed | 54 Move | 79 Sneeze |
| 5 Breastfeed | 30 Feel | 55 Murder | 80 Speak |
| 6 Breathe | 31 Fight | 56 Neglect | 81 Spit |
| 7 Build | 32 Flee | 57 Negotiate | 82 Start |
| 8 Bury | 33 Gather | 58 Obey | 83 Steal |
| 9 Buy | 34 Guide | 59 Open | 84 Stop |
| 10 Celebrate | 35 Harm | 60 Pray | 85 Surprise |
| 11 Clean | 36 Harvest | 61 Protect | 86 Swim |
| 12 Close | 37 Heal | 62 Punish | 87 Take |
| 13 Command | 38 Hear | 63 Raise | 88 Taste |
| 14 Count | 39 Hide | 64 Read | 89 Threaten |
| 15 Create | 40 Hunt | 65 Recruit | 90 Touch |
| 16 Cut | 41 Hurry | 66 Repair | 91 Trust |
| 17 Dance | 42 Inform | 67 Reward | 92 Use |
| 18 Defend | 43 Join | 68 Ride | 93 Violate |
| 19 Delay | 44 Jump | 69 Rob | 94 Vomit |
| 20 Destroy | 45 Kill | 70 Run | 95 Wake |
| 21 Die | 46 Kiss | 71 Savor | 96 Walk |
| 22 Dig | 47 Lay | 72 Search | 97 Wash |
| 23 Dirty | 48 Lick | 73 See | 98 Wet |
| 24 Drink | 49 Lie | 74 Sell | 99 Work |
| 25 Drive | 50 Listen | 75 Separate | 100 Write |

d20 ACTIONS: ENCOUNTER

| | | | |
|---------------|----------|---------------|--------------|
| 1 Attack | 6 Frown | 11 Observe | 16 Smile |
| 2 Come closer | 7 Greet | 12 Relax | 17 Snub |
| 3 Defend | 8 Ignore | 13 Run away | 18 Step away |
| 4 Dislike | 9 Laugh | 14 Run toward | 19 Tense up |
| 5 Examine | 10 Like | 15 Shout | 20 Weep |

d20 ACTIONS: DOING IN THE MOMENT

| | | | |
|---------------|-------------|---------------|------------------|
| 1 Chat | 6 Eat | 11 Love | 16 Sing or Play |
| 2 Clean | 7 Fight | 12 Play (fun) | 17 Sleep |
| 3 Contemplate | 8 Hurt | 13 Pray | 18 Wake up |
| 4 Do art | 9 Lie down | 14 Repair | 19 Work |
| 5 Drink | 10 Look for | 15 Run | 20 Write or Read |

d20 ACTIONS: COMBATANT(S)

| | | | |
|------------|-----------|-------------|------------|
| 1 Attack | 6 Defend | 11 Increase | 16 Repair |
| 2 Build | 7 Destroy | 12 Kidnap | 17 Rescue |
| 3 Capture | 8 Fight | 13 Provoke | 18 Rest |
| 4 Cross | 9 Flee | 14 Punish | 19 Sneak |
| 5 Decrease | 10 Heal | 15 Pursue | 20 Torture |

d6 ENCHANTMENTS APPLIED IN WEAPONS

- 1 Certain element is imbued to the weapon
- 2 Heals the wielder for a portion of the damage done to the enemy
- 3 Thrown weapon returns to wielder's hand
- 4 Dispels magical effects on target
- 5 Becomes bright and illuminates the area
- 6 Glow when certain type of creature is near

d6 ENCHANTMENTS APPLIED IN SHIELDS

- 1 Certain element is imbued to the shield
- 2 Return part of the damage to the attacker
- 3 Shields float on the air and protect the user autonomously
- 4 Dispels magical effects on weapon that touches the shield
- 5 Creates flashes that can temporarily blind who is near
- 6 Weight of the shield is reduced

d6 ENCHANTMENTS APPLIED IN ARMORS

- 1 Certain element is imbued to the armor
- 2 Once in the day negates a damage done to the wearer
- 3 Armor autonomously protects uncovered parts of the wearer's body
- 4 Wearer becomes invisible within shadows
- 5 When wearer's life is low, armor slightly changes to something that distracts the enemy
- 6 Weight of the armor is reduced

d10 LETHAL RESULT OF COMBAT

- 1 Relevant part of the body is cut off
- 2 Throat is cut
- 3 Belly is open
- 4 Bones of the legs or arms are broken
- 5 Internal organs are seriously damaged
- 6 Skin of the whole body is brutally damaged
- 7 Major artery is cut
- 8 Chest is crushed
- 9 Skull is crushed
- 10 Damage to the cervical region, victim is quadriplegic

d10 DEUS EX MACHINA

- 1** Suddenly appear a group of allies, or at least foe's enemies
- 2** Someone with influence demands the PC to be left alive for some reason
- 3** Enemy will not kill the PC, they have other plans
- 4** Catastrophic phenomenon starts, distracting everybody
- 5** A sudden betrayal from the enemy's ally that benefits the PC
- 6** Sudden structural collapse, separating the PC from enemies
- 7** Enemy is called away for an urgent reason
- 8** A hidden escape route that nobody had noticed is noted by the PC
- 9** Wild animal attack
- 10** Enemy has a heart attack, convulsion, or any incapacitating medical condition