

CITY ENCOUNTER TABLE (1d6) Result

1-4	Nothing out of the ordinary happens
5	Roll once on City Witness table
6	Roll once on City Adventure table.

CITY WITNESS TABLE

The City Witness Table gives a listing of encounters that the characters see happening but do not immediately involve them.

(1d100) Encounter

01-03	Birdmen delivering re-captured Vinyan treasure)
04-06	Lost Scout Robot approaching (p.213)
07-09	Traffic jam (1d4) 1. People 2. Accident 3. Animals (Horners, Dremles, random Alien) 4. Spectacle
10-12	Transporter is transporting randomly
13-15	Seer preaches (1d4) 1. Salvation 2. Nonsense 3. Damnation 4. Prophecy
16-18	Adventurers return spinning tall tales
19-21	Madman running down the street
22-24	Curfew tonight because of Shadow Wolf attack last night
25-26	City's Protector is ill
27-30	Tax: 5 CR per person
31-34	Extra pay for militia volunteers
35-38	Crazed Horner in street
39-42	Stray arrow strikes near party
43-48	Bar fight in progress (see barfight, see p. 116)
49-52	Crime against others (1d4) 1. Assassination 2. Kidnapping 3. Mugging 4. Pickpocket
53-55	Chase (1d4) 1. Rooftop 2. Street 3. Alley 4. Building
56-58	Stable fire
59-63	Town crier (1d4) 1-2. All's well 3. Soapbox 4. Call to arms
64-66	Drunk (1d4) 1. Militiaman 2. Loud bums 3. Wench 4. Hypnotist

(1d100) Encounter

67-69	Small explosion and smoke in nearby building, general panic
70-72	Militiamen accosting women
73-75	Militia putting down civil disturbance
76-78	Militia cornering escaped alien (1d4) 1. Death Disk 2. Dragonkind Pack Beast 3. Rock Beast 4. Lenex
79-81	Double militia patrol: Pit Worm loose in the sewage system
83-85	Personal duel (1d4) 1. Cell Blasting 2. Wrestling 3. Weapons 4. Humor/Stories
86-88	Maniac trying to incite riot
89-90	Public trial/execution
91-92	Toddler in impending doom (1d6) 1. Falling 2. Under Horner 3. Object falling 4. Playing with Dart Plant 5. Under wagon wheel 6. Wandering into transporter
93-94	Argument between (1d6) 1. Housewives in window 2. Horners and trainer 3. Merchants 4. Half-Tron and Bartender 5. Customer and street vendor 6. Man and wife
95-96	Limping midget being harassed by wayward youths
97-98	Vigilantes searching for (1d6) 1. Zod bowman 2. Old people 3. Flashy swordsmen 4. Half-trons 5. Strangers 6. Scantly clad females
99	``Bring out your dead!'' 10% chance for mistake
00	Observer in town square

CITY ADVENTURE TABLE

The City Adventure Table lists of encounters that directly involve the characters.

(1d100) Encounter

01-05	Find an item (1d6)
	1. Random coin
	2. Key
	3. Book
	4. Transporter Protector
	5. Fish
	6. Odd clothing (hat, towel, underwear)
06-09	Business proposition (1d4)
	1-2. Legal: Transport crate, protection, etc.
	3-4. illegal: Extortion, smuggling, etc.
10-14	Crimes against character (1d4)
	1. Assassination
	2. Mugging
	3. Kidnapping
	4. Pickpocket
15-19	Accused of crime (1d6)
	1. Shoplifting
	2. Smuggling
	3. Murder
	4. Creating a disturbance
	5. Soliciting
	6. Loitering
20-23	Healer exclaims that party member looks deathly ill
24-26	Party member receives stares and seems to be recognized as (1d8)
	1. Supposedly dead person
	2. An old lover
	3. Friend
	4. Himself
	5. Hated enemy
	6. Wanted criminal
	7. Hero
	8. Celebrity
27-32	Find body
33-36	Drunk bumps character and (1d8)
	1. Insults character
	2. Starts a fight
	3. Ignores character (make Disease Check, p.93)
	4. Passes out
	5. Accuses character of theft
	6. Asks to be taken home
	7. Apologizes
	8. Asks for a drink
37-40	Offered candy
41-45	Slandered/attacked by (1d8)
	1. Street urchins
	2. Collection agent
	3. Old crone
	4. Horner
	5. Beggars
	6. Militia
	7. Pack of deranged editors
	8. Ex-lover

(1d100) Encounter

46-49	Nequitar warrior propositions male party member
50-53	Service offered (1d4)
	1. Socialator
	2. Transporter Guide
	3. Horner Taxi
	4. Artist
54-57	Characters searched or questioned by militia
58-62	Party being followed by (1d8)
	1. Dark, hooded figure
	2. Old men betting on actions of characters, 2 to 1 odds on violence.
	3. Beggars
	4. Interested spectators
	5. Religious sect
	6. Determined merchant
	7. Mob
	8. Friendly Horner
63-66	Greeted by unknown person with a (1d6)
	1. Warning
	2. Invitation
	3. Signal, then leaves
	4. Request for money
	5. Coded message
	6. Request for protection
67-70	Someone asks (1d4)
	1. For directions
	2. Personal questions
	3. Time or date
	4. About item carried
71-75	Spy or assassin (1d4)
	1. Recognizes character
	2. Is seen pacing off distances
	3. Tries to join party
	4. Tries to recruit character
76-78	Lost child looking for mother
79	Frantic mother looking for child
80-84	Random character hit with (1d8)
	1. Bird dropping
	2. Leftovers
	3. Chamber-pot contents
	4. Dead Licking Wonder
	5. Dishwater
	6. Coin
	7. Rock
	8. Stray arrow
85-89	Accident victim lands at feet
90-94	Prostitute (1d4)
	1. Claims to be held prisoner
	2. Gives character note
	3. Propositions character
	4. Heckles character
95-99	Hear favorite song
00	Lose valuable item or have one stolen

Horner Taxis

For faster transportation, Horner taxis are available to the general public in most of the major towns and cities for a small fee. It is customary to tip the driver; there have been instances when Horners have been more than rude to ungrateful

passengers. Standard fare runs from 2–5 CR per person depending on the length and comfort of the ride. Occasionally a Horner will have signs on its side, advertising for local merchants and the like. Use the following table to determine the ride experience.

HORNER RIDE ADVENTURE

(1d100) Horner Action		(1d100) Horner Action	
01–55	Horner is agreeable and makes good time.	76–80	Unwilling to move or traveling even slower than walking: “I don’t want to take him, he’s too fat!” or “He’s poking me with something!”
56–60	Horner tries to tell passengers jokes or humorous stories (10% chance for success); “A funny thing happened to me on my way to the square . . .”	81–85	Won’t move with this load of passengers unless bribed or beaten. “I’ve got this terrible pain all down my left side” or “Why not walk? You could use the exercise!” or “Time for my nap!”
61–65	Horner pleads with passengers to free him from his cruel master. 15% chance to be true. “He beats me and locks me up in a cold, damp, smelly place!” or “He treats me like a stupid beast!”	86–90	Takes the passengers for a swim whether they like it or not.
66–70	Refuses to go directly to destination, makes several detours; sees a friend or “This way is so much prettier!” or “You don’t want to go that way; it’s sooo boring!”	91–95	Gets involved in a high-speed chase. Passengers must make Ride % or fall to the street.
71–75	Stops before destination is reached to brag to or insult another horner: “My stall is the biggest in the city!” or “My master can beat up your master!” or “My load is heavier than your load, because your master knows you’re a wimp!”	96–99	Horner goes out of his way to try to horn a pedestrian. “He was trying to Cell-blast me!” or “He didn’t tip us last time and he insulted my intelligence!”
		00	Horner stalks characters and tries to horn them when they least expect it.

Note of interest: There is a 10% chance that a Horner will be nearby and ready for more passengers.

Urban Tolerance

Half-Trons, Zod Bowman, Nequitars, those with Mind Masters attached, or any other semi-alien individuals are often treated with disdain, revulsion, or outright hostility in many Vinyan towns. Even Element Masters may be greeted with mistrust in some cities. The degree of intolerance is influenced by the location and size of the city, proximity to the Borderlands, recent history, character actions, or even bad luck.

Half-Trons are sometimes mistaken for their purebred relatives. Even if they may only slightly resemble their killer kin, they may be accepted but rarely trusted. Humanoids with Mind Master stalks sticking out of their helmets may unnerve townspeople (“It’s an evil creature perverting him to the ways of chaos!”). For this reason, Mind Master hosts must also roll on the acceptance table to gain admittance to a city or town.

To determine acceptance simply add or subtract the appropriate modifier for city, apply the result to a 1d100 roll, and refer to the Acceptance Results table.

Depending on the GM’s campaign, Zod Bowman, Nequitars, or other semi-alien may have to roll on the Acceptance table as well.

ACCEPTANCE MODIFIERS BY CITY

City	Half-Tron	Mind Master	Zod Bowman	Nequitar Warrior	Element Master	Part Drazzi	Part Golden Hero
Twin-City East	-05	0	0	+20	+20	0	+30
Faine	-10	-05	-05	+15	+15	0	+20
Tennek	0	0	0	+20	+25	0	+40
Bruff	-10	-10	-10	-10	-10	-10	0
Geffren	-05	-15	0	+10	+25	0	0
Twin-City West	-05	0	0	+30	+15	0	+25
Trebor	0	-15	0	0	-15	-10	+10
Ostland	-10	-25	-05	+10	-15	-05	+10
Birchwood	-20	-25	+05	-05	0	-05	+05
Unspeakables	0	-10	0	+50	+10	0	+15
Old Capitol	-15	-20	+05	-05	0	-05	+15
Town	-15	-25	0	-05	+05	0	+20
Village	-20	-30	-05	-10	+10	-05	+15
Hamlet	-25	-40	-10	-15	+05	-10	+10

ACCEPTANCE RESULTS

(1d100)	Result
00+	Talk of the town; treated as celebrity.
76–99	Treated like any normal person.
51–75	Hush at entrance, followed by nervous glances and whispers.
36–50	Carefully watched; people will not resume normal activity.
11–35	Allowed only minimal acceptance, (i.e., food and lodging). Will be followed by militia at all times.
06–10	Will not be allowed to enter city under any circumstances.
00–05	Chased away, by threats and/or force.