GAMEMASTER SCREEN

MURPHY'S WORLD™

Where Things Can Always Get Worse...™



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Tip: Gameplay Style – Actions

Reality on Murphy's World is more 'forgiving'. Take the opportunity to experiment and attempt things you wouldn't attempt in other RPGs.

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Tip: Gameplay Style – Voices

Whenever possible, give exaggerated and distinctive voices to your Characters; it will make them more memorable, 'real', and fun!

Random Mishap Table (Roll 1d100)

No. Rolled	Mishap*
1 – 5	Dust in eye.
6 – 10	Stub toe.
11 – 15	Step in: puddle of mud/dung/water, etc.
16 – 20	Sudden panic, **WIL Roll** or flee.
21 – 25	Tool or device being used breaks.
26 – 30	Suddenly unable to think straight. "Doh!"
31 – 35	Object held slips from hand and rolls/slides to least convenient place.
36 – 40	Trip forward.
41 – 45	Slip backward.
46 – 50	Bite tongue.
51 – 55	Bite lip.
56 – 60	Bite inside cheek.
61 – 65	Catch item of clothing on twig and rip it off.
66 – 70	Split open pants tunic or dress.
71 – 75	Lace or button fastening key item of clothing breaks.
76 – 80	Swallow a bug.
81 – 85	Sneeze (messy).
86 – 90	Get a stone or sand in footwear.
91 – 95	Bombarded by bird crap.
96 – 97	Small furry animals are suddenly drawn to Character.
98 – 99	Predatory animals are suddenly drawn to Character.
100	Acquire a Murphy's Law; a temporary personal 'curse'.

* All **mishaps** result in a temporary **1d6 second hesitation** or interruption (incapacitation if deemed appropriate) of the affected Character's normal actions. Painful mishaps inflict **1 HP** (or more) Damage (GM discretion).

Combat Critical Failure Table (GM Option; Choose or Roll 1d100)

Number Rolled	Combat Critical Failure Effect on the Attacking Character (Choose or Roll 1d100; apply any Action Modifiers (AM) received to your next Action Roll)
1 – 5	A flock of birds passes overhead. Suddenly you feel the distinct 'plop' of a direct hit on the top of your head. Make a successful **WIL Roll** or lose concentration and suffer a **–1% AM** on your next Action.
6 – 10	Your weapon slips from your hand, tumbles through the air, and lands at your opponent's feet.
11 – 18	Something becomes lodged in your eye. You're incapacitated and in excruciating pain for **1d10 rounds** while you try to remove it. Make a **WIL Roll** to resist the pain and continue, ignoring your eye.
19 – 25	You accidentally hit yourself in the foot. Apply the appropriate Damage to yourself.
26 – 30	Some liquid (mud, rain, blood) splatters your face and obscures your vision for **1d10 rounds**. If you continue to act blindly, apply a **–20%** AM until your clear your vision.
31 – 35	In your enthusiasm you forget to look where you're going: stub your toe for **1 HP** Damage. Make a successful **DEX Roll** or fall on your face; **–10% AM** on your next Action.
36 – 40	The belt (or other support) holding up your pants or skirt snaps, your garment plunges around your knees. Movement is cut in half until you pull it up; **–10% AM** on your next Action.
41 – 45	Somehow you receive a sharp blow to the head. Suddenly, your personality alters: you now believe you're the greatest martial artist that ever lived! Until now, you've been toying with your opponent. Now you'll draw them in, tricking them into thinking you're vulnerable while you prepare the killing blow… at which point you regain your original personality, and a **–10% AM** on your next Action.
46 – 50	Suddenly you sneeze uncontrollably, and disgustingly, all over your opponent. They are *not* pleased. Apply a **–5% AM** on your next Action. Your opponent can decide what to do for themself.
51 – 53	You catch your pants (leggings, skirt, etc.) on a sharp object (e.g., twig, tool, etc.) and rip them off.
54 – 56	As you attempt a sarcastic repartee with your foe, a large bug flies into your mouth. Spend **1d10 rounds** in embarrassing discomfort while you try to cough up and out the bug. Make a **WIL Roll** to swallow and carry on as normal; **–10% AM** on your next Action.
57 – 59	You are suddenly overcome with a great sense of *compassion* for your opponent — you forget all about your differences and wonder why you can't be friends. Make a **WIL Roll** to come back to your senses and continue the assault. Otherwise select **Attack Mode Fearful** for each following combat round until you succeed with a **WIL Roll**; **–10% AM** on your next Action.
60 – 62	Somehow, in your enthusiasm and with a flourish, you've knocked yourself senseless for **1d10 rounds**.
63 – 65	You are suddenly overcome with a great sense of foreboding about this melee — will this be your final moment? Make a **WIL Roll** to shake off your idiotic paranoia and return to your senses; otherwise select **Attack Mode Fearful** until you succeed.
66 – 68	In all the excitement you hyperventilate and lose your sensibilities. You begin to see visions of armies of gorgeous naked women (or men — after all, it's *your* vision…) running towards you crying out "Spank *me*!", "No, spank *me*!" Truly a serious dilemma and worth due consideration. Make a successful **WIL Roll** or spend **1d10 rounds** in la-la-land (and vulnerable to attacks, etc).
69 – 72	The momentum of your maneuver causes you to lose your balance and fall on your back. Oops…
73 – 75	Suddenly, you are *looking down* on the battle: you're having an 'out of body' experience! What you see troubles you. In a battle-rage fit for the sagas your mindless body has decided to abandon all protective garments and take on all comers in the raw. Try once each round to make a **WIL Roll** to reclaim your body (along your protective garments), and save your skin.
76 – 78	You miss your opponent and your wild Attack accidentally strikes your nearest ally. Apply Damage toward *them* as per normal. Also, apply a **– 5% AM** on your *next* Action.
79 – 81	Oops, butter-fingers. You've just dropped your weapon. Take **1d10 rounds** to retrieve it.
82 – 84	You suddenly feel the urge to act *bravely*, and inspire any comrades in arms to win this melee. You hear yourself uttering such suicidal cliché phrases as: *"Follow me! We'll show them!"* "Ignore the odds, we've got *goodness* on our side!" Somewhere in the back of your mind a small voice is screaming: *"Are You Nuts?! Run Away! Now idiot!"* Make a successful **WIL Roll** to listen and regain control.
85 – 87	You're hardened battle nerves have just turned to the equivalent of soggy cereal. You suddenly wonder if perhaps you can *talk* your way out of this fight… Make a **WIL Roll** to shake off your fears and return to your senses; otherwise select **Attack Mode Fearful** and try to talk your opponent out of killing you until you succeed… or die. Also, **–10% AM** on your *next* Action.
88 – 90	One moment it's all light and chaos, the next it's darkness and calm: you've fallen through/into the floor/ground (e.g., the floor collapses, a manhole, a sinkhole, etc.). After brushing yourself off, it appears there's another exit. Do you journey into the gloom beyond, or climb to get back into the fray? It won't take long for your opponent to notice where you've gone; **–10% AM** on your next Action.
91 – 93	You catch your shirt (tunic, dress, etc.) on a sharp object (e.g., twig, etc.); if you move it will rip off.
94 – 96	Your attack may have missed your opponent, but has accidentally killed an innocent game animal who just happened to be in the wrong place at the wrong time; **–5% AM** on your next Action.
97 – 99	A small child runs forward and flings herself at your leg, clinging on for dear life while screaming "Mister, don't kill my daddy…" (or "mommy" as applicable). Make a successful **WIL Roll** to do anything but stop and deal with the troublesome leech; –10% AM on your next Action.
100	It suddenly dawns on you that you've *wet your pants*. Oh the shame… **–5% AM** on your next Action.

Random Wilderness Terrain Tables

(Roll 1d100 on the Appropriate Table)

No. Rolled (1d100)	Climactic Region/Terrain Type
A) High Latitudes: Polar Climes	
1 – 30	Tundra/lichen plain
31 – 40	Mountains and/or glacier flowing ice
41 – 50	Sea with frozen pack-ice or ice plain
51 – 60	Sea with broken ice-islands
61 – 75	Snow and/or ice covered land
76 – 90	Settlement
91 – 95	Roll on Table B
96 – 100	Roll on Table C
B) Middle Latitudes: Seasonal Climes	
1 – 5	Old coniferous forest
6 – 10	Dense mixed forest
11 – 20	Thin Woods
21 – 25	Bog/swamp
26 – 35	Moor
36 – 45	Grass plain
46 – 50	Badlands
51 – 55	Rolling hills
56 – 60	Valley
61 – 65	Mountains
66 – 75	Water feature (river, lake, sea)
76 – 90	Settlement
91 – 95	Roll on Table A
96 – 100	Roll on Table C
C) Low Latitudes: Tropical Climes	
1 – 15	Dense tropical jungle
16 – 30	Thin tropical jungle
31 – 35	Scrub forest
36 – 40	Swamp
41 – 45	Mountains
46 – 55	Desert
56 – 69	Water feature (river, lake, sea)
70 – 90	Settlement
91 – 95	Roll on Table A
96 –100	Roll on Table B

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Tip: Gameplay Style – Have Fun!

If your Murphy's World adventure plays like any other roleplay game you've played, your shorts are probably too tight!

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Tip: Magic & The Supernatural

The key to magic on Murphy's World is *belief*. A small group of PCs cannot (usually) out-believe larger groups (e.g., communities convinced that something outrageous or magical is valid and/or functional. However, if alone, clear-minded and/or supported by the clear thoughts of others, wonderous (and terrible) things are possible.

Spell Statement Poetry Table

Poetry Type (minimum 4 lines)	Spellcasting Bonus
Blank Verse	+10 %
Rhyming Verse with Successful Scanning	+20 %

Spell Statement Gesture Ritual Table

Type of Spellcasting Gesture Ritual	Spellcasting Bonus
Complex Hand Gestures	+10 %
Wild Dancing & Leaping	+20 %
Original Invention of the Character	+30 %

Spell Statement Vocal Ritual Table

Voicing Method	Spellcasting Bonus
No Sound (Spell Statement Written)	–20 %
Whisper	–10 %
Speak	0
Yell (Voice Loudly)	+10 %
Sing	+20 %

Magic/Spell Failure Effects Tables

A. Area of Magic/Spell Failure Effect Table (Roll 2d10)

No. Rolled	Area Affected by Magic/Spell Failure Effect
2 – 5	Sorcerer (or Item User) only.
6 – 10	Sorcerer (or Item User) and anyone touching them.
11 – 14	Sorcerer (or Item User) and anyone within 1d10 ft. radius.
15 – 17	Sorcerer (or Item User) and anyone within 2d10 ft. radius.
18 – 19	Sorcerer (or Item User) and anyone within 3d10 ft. radius.
20	Anyone within 4d10 ft. radius, but sorcerer *not* affected.

Magic/Spell Failure Effects Tables

B. Duration of Magic/Spell Failure Effect Table (Roll 2d10)

No. Rolled	Duration of Magic/Spell Failure Effect
2 – 5	1d10 seconds.
6 – 10	1d10 periods of 10 seconds.
11 – 14	1d10 minutes.
15 – 17	1d10 hours.
18 – 19	1d10 days.
20	Permanent.

Random Weather Generation Table

(Roll 1d100 twice, once for Column A, then for B)

No. Rolled	(A) Weather Condition	(B) State of Being/Thing
1 – 5	Blizzard	Cats
6 – 10	Clouds	Chaos
11 – 15	Cyclone	Damnation
16 – 20	Drizzle	Darkness
21 – 25	Flood	Dogs
26 – 30	Fog	Foolishness
31 – 35	Gale	Forgetfulness
36 – 38	Hail	Frogs
39 – 40	Hurricane	Gumdrops
41 – 45	Mist	Happiness
46 – 50	Monsoon	Itching
51 – 55	Rain	Misery
56 – 60	Sleet	Pain
61 – 65	Snow	Recklessness
66 – 70	Squall	Sneezing
71 – 75	Storm	Stupidity
76 – 80	Sunlight	Swiftness
81 – 85	Sunshower	Tapdancing
86 – 90	Tornado	Trickery
91 – 95	Typhoon	Weariness
96 – 100	Wind	Wishes

Magic/Spell Failure Effects Table

C. Magic or Spellcasting Critical Failure Effects (Roll 1d100)

No Rolled	Magic/Spell Failure Effect
1	Feel **intoxicated;** loose tongue, improved courage.
2	**Headache;** incapacitated if under stress.
3	Blinding **pain,** then loss of consciousness.
4	Intense muscle & joint **pain. WIL Roll** or scream.
5	Loss of **sight;** blinded.
6	Loss of **hearing;** deaf.
7	Loss of **smell** & **taste** sense.
8	Loss of **touch** sense; body goes numb.
9	Acquire **skin disease;** flaking itchy, blotchy skin.
10	Lose ability to **speak.**
11	Begin to speak with a **stutter** or **slur.**
12	Begin **babbling** like an idiot, speak gibberish.
13	**Choke** and **cough;** 80% chance incapacitated.
14	Body **spasms** and convulses, then collapses.
15	**Random transformation** of one body part.
16	**Random transformation** of entire body.
17	**Add 1d10 years** to current age.
18	**Subtract 1d10 years** from current age (min. 1 yr.).
19	**Grow by 1d10 inches [cm]** (same proportions).
20	**Add 2d10 lbs [kg]** to weight.
21	**Subtract 2d10 lbs [kg]** from weight (min. weight 1lb.).
22	**Shrink by 1d10 inches [cm]** (keep same proportions).
23	Begin to **hear creature's** growls approaching.
24	**Suspect** that a 'friend' is conspiring against you and that you might be murdered while you sleep.
25	Feel **paranoid** about everyone.
26	Feel unhappy, **pessimistic;** all will turn sour.
27	Feel happy, **optimistic** that all will turn out OK.
28	Feel **invincible,** fearless, +80% increase in courage and bravery (whether desired or not).
29	Feel tired, **fatigued;** reduce HP by half.
30	Feel **Sleepy;** 60% chance consciousness loss.
31	Feel dizzy and **disoriented;** 20% chance fall down if not steadied. 10% chance of vomiting.
32	Feel **cold** — as if outside in winter.
33	Feel **warm** — as if in a sauna.
34	**Confused:** you suddenly forget why you're here.
35	**Hallucinate** strange creatures and landscapes.
36	**Illusion:** the thing your PC fears/dreads the most.
37	**Eyes bulge** and rotate in unnatural directions.
38	**Lifted** by supernatural forces and tossed about like a rag doll, ouch! (**–1 HP** Damage.)
39	**Paralysis, one arm;** drop what you're holding.
40	**Paralysis, both arms;** drop what you're holding.
41	**Paralysis, one leg;** 50% chance of falling down.
42	**Paralysis, both legs;** fall down immediately.
43	PC's clothes & possessions **attack** them.
44	PC **attacked** by one of the Four Elements.
45	Within area one **element** undergoes radical flux.
46	**Area** around PC is dramatically altered physically.
47	Desire to take **risks,** gamble, chances, adventure.
48	Begin to **crave wealth** & fine food (above all else).
49	Begin to **crave fame** & heroism (above all else).
50	Begin to **crave arcane lore** (above all else).
51	Prevents/cures **intoxication,** drunkenness.
52	Instant **revival** of nearest unconscious lifeform.
53	Instant cure of **deafness.**
54	Instant cure of loss of **smell** & **taste** sense.
55	Instant cure of **blindness** & eye disorders.
56	Instant cure of any **disease** afflicted with.
57	Instant cure of **paralysis.**
58	Instant cure of stutter, **speech** loss or impediment.
59	Instant cure of **skin disease,** scars, imperfections.
60	All body and head **hair falls out.**
61	**Hair color** turns pure white.
62	**Hair color** turns (choose: gold, orange, red).
63	**Hair color** turns (choose: green, blue, purple).
64	**Hair color** turns night black.
65	Area begins to draw **supernatural creatures.**
66	PC can no longer receive **nourishment** from food — must discover something else to sustain them.
67	Become **'irresistibly attractive'** to the opposite sex.
68	Become **'ugly'** to members of the opposite sex.
69	PC is now more **attractive** to everyone.
70	**Fall in love** with next person of opposite sex seen.
71	Begin to **crave love** & romance (above all else).
72	Feel a **slight shock:** take 1d6 HP damage.
73	Feel a **moderate shock:** take 2d6 HP damage. WIL Roll or yell due to the pain.
74	Feel a **strong shock:** take 3d6 HP damage. WIL Roll or scream from intense pain.
75	Restore all **lost HP** to normal level.
76	Regenerate any **lost limbs** permanently in 1 hour.
77	Acquire **'sonarsense';** may 'see' via sound echo.
78	Acquire **'darksight';** see in minimal light, 100'.
79	Acquire 100% resistance to **illusions.**
80	A mischievous **spirit** attaches itself to the PC.
81	PC becomes focus for **supernatural** phenomenon.
82	Contract **lycanthropy** (werewolf disease).
83	Turn **invisible** — body no longer solid matter!
84	Begin to **glow** (choose: golden, green, red, blue).
85	**Skin color** turns (choose: yellow, orange, red).
86	**Skin color** turns (choose: green, blue, purple).
87	**Skin color** turns night black.
88	**Skin color** turns pure white.
89	**Skin turns translucent** — see-through! Yeech!
90	Ability to **'breathe' under water.**
91	Ability to **'breathe' noxious gases/air.**
92	Ability to **see** the **Aetherial Plane** at will.
93	Teleport to **Aetherial Plane** including possessions.
94	Teleport to where **your services** are 'needed'.
95	Teleport to a **place of danger** (e.g., monster's lair).
96	Teleport of a **monster** near you — **1d10 ft [m]** away!
97	Rift in **mana** flux — local natural laws go haywire.
98	**Air crackles** (loud noises); the immediate area now has become intensely magical — high mana.
99	Suddenly you 'see' a closed **Teleportation Gate.**
100	**Teleportation Gate opens** — dimensional access!

This is the OUTSIDE-LEFT Panel (of 3 Panels Total). Either CUT-OFF this 0.25" WHITE STRIP or use it as a GLUE TAB to fasten it to the OUTSIDE-CENTER PANEL.

Tip: GM Style – Action Flexibility

To encourage light-hearted gameplay it's crucial that the players feel their PCs can attempt almost any action with a possible chance of success.

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Tip: GM Style – Player Ideas

If a player has their PC suggest an outrageous idea as a solution to a problem, let them run with it. Then hit them with outrageous consequences!

Universal Action Value (AV) Modifier Determination Table (GM Option)

(Decide AADR: Choose or Roll: Positive, Negative, or Random; Decide AV Modifier Significance; Use Matrix to Get +/–AV% Modifier)

Action Attempt Difficulty Rating (AADR) (Skill [Attack, Spellcast], Ability, or Attribute Use)	Choose or Roll for AADR Type			AV Modifier based on Modifier Significance (Choose or Roll 1d10)				
	Positive (1d10)	Negative (1d10)	Random (2d10)	Little 1 – 2	Minor 3 – 4	Serious 5 – 6	Major 7 – 8	Extreme 9 – 10
Effortless: You could do it sleeping.	1	—	2	+ 5 %	+ 10 %	+ 15 %	+ 25 %	+ 50 %
Simple: No problem.	2 – 3	—	3 – 4	+ 4 %	+ 8 %	+ 12 %	+ 20 %	+ 40 %
Easy: A walk in the park.	4 – 6	—	5 – 7	+ 3 %	+ 6 %	+ 9 %	+ 15 %	+ 30 %
Routine: Not a big deal.	7 – 10	—	8 – 10	+ 2 %	+ 4 %	+ 6 %	+ 10 %	+ 20 %
Challenging: It's worth a shot.	—	1 – 2	**11 – 13**	– 1 %	– 2 %	– 3 %	– 5 %	– 10 %
Difficult: But not unsurmountable.	—	3 – 4	14 – 15	– 2 %	– 4 %	– 6 %	– 10 %	– 20 %
Hard: It'll take a bit of concentration.	—	5 – 7	16 – 17	– 3 %	– 6 %	– 9 %	– 15 %	– 30 %
Formidable: You've tackled worse.	—	8 – 9	18 – 19	– 4 %	– 8 %	– 12 %	– 20 %	– 40 %
Impossible: Almost certain to fail.	—	10	20	– 5 %	– 10 %	– 15 %	– 25 %	– 50 %

Attack Damage Table

Weapon Type	Damage
Unarmed Attack	
Punch, Kick, etc. *Round-up Result.	1d10÷2*
Hand-Held Weapons	
Small (e.g., Knife ≤11")	1d10
Medium (e.g., Rapier)	1d10+2
Large (e.g., Longsword)	1d10+4
Extra-Large (e.g.,Halberd)	1d10+9
Projectile Weapons	
Small Mass, Low Speed (e.g., Sling Stone)	1d10
Medium Mass, Low Speed (e.g., Arrow)	1d10+2
Small Mass, High Speed (e.g., Handgun)	1d10+3
Medium Mass, High Speed (e.g., Light Machinegun)	2d10
Large Mass, Low Speed (e.g., Ballista/Boulder)	3d10
Large Mass, High Speed (e.g., Light Field Gun)	5d10
Explosives & More	
Grenade/Dynamite (8 oz) (Radius: 20 to 40 ft)	3d10
Blast/Concussion Grenade (Radius: 10 ft)	4d10
Flame-Thrower (Napalm) (Radius: 10 ft)	10 d10

Attribute/BAV Table

Attribute (Stat) Value	Base Action Value (BAV)
1	5 %
2	10 %
3	15 %
4	18 %
5	20 %
6	22 %
7	24 %
8	26 %
9	28 %
10	30 %
11	32 %
12	34 %
13	36 %
14	38 %
15	40 %
16	42 %
17	44 %
18	46 %
19	48 %
20	50 %
21 – 22	52 %
23 – 24	54 %
25 – 26	56 %
27 – 28	58 %
29 – 30	60 %
31 – 32	62 %
33 – 34	64 %
35 – 36	66 %
37 – 38	68 %
39 – 40	70 %
41 – 42	72 %
43 – 44	74 %
45 – 46	76 %
47 – 48	78 %
49 – 50	80 %
51 – 54	82 %
55 – 59	84 %
60 – 64	86 %
65 – 69	88 %
70 – 74	90 %
75 – 79	92 %
80 – 84	94 %
85 – 89	96 %
90 – 94	98 %
≥ 95	100 %

Damage Resistance Value (DRV) Table

Armor Type	DRV
Low-Tech Materials	
Street Clothes/ Light Fabric	1
Canvas Cloth/ Heavy Fabric	3
Thin 1/16" Soft (Dressed) Leather	4
Thin 1" Padded (Quilted) Garment	6
Thick 1/8" Soft (Dressed) Leather	8
Woven Cord	10
Thick 2" Padded (Quilted) Garment	12
Heavy 1/4" Layered (Shoe/Belt) Leather	15
Hard 1/4" Wood Scale	20
Bone/Horn 1/16" Scale	25
Hard 3/8" Leather	30
Chainmail	40
Scale 1/32" Mail	45
Banded Chainmail	50
Lamellar (1/32") Metal	55
Laminated 1/32" Plate	60
Double (Bar) Chainmail	65
Med. 1/16" Sheet Plate	75
Thick 1/8" Sheet Plate	100
High-Tech Materials	
Thin Plastic 1/8"	10
Medium Plastic 1/4"	15
Thick Plastic 1/2"	20
Resistweave Cloth (Lt)	25
Resistweave Cloth (Md)	35
Resistweave Cloth (Hvy)	45
Kevlar (Light)	50
Stealth-Flex Armor (Lgt)	60
Kevlar (Heavy)	70
Stealth-Flex Armor (Med)	90
Lastar (vs laser *only*)	100
Stealth-Flex Armor (Hvy)	120
Composite Armor (Light)	200
Composite Armor (Med)	500
Composite Armor (Hvy)	900

Random Probability Table (GM Option)

(Choose or Roll 2d10)

Number Rolled (2d10)	Likelihood of an Event Occurring (of Whatever Nature)	Percentage Chance of Event Occurring
2	Probable	90%
3 – 4	Very Likely	80%
5 – 6	Likely	70%
7 – 9	Fair Chance	60%
10 – 13	**Average Chance**	**50%**
14 – 16	Poor Chance	40%
17 – 18	Unlikely	30%
19	Very Unlikely	20%
20	Improbable	10%

Action (Attack) Modes & Action Modifiers (Active PC & Opponent):

Heroic: PC gets: +20% BAV to Opposed Actions; +10 Damage; no Resistance Roll. **Opponent gets:** +10% BAV vs PC.
Cautious: PC gets: No Action Modifiers. **Opponent gets:** –10% BAV, but +1d10 Damage bonus vs PC.
Fearful: PC gets: –10% BAV to Opposed Actions. **Opponent gets:** –20% BAV penalty, but +1d10 Damage bonus vs PC.

Wound Effects Table (GM Option)

Damage Inflicted from One Attack	Seriousness of Wound, Suitable Exclamations & Cumulative Effects (Roll 1d10: 1 – 9 = apply effect 'A' only; 10 = apply both effects 'A' & 'B')
1 – 2	**Minor:** pain, redness, shallow cut, graze. Suitable Exclamation: **Ow; Oh crap.** A. Make a successful **WIL Roll** or **stunned 1 round** (1 to 3 seconds). B. Make a successful **DEX Roll** or **drop object(s)** held (including weapons).
3 – 5	**Moderate:** pain, swelling, deep cut, flesh wound. Suitable Exclamation: **Yeow, ooh, aaah; I'm all right, it's just a flesh wound.** A. Make a successful **DEX Roll** or **fall down** prone and suffer **–1 HP** Damage. B. **Lose the use of a wounded limb or a sense** (e.g., arm); for **1d10 rounds**.
6 – 8	**Acute:** pain, swelling, blood loss, puncture, further activity and movement is painful and impeded by wound. Suitable Exclamation: **Eeeeeehh! Ooooh! Aaaaahh!... *Now* I'm mad!** A. **–10% Attack Penalty** due to distracting pain of wound; lasts until wound treated. B. Until treated, apply only ***half normal* damage** when Character successfully hits.
9 – 15	**Serious:** pain, swelling, extensive blood loss, severely reduced use of motor function or a wound suffered to one of the Character's senses. Suitable Exclamation: **Ahhhhhhhhh!... That *hurts!*** A. **Lose the use of a wounded limb or a sense** (e.g., sight); for **2d10 rounds**. B. **–1 HP per minute** (many rounds) due to blood loss; continues until wound treated.
≥ >>>>16	**Severe:** pain, swelling, extensive blood loss, total loss of motor function or use of a sense (e.g., hearing) depending on the location of the wound. Suitable Exclamation: **Come *back* you coward! I want a rematcawkkk...ugh...!** A. **–20% Attack Penalty** due to distracting pain of wound; lasts until wound treated. B. **–1 HP per second** (round) due to blood loss; continues until wound treated.

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Tip: GM Style – PC Personality

If a player suggests a PC action that is 'in character' but unlikely for their Stats, consider allowing it; it may send the plot in an interesting direction.

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GAMEMASTER SCREEN

Tip: GM Style – Event Realism

Don't get hung up on whether events are 'realistic'; even if a PC's actions stretch plausibility, driving the plot forward and fun make for a great adventure!

Instant Gamemaster Character (GMC) Creation Table (GM Option; Roll as Indicated*)

Attribute		Typical GMC	Formidable GMC	Creature (Natural)	Monster (Supernatural)
Intelligence	(INT)	3d6	3d6+2	1d6	2d6
Willpower	(WIL)	3d6	3d6+2	2d6	3d6
Charisma	(CHA)	3d6	3d6+2	1d6	3d6
Mystic	(MYS)	3d6	3d6+2	2d6	4d6
Strength	(STR)	3d6	3d6+2	4d6	4d6
Dexterity	(DEX)	3d6	3d6+2	4d6	2d6
Fitness	(FIT)	3d6	3d6+2	4d6	4d6
Appearance	(APP)	3d6	3d6+2	3d6	1d6
Health Points**	(HP)	FIT + WIL +1d10	FIT + WIL +1d10	FIT + WIL + 2d10	FIT + WIL + 3d10
Action Initiative	(AI)	WIL + DEX	WIL + DEX	WIL + DEX	WIL + DEX

* If you desire a GMC that is especially large, or superior in a specific Attribute, add an extra 1d6 or more to your roll.
**Health Point Modifiers: WEIGHT: If the GMC is >200 lbs, apply a +1 HP per every additional 200 lbs; AGE: –1 HP per 20 years of age.

GMC Disposition at Moment Encountered (Roll 1d10 When GMC Encountered)

No. Rolled	Current Disposition and/or Mood
1	**Happy:** joyous
2	**Friendly:** cheerful
3	**Curious:** questioning
4	**Shy:** observant
5	**Timid:** easily intimidated
6	**Worried:** evasive of inquiries
7	**Cautious:** not instantly trusting
8	**Cold:** uninterested
9	**Unfriendly:** abrasive and snappy
10	**Angry:** explosive

GMC Race Type (Choose or Roll 1d100)

No. Rolled	Race	No. Rolled	Race
1 – 10	Elf (Light)	56 – 60	Oni Ogre
11 – 13	Gandharva or Apsara Elf	61 – 63	Dsonoqua Ogre
14 – 15	Drow (Dark Elf)	64 – 68	Fir Darrig Pixie
16 – 25	Dwarf (Light)	69 – 72	Cluricaune Pixie
26 – 27	Trow (Dark Dwarf)	73 – 75	Spriggan Pixie
28 – 35	Brownie	76 – 85	Technocrat (any Species)
36 – 37	Thurses Giant	87 – 90	Suras Celestial
38 – 45	Aesir Giant	91 – 93	Kami Celestial
46 – 47	Yakshas Giant	94 – 95	Rakshasa
48 – 52	Vindawol Troll	96 – 98	Naga
53 – 55	Vanar Troll	99 – 100	Poughvidd

GMC Financial Condition (Roll 1d10)

No. Rolled	Condition	Cash On Hand
1 – 2	Poor	1d10 x 3 silver coins (sc)
3 – 8	Struggling	1d10 x 6 sc
9	Well Off	1d10 x 20 sc
10	Rich	1d10 x 50 sc & 1d10 x 10 gold coins

Possessions of GMC According to Financial Condition

Poor	Struggling	Well Off	Rich
Worn clothes	2x Worn clothes	2x Good clothes	3x Fine clothes
Belt, pouches	Belt, pouches	Belt, pouches	Belt, pouches
Cloth sack	Backpack	Backpack	Backpack
Wood staff	Knife	2 Knives	3 Knives
Wood bowl	Wood bowl	Metal bowl	Metal bowl
Blanket	2 Blankets	2 Blankets	3 Blankets
Water skin	Water skin	Water skin	Water skin
Flint & steel	Tinderbox	Tinderbox	Tinderbox
Cap	Hat	Hat, helmet	Hat, helmet
Sandals	Worn boots	Fine boots	Fine boots
	Leather armor	Chain mail	Plate mail
	Cooking pan	Cooking set	2 New swords
	Cup	Plates/cups	3 Sets of clothes
	Hatchet	Hatchet	4 Mount horses
	Old sword	New sword	Wagon & supplies
		Horse, saddlery	2 Draft horses
		2 Servants	3 Servants
		Waterproof cloak	2 Armed guards
		Gloves & scarf	Valuables (chest)
		Favorite toy	Favorite toy
			Magic item

GMC Status & Vocation (Roll 1d100 on Appropriate Terrain Where GMC Encountered)

Chance to Encounter if Met in: City	Country	Wilderness	Class Status and Vocation Examples (choose or make up any vocation desired)
1	1	1	**Royalty:** Related to the Ruling/Royal Family
2	2	2	**Nobility:** Ruling Earl/Count & Landholding Knight
3	3	3	**Aristocracy:** Ruling Baron & Landholding Knight
4 – 6	4 – 5	4	**Bureaucrat:** Senior Clergy, Adviser, Scholar, Lawyer
7 – 9	6 – 7	5	**Merchant:** Trader (Goods/Services), Moneychanger
10 – 12	8 – 9	6	**Administrator:** Constable, Steward (Castle Mgr.)
13 – 17	10 – 12	7 – 8	**Minor Administrator:** Clerk, Scribe, Jr. Clergy, Reeve
18 – 30	13 – 17	9 – 20	**Freelance Pro:** Artisan, Mercenary Soldier, Thief
31 – 45	18 – 25	21 – 24	**Free Peasant:** Yeoman Landowner, Freeholder
46 – 65	26 – 30	25 – 27	**Minor Merchant/Trader:** (of Goods & Services)
66 – 76	31 – 50	—	**'Protected' (bound) Artisan:** Skilled Craftsman
77 – 80	51 – 80	—	**'Protected' (bound) Landworker:** Serf, Laborer
80 – 95	81 – 90	28 – 80	**Wanderer:** Adventurer, Pilgrim, Friar, Beggar
95 – 100	91 – 100	81 – 100	**Exile:** Outlaw, Criminal

GMC Classified by Type: How the GM Uses Them (1d10)

No. Rolled	GMC Type Based on Task or Goal	No. Rolled	GMC Type Based on Task or Goal
1	**Helper:** aids PCs, gets them out of a tight spot.	6	**Incompetent:** a non-hostile, and even friendly, pain-in-the-ass, klutz, slowing the PCs via minor disasters and foul-ups.
2	**Provider:** gives PCs useful and/or important item(s).	7	**Betrayer:** this GMC befriends then harms the PCs, giving away key info to their enemy.
3	**Informer:** gives PCs useful and/or important info, advice, tip, or warning.	8	**Saboteur:** tries to ensure the PCs failure via foul play, actions hostile to their chances.
4	**Challenger:** a friendly rival, independently working toward the same goal as the PCs.	9	**Antagonist:** the PCs main adversary, foe, etc.
5	**Distracter:** confuses or wastes the PC's time or resources.	10	**Roll *twice* again.**

GMC Current Activity (Roll 1d10)

No. Rolled	Activity or Circumstances
1	**Outlaw/exile:** evading authorities.
2	**Drifter:** looking for opportunities.
3	**Hireling:** looking for work.
4	**Hireling:** currently employed.
5	**Questing:** for information.
6	**Questing:** for a specific object.
7	**Questing:** for a specific individual.
8	**Questing:** as instructed by a Deity.
9	**On pilgrimage:** new land to settle.
10	**On vacation:** pleasure travelling.

This is the INSIDE-RIGHT Panel (of 3 Panels Total). Either CUT-OFF this 0.25" YELLOW STRIP or use it as a GLUE TAB to fasten it to the INSIDE-CENTER PANEL.

Tip: Encounters Should...

1) provide PCs with new info that they can use to advance the plot; 2) reveal something new about the environment, lifeforms and/or cultures of the area.

Murphy's World™

Where Things Can Always Get Worse...™

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Tip: Encounters Should...

3) highlight specific talents/quailties of a PC(s); 4) let PC personalities develop by experiencing new people and things; 5) offer a means to achieve goals.

Basic Adventure Plots Table (Choose or Roll 1d100)

No. Rolled	Plot Idea (Plots may apply to either single Characters or Groups.)
1 – 5	You need money (for some reason) and seek a way to get a lot, quickly.
6 – 10	Unexplored place needs to be mapped (and made 'safe' for others).
11 – 15	An interesting site is discovered and you're curious about what is there.
16 – 20	Something unusual is taking place; discover what it is and report back.
21 – 25	Something unusual is occurring and harming people; find and destroy it.
26 – 28	You're is given the task of spying/informing on another person or group.
29 – 30	You're given the task of sabotaging an important enemy site/resource.
31 – 32	You're tasked with discovering (and eliminating) a enemy spy or assassin.
33 – 34	Someone must be tracked down and brought to justice.
35 – 36	Someone/something must be tracked down and killed/destroyed.
37 – 38	You join a military group to fight against a hostile enemy force.
39 – 40	You uncover a terrible plan which threatens the lives of many people.
41 – 43	Someone important (in danger) must be guarded until a specific time.
44 – 45	Something important (and valued) must be guarded until a specific time.
46 – 50	Someone important (in danger) must be guarded and escorted to a place.
51 – 55	Something important (valuable) must be guarded and escorted to a place.
56 – 58	Something important must be searched for, located, and retrieved.
59 – 60	Someone important must be searched for, located, and retrieved.
61 – 62	Someone important must be rescued; their location is known.
63 – 64	Another seeks to accomplish a task (they can't do alone) with your help.
65 – 66	You seek to clear your name and find out who is actually responsible.
67 – 68	You seek to clear the name of one cared for and learn who is responsible.
69 – 70	You seek to avenge a wrong inflicted upon them by another.
71 – 72	You seek to avenge a wrong inflicted upon someone they care about.
73 – 74	You are being stalked by someone who feels you've harmed them.
75 – 76	You are stalked by one who feels you've harmed someone they care for.
77 – 78	You've been chosen to duel/fight/quest for something deemed important.
79 – 80	You've been chosen to duel/fight/quest for someone deemed important.
81 – 82	You've been chosen as a sacrifice; escape, or talk your way out of it.
83 – 87	You've been chosen as a scapegoat; escape, or talk your way out of it.
88 – 90	You seek to win the affections of another.
91 – 92	Another seeks to win the affections of another with your help.
93 – 94	Another seeks to win the friendship/trust of another with your help.
95 – 96	You seek to win the friendship and/or trust of another.
97 – 98	Someone seeks to gain access to a specific place with your help.
99	You seek to gain access to a specific place for personal reasons.
100	Roll twice more on this table.

Character Adventure Motivation Table (Choose or Roll 1d100)

No. Rolled	Adventure Motivator: Why a Character (or Group) Gets Involved
1. Where *curiosity* is piqued, action is encouraged by:	
1 – 5	A. A chance of personal knowledge gain.
6 – 15	B. A chance of personal financial or property gain.
16 – 22	C. A chance of personal status or image gain.
23 – 28	D. A chance of personal romance or friendship gain.
29 – 30	E A chance of knowledge gain for someone they care about.
31 – 35	F. A chance of financial or property gain for someone they care about.
36 – 38	G A chance of status or image gain for someone they care about.
39 – 40	H. A chance of romance or friendship gain for someone they care about.
2. Where *fear* is the main motivator, action is encouraged by:	
41 – 60	A. A risk of personal (mental or physical) discomfort or health (life) loss.
61 – 75	B. A risk of personal financial or property loss.
76 – 80	C. A risk of personal status or image loss.
81 – 85	D. A risk of personal romance or friendship (family) loss.
86 – 90	E A risk of mental or physical hurt or health (life) loss to one cared for.
91 – 93	F. A risk of financial or property loss to someone they care about.
94 – 95	G. A risk of status or image loss to someone they care about.
96 – 99	H. A risk of romance or friendship/family loss to someone cared about.
100	I. Roll twice again.

Random Artifacts & Treasure Table

(Choose or Roll 1d100 twice: once for column A, then for column B)

No Rolled	(A) Object	(B) Condition	No Rolled	(A) Object	(B) Condition
1	Adhesive	Abstention	51	Longsword	Loathing
2	Altar	Accessibility	52	Lute	Madness
3	Armchair	Acceptability	53	Manacles	Morals
4	Armor	Accomplishment	54	Marbles	Mortification
5	Asparagus	Accuracy	55	Mead	Nastiness
6	Backscratcher	Acrobatics	56	Medallion	Optimism
7	Banana	Admiration	57	Mirror	Pain
8	Battleaxe	Affluence	58	Necklace	Paranoia
9	Bedpan	Agreement	59	Nose-ring	Passion
10	Bell	Amplification	60	Pearls	Peace
11	Bellows	Assertiveness	61	Porridge	Perfection
12	Belt	Attractiveness	62	Pot	Pitifulness
13	Boots	Awkwardness	63	Potato	Power
14	Bowl	Bashfulness	64	Pudding	Probability
15	Bracers	Bliss	65	Ring	Prophecy
16	Bread	Bravery	66	Rucksack	Prosperity
17	Bucket	Charisma	67	Rope	Purification
18	Candlestick	Cleverness	68	Runestones	Rage
19	Cauldron	Companionship	69	Saddle	Regre
20	Chalice	Comprehension	70	Sandals	Reprieve
21	Chest	Confusion	71	Sarcophagus	Rhyme
22	Cloak	Conquest	72	Sceptre	Riddles
23	Coffin	Cunning	73	Scroll	Romance
24	Coins	Despair	74	Scythe	Sadness
25	Coughdrops	Destitution	75	Seal	Sanity
26	Crossbow	Doubtfulness	76	Shield	Sedation
27	Crown	Embarrassment	77	Sickle	Skulking
28	Cup	Fatigue	78	Socks	Silence
29	Dagger	Fear	79	Spear	Sleep
30	Dais	Forgetfulness	80	Spoon	Stamina
31	Dirk	Glee	81	Sponge	Statistics
32	Dray (cart)	Greed	82	Spring	Suffering
33	Drum	Grief	83	Staff	Tactlessness
34	Earring	Grumpiness	84	Statue	Teleportation
35	Egg	Healing	85	Stool	Temptation
36	Fleece	Humiliation	86	Strongbox	Terror
37	Gauntlet	Hysteria	87	Sword	Time
38	Gem	Immortality	88	Tablet	Toil
39	Gown	Indecision	89	Talisman	Trailing
40	Hammer	Indiscretion	90	Tankard	Transformation
41	Hankie	Infatuation	91	Tapestry	Trickery
42	Harp	Insanity	92	Throne	Truthfulness
43	Helmet	Invisibility	93	Toadstools	Ugliness
44	Hide	Intelligence	94	Tome	Urgency
45	Horn	Inventiveness	95	Tunic	Villainy
46	Hose	Irritability	96	Turnip	Warning
47	Jug	Lies	97	Underwear	Weirdness
48	Lance	Love	98	Vessel	Wickedness
49	Lantern (light)	Loyalty	99	Wand	Wisdom
50	Longbow	Lust	100	Whip	Wonder

PC/Team Cooperation Ideas Table (Choose or Roll 1d100)

No. Rolled	Character/Group Type	No. Rolled	Character/Group Type
1 – 10	Hired Adventurers	51 – 60	Fulfilling an Obligation
11 – 15	Hired Scholars	61 – 70	Saving an Acquaintance
16 – 20	Hired Detectives	71 – 80	Hunters/Trackers
21 – 25	Hired Secret Agents	81 – 85	Political Outlaws
26 – 30	Diplomats/Envoys	86 – 90	Fugitives on the Run
31 – 35	Business Entrepreneurs	91 – 95	Prisoners/Slaves with Job
36 – 50	Merchants/Traders	96 – 100	Chosen by Gods/Fate