

Roll	Result
1	<p>Escaped slave/prisoner. No starting money.</p> <p>01-50: Noone cares but you still have no money. 51-80: A minor bounty is out on your return/head (100gp). 81-99: A wanted-styled poster with your mug on it is in town with 200gp reward. 00: You shouldn't have stole that awesome piece of unique jewellery (500gp) on the way out. You have large bounty (1000gp) on your head and for the return of the item. Wanted Poster and Bounty Hunters.</p>
2	<p>Outlaw. You accidentally killed the wrong thing in the wrong place at the wrong time.</p> <p>01-60: It was someone important's child's pet. Someone who may be important one day will hate you for life because of it. 61-80: It was delicious but sacreligious. Clerics somehow know and treat you with disdain. +50% on the cost of all spells cast by cleric NPC's. 81-95: It was delicious and made styling clothes. 96-00: It was delicious, made styling clothes and netted some coin on the black market (+50gp starting gold).</p>
3	<p>Bar Fight. Everything didn't go completely to plan.</p> <p>01-50: You punched the dude that everyone likes and everyone knows about it. Everything in town is at least +10% to buy and -10% to sell. 51-70: It was an embarassingly pathetic punch. New nickname reflecting this lack of strength (eg: the Limp Wristed). Noone will treat you seriously until you prove 'em wrong. 71-95: The outcome is unknown but substantial property damage. Either pay 100gp (+10% per month) to fix damage or lose a drinking hole.</p> <p>96-99: Johnny Law is on your back for drunkenly punching an innocent bystander. If the guards catch you for your punch up you face a few days in the stocks. 00: You drunkenly hit on everything slightly attractive within 100m of the bar and the picked fights with all the things. You now have the status of most legendary partier, but the locals are paying you (50gp) to leave town and never come back.</p>
4	<p>Family Heirloom. Something valuable to your family is in the nearest dungeon and it's your job to get it back somehow.</p> <p>01-50: It is a large, heavy, silver statue of an ugly ancestor (150gp). 51-75: It is a small, very fragile, expensive object (300gp). 76-90: A legendary, very beautifully made, mundane sword (x100 value not including legendary value). 91-99: A full set of platemail made from black steel with family crest on it from when distant ancestors were a king (x200 value. May prove useful as future proof to throne). 00: A Tome of Ancient Spells and/or Spells stolen in Eons past. Invaluable. Mages have killed and will kill each other over it.</p>
5	<p>Exotic Brewery in the dungeon nearby. Glorious Beer Plus the following luxuries (and more).</p> <p>Best selection of beer for 500 km's in any direction. Nice atmosphere too. Rooms can be rented cheap (5gp/night - food included), guaranteed safe. Full strength dwarf battle stout (10gp per stein) on tap. You may grow a beard from it, but you will gain a +1 (+3 if you are dwarf) damage while you have at least quarter full stein in your hand. Black Dog Tactical brew (50gp per stein). Elite dwarf beard brew allows its imbiber to breath fire 1/stein drunk. Must have some sort of open flame nearby. May set breather on fire on a natural 1.</p>

6 Bad Reputation (Possibly). You probably shouldn't have done or said that thing and it makes doing business in town difficult.

01-20: Lollygagger. Noone knows what it is, but you were seen doing it and a guard told you get out of town for doing it.

21-40: "Loose Morals". Depending on the person you are either awesome for it or horrible (sometimes both).

41-60: Silver Tongue\Gift of the Gab\Talk Under Wet Cement. You have a knack with words, sometimes too many words.

61-80: Hero. You bragged about doing something heroic. Unfortunately everyone believed you and want you to do more heroic things.

81-00: Hero. You are actually a local hero for your actual real heroic actions. Go Hero! Kill the monsters!

7 Goblins stole your ...

01-20: Pet wolfhound. Best damn pet you ever had.

21-40: Griffin Egg. Will be the best damn mount you ever had if they don't fry it first.

41-60: Merchant Wagon. Well, your families. It was on it's way back with over 500gp worth of coins and trade goods.

61-80: Spellbook. Sucks to be you if you are a mage. If you get it back, some goblin wizard wanna-be has put 4 new random spells in it though.

81-99: Local wizards magic item (roll randomly or choose the Wand of Wonder like I always do).

00: It was Trolls actually, and roll again to get what they stole..

8 You're the child of a noble. One who is no longer wanted at home.

01-40: Okay, so it is the 5th child. You have no chance of inheriting and the others think you are a hanger-on and you have no money (+25 starting gold).

41-60: You are the 4th. You still have no chance of inheriting but the 5th despises you and the second is paranoid of you (+50 starting gold).

61-75: You are the 3rd child. You may inherit but it would involve at least 4 murders and they know it (+100 starting gold).

75-90: You are the 2nd child. The eldest is entirely too competent and hearty but got sick recently and suspects you strongly of bad deeds (+200 starting gold).

91-99: You are the 1st child.. Of the second marriage. So close. At least your parents like you (free loyal servant for life, a weapon of choice , a horse and some platemail).

00: You are the eldest, but a bastard. You'll never inherit and your existence is a reminder that your parent (50/50) partied too hard at band court one year. You get a awesome sword and get to wear the family crest and bitching clothes.

9 You had a duel, and..

01-05: Lost. Free heals for losers though. You get an awesome face scar. Chicks dig scars and you look sinister. Everyone knows you lost though.

06-35: Won. Unfortunately the loser took it badly. He holds a grudge and anyone associated with him feels the same way.

35-65: Won all fair and square. You get opponents valuable weapon as prize (x50 base price). Others start seeking you out to duel for said weapon .. Or just nick it.

66-90: Won in a freakish manner (eg: meteor\lightning bolt\etc). People start murmuring witch\warlock in your presence.

91-00: Won, but killed the opponent a little too much. Macho but bad form. The family of the victim has (or will) hired an assassin to avenge their death.

10 Dirt Poor (For best value announce after wealth roll or equipment has been bought).

01-20: Owe 100gp in gambling debts. Hope you roll well on starting wealth or goons will be around to aim for your kneecaps.

21-40: Fire! All equipment that can burn, has been burnt in a fire. The clothes on your back are a gift of generosity.

41-60: Theft! Someone nicked 25% of your starting wealth. If there is a thief in the party, 20% chance it was them.

61-80: Invested in the wrong merchant. 50% of starting wealth gone.

81-00: Taxes. The local nobs need to fund a new project and somehow you got stung badly. 75% of starting wealth gone.

11 Reliable Information of something in the nearby dungeon.

01-10: How to find a secret chamber.

11-20: How to find a secret chamber filled with a treasure hoard (at least 1000gp worth).

21-30: How to find a secret chamber filled with a treasure hoard (at least 1000gp worth) and where the traps are.

31-40: The rough location of a magic item.

41-50: The rough location of a (relatively) friendly wizard.

51-60: The answer to a puzzle.

61-70: The precise location of a large pile of precious metal.

71-80: The precise location of a large collection of exotic (possibly involving beholders) erotica. Worth bundles to the collector.

81-90: The precise location of your ancestors undead remains. Destroying them will allow the ancestor to get some peace and stop haunting the family.

91-00: Roll again, the information is unreliable and downright dangerous.

12 Cursed.

01-20: You turned down a witch and you are forever cursed with crotch itch. The curse will only be broken if you marry a goblin.

21-40: You got legendarily drunk and defiled a holy object. You are cursed with the horns, legs and tail of goat. Recover a lost holy object to atone. Hope you aren't a paladin or cleric.

41-60: Research went bad. You are compelled to raise some elder god from the deep dark below after reading some dodgy book. Remove curse will remove the compulsion .. If it is noticed by others.

61-80: You shouldn't have picked on the kid who would one day become a venegful sorcerer. Unsightly boils until you make it up to them.. Or Remove Curse.

81-00: Did the nasty with a shapeshifted (ugly) celestial. Like Good Guy Greg, you didn't complain. You are cursed with fantastic good looks. The attention from every interested party for miles around is getting a bit much though.

13 Your secret's out

01-33: You are a changeling. No special powers but fae creatures are more likely to be nice to you. Your family kicks you out though.

34-66: You are an initiate to a dodgy, secret cult. You thought it would impress your latest crush. The cult is unhappy their secret is out.

67-99: Adultery. Found out when several people compared notes. A lot of people are pretty unhappy about it. However, you have an awesome reputation ala Don Juan\Casanova\Mata Hari.

00: You have a pervsion for something weird (goats\old cart wheels\etc), sadly you got caught in the act and you have a nickname to match.

14 You are on a Quest.

01-25: A secret, good (and surprisingly useful) order has tasked you to help clear out the nearby den of evil. If the player wipes out a randomly picked bad faction give them +500 XP and they raise their standing in the order.

26-50: A wizard needed something retrieved from the dungeon. You're under a gaes to retrieve it. He will give you extra starting money (+100 gp) and will be indebted (and grateful) to you after it's return.

51-75: You are a crusader for good cause and do it unflinchingly, like a nicer Batman really. Upright citizens love you for it. -20% cost price for places that know of your good deeds.

76-00: Massive bender ended in a promise an ancient Diety. They heard and expect you to do it (DM's choice). You wish you knew what it was and who it is for, since you get ill after a couple weeks of inaction.

15 Employed to do something for someone

01-20: You are on a good wicket. You get paid by <insert common monster here> ear\antenna\whatever (10gp per).

21-40: The town will pay you handsomely for clearing out those bloody bandits holed up in the nearby dungeon\stronghold (200gp to 500gp).

41-60: A mage needs rare elemental stuff (fire\earth\water\air) and is willing to pay a massive premium for it (100+ gp per vial).

61-80: A rich land owner is paying you 10 times your going rate per month to stop the raids on his lands. He has even given you a small house to use free of charge while you do the needful.

81-00: You get free beer and lodging for a year if you track down an indiscreet adventure who got the Innkeep's daughter preggers. Bonus pay if the scallywag comes back and marries said daughter.

16 Bounty\Reward on offer

01-30: An outlaw is hiding out in the dungeon and he has a decent bounty (200gp) on his head. Or if a fellow party member has a bounty on their head, then use whatever bounty they rolled and they are the target.

31-50: An Ogre squished a knight. Get in with the local Lord and collect the reward (1000gp).

51-70: Someone nicked the crown jewels (or their local equivalent). Get land and title for their return.

71-85: Rebel scum are hiding near by. 50 gp for each one returned alive, 25 gp for dead. 50% chance that rebels are actually the good guys and make a counter offer.

86-00: A Necromancer has set up shop on a nearby barrow\torture chamber\battlefield\etc. Locals aren't too chuffed and pull together 800 gp, a house and a bitching party to get it sorted.

17 Mysterious event..

01-33: d100 x 5 birds have fallen dead out of the sky onto the town you are in. Find out why (it's a witch) or watch people up and leave as it continues to happen.

34-66: The town well has dried up and some strange glowing green goop is sitting in the bottom. Hermit wizard in\near dungeon blamed.

67-99: Every mother in town has disappeared, all signs point to a Hag hiding out nearby.

00: Faeries partied in town last night and shit got weird. Water is honey, cows are strange bee things. People have horns and\or funny coloured hair and noone speaks the same language. Only a powerful fae can fix it.

18 It's a Bug Hunt! Someone wants some creature for some reason

01-20: A scribe is preparing a magically binding document and needs the strange blood of some difficult to find monster known to live nearby. He will pay 200 gp per vial. Each vial spoils as quickly as the GM likes\thinks is funny.

21-40: The local ruler wants a menagerie for an upcoming important visit. The weirder the better pay (XP in Gold for live, healthy, non-sentient critters).

41-60: An armorer has discovered how to work with large reptilia scales. He needs the eggs of the a giant lizard to start up his business. Will pay 30 gp per egg or 25% of future profits.

61-80: Siege engineers needs new sappers, live tunnelling monsters that are docile are best. Will pay up to 100 gp per creature depending on how suitable it is. Intelligent ones get 20x their hireling price.

81-00: A group of seemingly upright citizens are paying 30gp per live kobold\goblin returned. They are actually going to sacrifice the creatures to resurrect an old good god. Sadly they have been tricked.

19 Need to Impress..

01-25: The parents of your significant other. They think you are unworthy. Gain a level doing awesome things and you get a massive dowry\wedding gift of 2000+ gp value.

26-50: Your guildmaster\mentor. Gain a level and dedicate to all and sundry his or her magnificence and they will train you at 50% of the price (if applicable) and will give access to some of their resources. No longer considers you useless.

51-75: Henchmen\Hirelings that you are a worthy master. Gain a level and defeat an impressive foe and increase their loyalty to you (+20% to base loyalty until you do something to ruin it).

76-00: The nearest court mage. He needs rare-earth crystals to complete his Orrery and he needs them in bulk. Get 500 pounds and he will give either 20gp per pound or access to 5 spells in his library (GM choice).

20 Gold rush! An epic treasure hoard as been found..

01-33: An old crypt has been discovered, traps and guardians remain. The race is on to get a chunk of the phat loot. 30,000+ gp in very heavy art and furniture and 1d6 other parties on the hunt.

34-66: A wall has collapsed revealing a large vein of gold. A dwarven mining war party, fully kitted to stake a claim are on their way to get it. Strongholds can be built on the back of this find for whoever can claim and hold it.

67-99: A well kitted, experienced, rival group of adventurers have fallen somewhere deep in the dungeon. Rumours are that it was due to mishap and all their hard earned gear is still on them.

00: The jackpot. Dragon slain by earthquake. 60,000+ gp in coins, gems and jewellery. Magic items and spellbooks are probably there too. The whole town knows it and probably most of the dungeon too.