

Adventure Outline Maker

SciFi Edition

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Preface

Adventure Outline Maker Sci-Fi Edition

As a GM or a story creator, you can often find yourself stuck for ideas. Especially after your players decide to go off carefully beaten track you designed. Or you forgot your notes and need to come up with at least the outline for an adventure in a few moments.

The Adventure Outline Maker is for just those kinds of moments. Using a series of d100 tables it creates an adventure outline, with contact type, your mission, where it is, and what complication there is, or what help you may get, even a suggested reward. This outline is then used to help you come up with a full adventure or side Mission.

Each aspect table has 100 entries, with some duplication to reflect the more common entries.

There are also two examples outlines included, showing how the process works and taking you through it step by step. You will need to flesh out the details yourself, but that is not a hard thing to do and Ennead Games can help with that as well, with our numerous generators for backgrounds, names and more.

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How to use

In this publication, there are 9 tables to roll on, with two of them being considered the same table. Taking a d100 or 2 d10's with one nominated to being the tens and the other for single digits, with 00 = 100, you then roll on each table in turn. Each table will give you a different aspect for your adventure outline. It won't create everything in the adventure, but it will provide you with a good framework to start with, such as who the mission is from, what the reward might be and so on. You may wish to pick from these lists as some of the random combinations may be hard to design an adventure around.

Aspects

Within each table, some entries are duplicated or other words for the same thing are used. This is to help fill out the tables and make some options more common than others.

Contact – Personality

This gives you the primary personality of your contact. It might be the person you have to return the item to, or who you have to see about payment for a job done. The contacts personality can determine many factors, such as how much of the promised reward you'll get, how they deal with you etc.

Contact – Profession

This aspect tells you the profession of the person you are dealing with. It could be a CEO, a security guard, a pilot or anything else. As there are two d100 tables, you need to determine which one to use. The easiest way to do this is to roll a separate dice – If the result is odd, use table one, if even use table two.

Mission – Action & Target

These two tables, when combined, give you a brief description of your mission. It can range from kidnapping to retrieval.

Location

This tells you where the adventure or subject of your mission is located. Or, more correctly, where the target should be...

Complications

A complication is an event that arises to hinder or just makes things worse, such as bad weather, missing the transport etc. These can be more passive things that are outside of the groups' control. In other words, bad luck. This table can be considered to be optional.

Help & Opposition

This aspect deals with any active help or opposition the party may encounter. You may need to roll once or twice on this table. Help is someone or something working actively or passively to aid you, with the opposition being the opposite.

D20	Help or Opposition
1 - 5	Roll Once – Help
6 - 15	Roll Twice – Help & Opposition
16 - 20	Roll Once – Opposition

Reward

This gives you a rough idea of the reward you may be getting. This should be adjusted according to the contact/Mission giver, or alternately, you can try to come up with a reason why the wealthy CEO has offered you only a few paltry credits for the return of his beloved daughter, or why the seemingly poor hacker has granted you a powerful weapon for protecting her home.

Example Outlines

The basic format of the outline can be seen below. This is not the only format that you can use but is a good starting point. More formats can be found in the next section.

Don't forget that you are not forced into using a result. If you feel you can't work with a particular combination, that it doesn't make sense or another works better, then use that instead.

A [personality] [profession] wants you to [mission – action] a [mission – target] that is located in [location]. Along the way, the party runs into [complication] and are aided or hindered by [help & opposition]. Their reward on success is [reward].

Aspect	Dice Roll	Result
Contact Personality -	40	Gentle
Contact Profession -	7 & 35	Table 1 Chemist
Mission Action -	26	Discover
Mission Target -	12	Beast
Location	91	VR/AR/Game world
Complication	72	Red Herring
H & O	37 & 86	Former Ally & Temporal Fluctuation
Reward	24	Favor owed - major

For Contact – Profession a 7 was rolled on a d10 indicating to use table 1. The second roll, a 35, then indicated this person is a Chemist.

We now have the basics of an outline to use for a mission.

Example 1

A gentle chemist has got in contact with the party and requires some help. In a popular AR game, there is meant to be a unique, one of a kind beast that has been perfectly modeled on a now extinct creature using ancient, yet oddly detailed, data.

The chemist requires you to discover as much as possible about this creature/simulation as, if proven to be as accurate as they believe, could help greatly with a clinical study/treatment they are doing. In return for their help, this chemist will help them out in the future. This chemist is well known and respected in the region, so having their help amounts to a major favor owed them.

All clues found within the game/AR point to the wrong location or someone attempting to “kill” the unique creature. It feels almost as if someone is working against them.

Originally, the H/O roll indicated the “Former Ally” was a help, but I decided that it would be more interesting if the former ally was working to sabotage their efforts and sully their good name by misleading them and setting them up to take the blame for the destruction of this unique digital creation.

All that is left is to work out how to use Temporal Fluctuation in this mission. As this is a VR/Game world, this is easier than it first appears. One of the party members somehow manages to trigger a “roll-back” in the AR/Game world to when the beast was in a known location in the game and/or in a non-corrupted and viable state, undoing the work done against them.

Example 2

Another way to make a mission/quest outline that can save you time is to roll the d100 once and use that for all the aspects of the mission.

Again, remember that you are not forced to use the result you get from this roll, especially if the results are apparently nonsensical or odd. Such is the nature of random tables, but by stretching your imagination you can come up with more memorable results.

For this example, we'll be using the result of a random d100 roll – In this case, 67. As the number is odd, for the profession aspect, this will translate to using the second table.

The only exception to this format was on deciding the help/opposition and the reward. These two result in an Opposition from an Outlaw and the reward of a Computer Technician being in your services until they are killed or dismissed.

Looking up #67 on each of the aspect tables gives us the following:

Aspect	Result
Contact Personality	- Persuasive
Contact Profession	- Sensor Maintenance Engineer
Mission - Action	Poison
Mission - Target	PCs Enemy
Location	Outpost
Complication	Phase Shift
H & O	O - Outlaw
Reward	Services of a Computer Technician until dismissed, killed etc.

Mission Outline

Using the above information as a baseline and expanding where needed, the mission could be outlined as follows:

The party is contacted by a rather charismatic and persuasive Sensor Maintenance Engineer.

This SME works of the Alpha-Seven Monitoring Outpost, located in deep space monitoring an area filled with what they believe to be minor anomalies. A hard job, but it pays well, even if the location is frequented by characters of an unscrupulous nature.

One of these characters has been causing problems for the few families that live and work there. As the PCs are known for dealing with problems like this, they are asked to poison, but not kill a particular nefarious individual. When asked why poison is requested they are brushed off or told: "There are reasons why...but not for you to know."

In return for this task they also ask if you can take their younger brother off station. He is considered to be an expert in using computers by many, but hates this place and wants to leave. He will work with the party and would be classed as a valuable asset, able to help them anytime they needed.

It turns out that this shady individual is none other than an old enemy of the party. He is here to finalize a deal with an infamous and deadly outlaw, joining together to help take on the PCs.

Before long, the area the station is monitoring starts to undergo an unstable phase shift, endangering the station and all who reside within. If the party succeeded, their old enemy will probably be too weak or ill to leave the station, with no guarantee if the place or anyone left behind will survive the approaching chaotic phase-shift storm.

Outline Format

The section above mentioned one type of format for outline, but as you can imagine, there are many more possibilities. Feel free to come up with your own formats and combinations. Most of them are self-explanatory, but a brief explanation has also been provided for each format.

D20	Format for outline
1 - 8	Full/all aspects
9 - 10	Giver & Mission
11 - 12	Giver personality & Mission
13 - 14	Just the Mission
15 - 16	Mission & Location
17 - 18	Mission & Reward
19 - 20	Mission & Help/Opposition

Full

Full is the one mentioned in the example above. It is repeated below for ease of reference

A [personality] [profession] wants you to [Mission – action] a [Mission – target] that is located in [location]. Along the way, the party runs into [complication] and are aided or hindered by [help & opposition]. Their reward on success is [reward].

This is probably the version you'll be using the most.

Giver & Mission

For this option, you only need to roll on the [Contact- Profession] and [Mission-Action] & [Mission-Target] tables.

Giver personality & Mission

As [Giver & Mission] but you also roll for the givers [Contact – Personality] as well.

Just the Mission

For [Just the Mission] format you only need to roll on the [Mission-Action] and [Mission-Target].

Mission & Complication

Roll on [Mission-Action] + [Mission-Target] along with [Complication].

Mission & Help/Opposition

Roll on [Mission-Action] + [Mission-Target] along with [Help & Opposition]. Remember that if you are using the H/O table, you also need to roll on the H/O mini-table, listed in the aspects section.

Mission & Location

Roll on [Mission-Action] + [Mission-Target] along with [Location]. Useful for when you want to leave clues in a diary or letter to help nudge the party along

Mission & Reward

This is basically the same format as [Just the Mission] but with a [Reward] table added to the ones you need to roll on.

Contact - Personality

D100	Contact - Personality
1	Accomplished
2	Action oriented
3	Adorable
4	Affectionate
5	Afraid
6	Agreeable
7	Available
8	Boring
9	Boundless
10	Brash
11	Brazen
12	Classy
13	Clever
14	Cold
15	Concerned
16	Confused
17	Controlling
18	Cooperative
19	Courteous
20	Dazzling
21	Deceiving
22	Defective
23	Dependent
24	Detached
25	Detailed
26	Determined
27	Disagreeable
28	Disciplined
29	Discouraged
30	Doubtful
31	Egotistic
32	Enchanting
33	Fanciful
34	Fantastic
35	Filthy
36	Flamboyant
37	Fortunate
38	Fresh
39	Frigid
40	Gentle
41	Gives up easily
42	Graceful
43	Gracious
44	Guilt ridden
45	Haggling
46	Haughty
47	Hedonistic
48	Horrible
49	Humble

50	Humorous
51	Ill
52	Inconsiderate
53	Innocent
54	Interrupting
55	Involved
56	Irreverent
57	Joyful
58	Languid
59	Loud
60	Loving
61	Melancholic
62	Miserly
63	Never hungry
64	Nonchalant
65	Open-Minded
66	Peaceful
67	Persuasive
68	Placid
69	Pleasant
70	Punctual
71	Pushy
72	Quixotic
73	Realistic
74	Relaxed
75	Repulsive
76	Rich
77	Rough
78	Sanctimonious
79	Secretive
80	Self-disciplined
81	Sexy
82	Sharp
83	Sorry
84	Spunky
85	Supercilious
86	Talented
87	Tentative
88	Terrified
89	Testy
90	Timid
91	Tiresome
92	Understanding
93	Unhappy
94	Unkind
95	Unsure
96	Vulnerable
97	Wild
98	Wishy Washy
99	Youthful
100	Zany

Contact - Profession 1

D100	Contact - Profession (1)
1	Accountant
2	Actor
3	Administrator
4	Adult Services
5	Anarchist
6	Anaesthesiologist
7	Anthropologist
8	Apprentice
9	Architect
10	Archaeologist
11	Armoured Infantry
12	Armoury Officer
13	Art Dealer
14	Artist
15	Assassin
16	Assistant
17	Astrobiologist
18	Astrophysicist
19	Asylum Seeker/Refugee
20	Atmospheric Pilot
21	Author
22	Barber/Hairdresser
23	Bartender
24	Bio-engineer
25	Biochemist
26	Bioweapon Dealer
27	Bodyguard
28	Bombers Pilot
29	Botanist
30	Bounty Hunter
31	Bureaucrat
32	Cartographer
33	Chef/Cook
34	Chief Executive Officer
35	Chemist
36	Chief of Security
37	Child carer
38	Colonist
39	Communications
40	Computer Technician
41	Convertor/Missionary
42	Corporate Operative
43	Counsellor/Therapist
44	Counter Terrorist
45	Courier
46	Covert Operative
47	Crime lord
48	Cryptographer
49	Custodial Staff

50	Cybernetics Engineer
51	Delivery Driver
52	Diagnostic Technician
53	Diplomat
54	Drill/Training Instructor
55	Drive/Engine Operator
56	Drone Commander
57	Drone/Bot Technician
58	Drop Pod Commander
59	Drug Mule
60	Duty Medic
61	Duty Officer
62	Ecologist
63	Economist
64	Emergency Systems
65	Energy Weapon Specialist
66	Engineer
67	Environmental Inspector
68	Equipment Specialist
69	Exorcist
70	Exotic Goods Trader
71	Exotic Weapon Specialist
72	Explorer
73	Factory Worker
74	Fashion Designer
75	Field Medic
76	Field Medic
77	Fighter Pilot
78	Film Maker/Archiver
79	Fire/Damage Control
80	Firearms Trainer
81	First Contact Specialist
82	First Responder
83	Flight Controller
84	Gambler
85	Games Designer
86	General Goods Trader
87	Geneticist
88	Geologist
89	Guard/Private Security
90	Gym Instructor
91	Hacker
92	Health & Safety Officer
93	Historian
94	IT Security
95	Illegal Goods Trader
96	Industrial Pilot
97	Industrial Trader
98	Infantry
99	Information Broker
100	Inquisitor

Contact - Profession 2

D100	Contact - Profession (2)
1	Instructor
2	Investigator
3	Journalist
4	Judge
5	Lawyer
6	Librarian/Record Keeper
7	Linguistics Officer
8	Livestock Trader
9	Loadmaster
10	Locksmith
11	Long term carer
12	Mathematician
13	Mech. Pilot
14	Mechanised Infantry
15	Media Advisor
16	Melee Expert
17	Mechanic
18	Mercenary
19	Military Person (High Rank)
20	Military Person (Low Rank)
21	Military Person (Med Rank)
22	Military Police/JAG
23	Miner
24	Model
25	Morale Officer
26	Mutant Hunter
27	Nano Technician
28	Navigator
29	Negotiator
30	Neurology
31	Nuclear Technician
32	Nurse
33	Nutrition
34	Operations Manager
35	Organ Dealer/Thief
36	Oversight Committee Member
37	Party Coordinator/Planner
38	Personal Guard
39	Pharmacist
40	Physiotherapist
41	Physicist
42	Police Officer
43	Political Activist
44	Political Officer
45	Politician
46	Precog
47	Prison/Brigg Officer
48	Private Detective
49	Privateer/Pirate

50	Projectile Weapon Specialist
51	Prospector
52	Psionist/Psyker
53	Psychiatry
54	Programmer
55	Public Liaison
56	Radio/Broadcaster
57	Rebel Fighter
58	Religious Leader
59	Religious Police
60	Remote Drone Operator
61	Reporter
62	Robotics Engineer
63	Sanitation Technician
64	Scout
65	Scrap Merchant
66	Security Officer
67	Sensor Maintenance Engineer
68	Sensors/Radar
69	Servant
70	Service Conductor
71	Shield Monitor
72	Shop Keeper
73	Shuttle/Small Craft Pilot
74	Slaver
75	Smuggler
76	Social Media Officer
77	Spy
78	Standards Inspector
79	Strategic Operations
80	Street Surgeon
81	Structural Maintenance
82	Surgeon
83	System Monitor
84	Tactical Officer
85	Teacher
86	Technician
87	Telepath
88	Temporal Police Officer
89	Terraformer
90	Test Pilot
91	Translator
92	Transient/Homeless person
93	Transporter Chief
94	Unarmed Combat Teacher
95	Vigilante
96	Waiter/Waitress
97	Weapons Dealer
98	Wing Commander
99	Xeno Archaeology
100	Xeno Biology

Mission - Action

D100	Mission - Action
1	Aid
2	Assassinate
3	Assault
4	Assist
5	Attack
6	Avenge
7	Battle
8	Beg for forgiveness
9	Beg for mercy
10	Beset
11	Blackmail
12	Break
13	Chase
14	Chase
15	Cleanse
16	Combat
17	Conceal
18	Contend with
19	Create
20	Defeat
21	Defend
22	Deliver message to
23	Deliver object to
24	Destroy
25	Destroy
26	Discover
27	Disguise
28	Disrupt
29	Distract
30	Encounter
31	Entertain
32	Escape From
33	Escort
34	Escort
35	Explore
36	Fight
37	Find
38	Find
39	Foil
40	Foil
41	Get
42	Guard
43	Guide
44	Hide from
45	Implicate
46	Infiltrate
47	Insert
48	Intercept
49	Intimidate

50	Investigate
51	Join
52	Journey to
53	Kidnap
54	Kill
55	Liberate
56	Locate
57	Meet
58	Move
59	Negotiate with
60	Obliterate
61	Observe
62	Offer Forgiveness
63	Offer Mercy
64	Oppose
65	Overthrow
66	Plead
67	Poison
68	Protect
69	Protect
70	Race
71	Raid
72	Recover
73	Repair
74	Repel
75	Replace
76	Rescue
77	Rescue
78	Resist
79	Retrieve
80	Reveal
81	Revenge
82	Sabotage
83	Safeguard
84	Salvage
85	Save
86	Scan
87	Seek
88	Serve
89	Shield
90	Speak with
91	Steal
92	Strike
93	Support
94	Survey
95	Stop
96	Take
97	Threaten
98	Track
99	Trap
100	Travel with/to

Mission - Target

D100	Mission - Target
1	Airforce
2	Alien (Humanoid Alien)
3	Alien (Other Alien)
4	Ally
5	Animal (Common)
6	Animal (Rare)
7	Animal (Unique/Thought Extinct)
8	Armour (Experimental)
9	Armour
10	Army
11	Artefact
12	Beast
13	Building
14	Changeling/Shapeshifter
15	Child
16	City
17	Clone
18	Colony
19	Construct
20	Corporation CEO/Board Member
21	Corporation Manager
22	Corporation Worker
23	Corporation/Company
24	Country
25	Creature
26	Credits/Cash
27	Data crystal
28	Data grid/Network
29	Document/Data (Blackmail)
30	Document/Data (Confessions)
31	Document/Data (Deeds)
32	Document/Data (Map)
33	Document/Data (Other)
34	Document/Data (Recipe)
35	Document/Data (Religious)
36	Document/Data (Sentimental)
37	Drugs
38	Energy Being
39	Event
40	Experiment
41	Fake Item
42	Family (Other)
43	Family (Party Member)
44	Family (Quest Giver)
45	Fortress
46	Friend
47	Gem/Jewel
48	Ghost like creature
49	God/deity like being

50	Government Building
51	Government Enforcer
52	Government Official
53	Guards
54	Humanoid
55	Implant
56	Love Interest
57	Merchant/Trader
58	Monument
59	Moon
60	Mutant
61	Navy
62	Network
63	Noble
64	Organization - Popular
65	Organization - Unpopular
66	Outpost
67	PCs Enemy
68	Planetary Ruler
69	Planet
70	Program
71	Prophecy/Prediction
72	Propulsion/Drive Technology
73	Rare Mineral
74	Rebel
75	Religious Item
76	Rival
77	Robot/Droid
78	Sattelite
79	Secret
80	Secret
81	Slave
82	Small/Non public company
83	Soldier
84	Species
85	Starbase
86	Starship
87	Stranger
88	Technology
89	Theif
90	Valuable Item
91	Villain
92	Warlord
93	Weapon (Experimental)
94	Weapon (Melee)
95	Weapon (Ranged)
96	Weapon (Starship)
97	[Roll on Location Table]
98	[Roll on Profession Table]
99	[Roll on Reward Table]
100	[Something else not listed here]

Location

D100	Location
1	Abandoned Settlement
2	Another Dimension
3	Artefact
4	Asteroid
5	Asteroid Belt
6	Asteroid Field
7	Asylum
8	Bank
9	Battlefield
10	Bomb Site
11	Border Zone
12	Carrier
13	Casino Planet
14	Cave/Cavern
15	City Ship
16	Cloud
17	Colony
18	Colony Ship
19	Comet
20	Communication Satellite
21	Container
22	Corpse
23	Courier
24	Covert Operations Vessel
25	Crash Site
26	Crater
27	Cruise Ship
28	Cruiser
29	Debris Field
30	Deep Space
31	Deep Underground
32	Defence Post
33	Derelect
34	Desert Planet
35	Drone
36	Dust cloud
37	Dyson Sphere
38	Enforcement Vessel
39	Factory
40	Fortress (Space)
41	Fortress (Terrestrial)
42	Freighter
43	Frontier Town
44	Frozen Wasteland/Planet
45	Gaia World
46	Garden/Farm World
47	Gas Cloud
48	Gateway
49	Government Building

50	Graveyard
51	Hive
52	Hospital World
53	Island
54	Jungle world
55	Junkyard
56	Laboratory
57	Library
58	Location related to [Roll on Profession table]
59	Lost City
60	Military Base
61	Mine Field
62	Moon
63	Museum
64	Nebula
65	Nursery World
66	Observatory
67	Outpost
68	Planet
69	Prison
70	Private Club
71	Private Vessel
72	Quarantine Zone
73	Rift
74	Rogue Moon
75	Ruins
76	Satellite
77	Secret Location
78	Space station
79	Spacedock/Construction
80	Starship
81	Temple
82	Temporal Location - Future
83	Temporal Location - Past
84	Testing Zone
85	Tower Block
86	Trade Route (Space)
87	Trade Route (Terrestrial)
88	Trading outpost
89	Transport
90	University
91	VR/AR/Game world
92	Warehouse
93	Water World
94	Weapons Platform
95	Wormhole
96	Wreckage
97	Zone
98	Zoo/Safari Planet
99	[Roll twice and use both]
100	[Something else not listed here]

Complication

D100	Complication
1	Abduction
2	Advanced Technology
3	Ambush
4	Attention
5	Accusation
6	Barriers
7	Battle/Skirmish
8	Betrayal from within party
9	Betrayal from outside the party
10	Bureaucracy
11	Bigotry
12	Computer Glitch
13	Criminals
14	Delayed
15	Desperation
16	Differing motivations
17	Diplomatic Issue
18	Disaster - Natural
19	Disaster - Artificial
20	Distractions
21	Disease
22	Double-Cross
23	Drugs/addiction
24	Enemies
25	Enemy
26	Equipment failure
27	Escort
28	Exploration
29	Fear
30	Fight
31	Getting
32	Group/Company Influence
33	Illness
34	Insanity
35	Interested Parties
36	Interference
37	Invasion
38	Increased Costs
39	Insanity
40	Injury - New one acquired
41	Injury - Old one acting up
42	Lack of trust
43	Language barrier
44	Legal Trouble
45	Lost
46	Lost Item
47	Love Interest
48	Magical Event
49	Military influence

50	Misdirection
51	Misinformation
52	Mistaken Identity - Party
53	Mistaken Identity - Target
54	Money - Forgery
55	Monsters
56	Mystery
57	News
58	None
59	Outbid
60	Overcharged
61	Paranoia
62	Poisoned
63	Politics
64	Power Struggle
65	Powerful Entities
66	Previous Arrangement/promise
67	Phase Shift
68	Puzzles
69	Species/Cultural tension
70	Radiation
71	Recurring NPC
72	Red Herring
73	Red Tape
74	Religion
75	Riddles
76	Rivalry
77	Powerful influence
78	Revelation
79	Rumours
80	Sacrifice
81	Side-tracked
82	Spies/covert activity
83	Squabbling
84	Superstition
85	Social Obligation
86	Theft/Something stolen
87	Time Travel
88	Traps - Annoying
89	Traps - Complicated
90	Traps - Lethal
91	Travel
92	Trickery
93	Unreliable Technology
94	Vendetta
95	War - On-going
96	War - Starting
97	War - Aftermath
98	Weather
99	Something else not listed here
100	Roll twice and use both

Help/Opposition

D100	Help/Opposition
1	A.I
2	Addict
3	Alien (Humanoid)
4	Alien (Non-humanoid)
5	Alien (Technologically Advanced)
6	Assassin
7	Automated Security
8	Animal (Enhanced/Sentient)
9	Banker/Money Lender
10	Bureaucrat (competent)
11	Bureaucrat (corrupt)
12	Bounty Hunter
13	Bug/Insect
14	Champion
15	Child
16	Childhood friend
17	Computer Crash
18	Conspiracy
19	Creature - Altered Humanoid
20	Creature - Controlled/guided
21	Creature - Naturally Sentient
22	Criminals
23	Criminals
24	Cult/Cultist
25	Dealer
26	Dimensional Flux
27	Enemy of your enemy
28	Energy Being
29	Environment
30	Escaped Prisoner
31	Escaped Slave
32	Family - Aunt/Uncle
33	Family - Long lost relative
34	Family - Parents
35	Family - Siblings
36	Fanatic
37	Former Ally
38	Former Enemy
39	Friend
40	Friend
41	Gang/Gang member
42	God-like being
43	Government Officer
44	Immortal being
45	Intelligent Artefact/Item
46	Invader
47	Law Enforcement
48	Law Enforcement
49	Librarian

50	Lost Data
51	Love Interest
52	Lunatic
53	Mastermind
54	Mayor
55	Mercenaries
56	Mercenary
57	Merchant
58	Military (Land)
59	Military (Sea)
60	Military (Air)
61	Military (Space)
62	Nation
63	Noble/Aristocrat
64	None/No Help or Opposition
65	None/No Help or Opposition
66	Old Person
67	Outlaw
68	Patron/mentor
69	Pilot
70	Police
71	Priest/Cleric
72	Programmer
73	Puzzle
74	Recurring NPC
75	Robot/Droid (Humanoid)
76	Robot/Droid (Non-Humanoid)
77	Ruler
78	Scientist
79	Secretary/Receptionist
80	Security Guard
81	Sentient Animal
82	Shadowy Figure
83	Spy
84	Stranger
85	Teenager
86	Temporal Fluctuation
87	Time
88	Traitor
89	Veteran
90	Vigilante
91	Villain
92	Villains Child
93	Villains Henchman
94	Villains Love Interest
95	Villains Relative
96	Warlord
97	
98	[Roll again but their number or power is increased]
99	[Roll on Profession table]
100	[Roll twice and combine]

Reward

D100	Suggested Reward
1	Animal - Domestic
2	Animal - Exotic/Rare
3	Animal - Other
4	Animal - Trained/hunting
5	Armour - Enhanced
6	Armour - Normal/standard
7	Armour - Old
8	Artwork - Other
9	Artwork - Painting
10	Artwork - Sculpture
11	Book - 1st edition/rare
12	Book - Other
13	Clothing - Expensive
14	Clothing - Other
15	Clothing - Practical
16	Credits - Large
17	Credits - Medium
18	Credits - Small
19	Debt/Payment owed forgiven
20	Discount on purchases
21	Drug - Medical
22	Drug - Personal Supply
23	Family Heirloom
24	Favour owed - major
25	Favour owed - minor
26	Follower - permanent
27	Follower - temporary
28	Free lodgings
29	Free meal/drinks
30	Get out of jail
31	Investment opportunity
32	Invitation - Exclusive Event
33	Invitation - Guild/Club/group membership
34	Invitation - Other
35	Invitation - Private Club
36	Items repaired
37	Illegial Goods
38	Jewelry or gemstone
39	Land/permission to build
40	Map
41	Medal
42	Medical - Cybernetics/Bionics
43	Medical Treatment - Addiction
44	Medical Treatment - Expensive

45	Medical Treatment - Experimental
46	Permit - Business
47	Permit - Certain action in public
48	Permit - Certain goods
49	Permit - Other
50	Permit - Privateer
51	Permit - Technology
52	Psychiatric Treatment
53	Purchase Opportunity
54	Rare Materials
55	Recommendation for job/employment
56	Robot/Droid
57	Safe Passage
58	Secret Information - Blackmail material
59	Secret Information - Blueprints
60	Secret Information - Password
61	Secret Information - Recipe
62	Servant/Service
63	Service - Free Upgrade
64	Service - Reduced Cost
65	Services of a [roll on profession table] - One time use
66	Services of a [roll on profession table] - Period of time
67	Services of a [roll on profession table] - Until dismissed, killed etc.
68	Something not listed here or your own ideas
69	Taxes - reduced
70	Taxes - refund
71	Technical Manual/Blueprint
72	Title - major
73	Title - minor
74	Tool - Enhanced
75	Tool - Rare or expensive
76	Tool - Regular
77	Training - Military
78	Training - Other
79	Training - Social
80	Transport paid for/arranged - Air

81	Transport paid for/arranged - Land
82	Transport paid for/arranged - Other
83	Transport paid for/arranged - Sea/Water
84	Transport paid for/arranged - Space
85	Valuable trade goods
86	Vehicle/transport - other
87	Vehicle/transport - terrestrial
88	Vehicle/transport - star/space
89	Weapon - Melee - Enhanced
90	Weapon - Melee - Normal/standard
91	Weapon - Melee - Old
92	Weapon - Melee - Valuable
93	Weapon - Ranged - Enhanced
94	Weapon - Ranged - Normal/standard
95	Weapon - Ranged - Old
96	Weapon - Ranged - Valuable
97	Roll twice and combine
98	Roll again, but this time the reward is worth a lot more than it seems or has a hidden benefit
99	Roll again, but this time the reward is worth a lot less than it seems or has a hidden problem/downside with it
100	Bait and switch - Roll twice to determine what they started to offer and what you get

If you get a Roll again result (97 – 99) then you have two options to choose from if you roll a 97+ for the second time. The first is to ignore and re-roll. The second is to let it ride and roll again. It is entirely possible that you end up with multiple 97+ results in a row. It will make things more complicated, but also more interesting as well.

Bait and switch (00) is a special exception. If you get this result, you have to roll twice. Once for what they are offering and a second time for what the party will actually get. On the surface, this may appear to be bad, but it could work in the parties favor. If the second/replacement item offered is more valuable than the first, the contact may not know this and is trying to get rid of something they perceive to be worthless. It also could be a genuine mistake, such as an NPC offering something to start off with, and then releasing they cannot afford to get rid of the item or the original has been stolen. There are many ways of using this option, not all of them negative. Even if it was negative, you now have a source of yet another mission or quest, as the party work towards getting what they are rightfully owed.

Something else to note is that the table above, and all the tables in this publication for that matter, have kept the results semi-vague to allow for greater integration with your stories and campaigns. Many of them require a bit of extrapolation and expansion to be fully of use.

For example, the result of 90, (Weapon - Melee – Normal/Standard), would require you to decide what type of weapon is being offered by the contact. This would vary according to the contact status, standing and any regional or cultural restrictions that are in place.