

ALMA MONGREL

STUDENT HANDBOOK, V2.0

BY NOAH STEVENS

If you wish to turn your MCC or DCC games into an 80's high school in which drug use, sex, and violence are rampant – that is to say to make it MORE REALISTIC – well then, here you go. I am sorry.

I stole this from a corrupted document, found in a pile of worm-eaten, irradiated 4.5 inch floppy disks. They glowed there in the sewage, and whispered me something about the fear that people had of high school and teenagers just before I was one. Some of the digital text was recoverable, and in that case I have had no qualms about stealing it verbatim. Whole pages missing. Sometimes the text is hilariously corrupted by the conversion process and I may leave those bits in. I am grievously sorry to Mr. Otus and those naïve, terrified, spiteful, insightful Canadian guys who wrote the original, but for their sakes I tried to stay as close to the words I found as possible.

You roll stats in the normal way for your group. I suggest 4d4 straight down the line (very Mongrel) or 3d6 (Crom's Way) or some other wimpier, toxically masculine method. The range for Alma Mater was 1d10, but for most modern D&D-likes the range ought to be 3-18 or close. I have applied a 1.8 factor for minimum or maximum prerequisites (approximately), but you could do away with these and change the feeling of the game. Of the seven Alma Mater stats, five have close correlates in DCC/MCC but two do not. I have expunged all references to Willpower, Courage, and Learning Drive.

"Players may reduce their attributes. Of course, no attribute may be voluntarily reduced below 3. "Why would anyone want to do that?" you ask. If a player wanted to be a Tough, but the character's INT was 10, then the character could hit his head against a brick wall until brain damage set in, thus reducing his INT. Any attribute may be reduced by the player."

If you are generating funnel characters – the preferred method for this framework – then assign a subtype or determine randomly as you like. The subtypes are listed below. You begin as 9th graders, aged 14. Reduce your Luck by 1, age a year, advance a grade, and choose a new skill from the list of skills below if you like. You may do this until such time that your PC graduates from High School (4 times, that is), and the process will make yours a normal 0th level PC with some general High School skills, a Useless Diploma, reduced Luck, and no closer to becoming a Level 1 adventurer. You may choose to begin the game at 9th (Freshman), 10th (Sophomore), 11th (Junior), or 12th (Senior) year. For a differently flavored game, you could pick a standard DCC/MCC core or 3rd party class and then follow these rules instead of using an occupation.

SOCIAL LEVEL

Social level is a rough approximation of the PC's socio-economic class. I think that the problems of the fabulously wealthy might be contrary to the struggles of High-Schoolers in a fantasy or post-apocalyptic hell, but – as always – YMMV. To determine Social Level, roll 1d8 and apply the PC's Luck and subtype modifiers, if any. A total of less than 1 counts as 1 to determine Starting Money and Weekly Allowance.

1 (or less) Poverty Stricken

2-3 Lower Class

4-5 Upper Lower Class

4-8 Middle Class

9 Upper Middle Class

10 Wealthy

11(or more) Fabulously Wealthy

The PC's Social Level will determine starting money and weekly allowance. Use Gold, Silver, Credits, Caps, or whatever your campaign hinges upon. Starting money represents the PC's personal savings up to the 9th grade.

Starting Money is equal to ((Intelligence + Personality) x SL) x 5.

Weekly allowance is 1% of Starting Money, rounded up, to a minimum of 1 money unit weekly.

STUDENT SUBTYPES

Average

These are your run-of-the-mill, totally forgettable people who you do not recall until you see them in your yearbook 19.5 years later and realize they sat next to you in English for three years. An Average character can be of either sex, and can freely choose 3 skills from the Starting Skills list. They roll 1d10 on their Social Level to start.

Brain

A natural wiz at most academic work. Insufferably intelligent, disciplined, studious, and successful in the least important thing about High School, namely the academic aspects of it.

A Brain requires a 14 or greater Intelligence. A Brain automatically has the Homework, Memory, and Studying skills plus one more freely chosen skill. A Brain may be of either sex. Brains roll 2d4 to determine their Social Level at generation.

Cheerleader

A girl with good looks, coordination, and charm. Possibly a Queen Bee, or maybe a Snow White. Farah Fawcett Hair and Bette Davis Eyes.

A Cheerleader requires a 14 or greater Personality, and 10 or greater Agility. She automatically has the Charisma, Dancing, Friends, and Leadership skills plus her choice of one additional skill. Cheerleaders may only be female. They receive a +3 modifier to Social Level Roll at the start of the game.

Criminal

A scoundrel, he is someone who uses school as a place for illicit activity. Sneaky and sly, he is always looking for a chance to make money illegally. He has few friends, but several "partners" and "guards". He can be a valuable acquaintance, but is a formidable enemy if crossed or harmed.

A Criminal requires 10 Agility and 10 Intelligence. He automatically has the Illegal Economics, Lock-picking, Lying, and Smuggling skills plus free choice of one more skill.

A Criminal can be male or female. A Criminal adjusts his Social Level roll by his or her Luck modifier. Obviously, wealthy Criminals are strangely Lucky, and vise-versa. (Editor's Note: Save vs. Social Commentary)

Jock

A natural athlete, the girls swarm to him when he wins and sometimes even when he loses. Flash Gordon, Muhammad Ali, or maybe DiMaggio. As well as being involved with sports, this character may find himself in a position of authority due to his popularity.

A Jock requires minimum 13 Strength, 12 Agility, and 12 Personality. He automatically has the Friends, Leadership, and Sports skills as well as his choice of one additional skill. A Jock must be male. A Jock gets a +3 modifier to Social Level roll.

Tough

A true bully, he or she is mean, cunning, and constantly roughing up the little guy. Toughs hang round with other Toughs, harassing anyone they can. They are often in trouble with the administration because of fighting, stealing, or swearing at the teachers.

A Tough requires at least 12 Strength and a maximum of 12 Intelligence. A Tough has the Dirty Fighting, Driving, and Intimidation skills, as well as a choice of either Drinking or Drug Use. A Tough may also choose one additional skill. He starts the game with 1d5 friends. A Tough may be male or female. A Tough suffers a – 1 Penalty to Social Level roll.

Loser

Weak, clumsy, ugly, stupid, lazy, cowardly, and dirty, a Loser has no willingness to work or to improve himself. This person has a bad time in school and a worse time out of it. Always the scapegoat and usually a favorite target of Toughs, Losers are constantly being victimized. Sometimes he is the teacher's pet out pity rather than fondness. The worst thing about the Loser is that he thinks he's at least equal to or better than everybody else. Fortunately there are few Losers. Unfortunately that's still too many.

Since no one in his right mind would choose to be a Loser, a character must be a Loser if all his attributes are 9 or less. A Loser has the Crudeness, Isolation, and Pity skills. He is not allowed to choose any additional skills. If at a later time a Loser can pick a new skill (see New Skills) he still may not choose Charisma, Coolness, Friends, Leadership, Manners, Music, or Trained Combat. A Loser is too stupid, repulsive, clumsy and tone-deaf to have any of these skills. A Loser suffers a – 3 penalty to Social Level roll.

Sex does not make much difference for Losers, but if anyone cares a Loser may be male or female.

PROBLEMS

Editor's note: The original text of Alma Mater had a great deal of information about the problems that arise connected to personal appearance (i.e. Acne) and "black sheep"-style issues of that time (homosexuality, for instance). I hope we are more liberal and accepting in our thinking, these days. I keep the original problems in the spirit of the text. I do not endorse seeing these original "Problems" as character or moral flaws, but recognize they may surely be problematic for real people. I suggest and have included a variant rule in which you can take the MCC defect mutations, if you have them available to use. Normal DCC characters can take corruptions or the ones on this list. Mechanical issues are suggested in the individual entries.

Each character starts with 1d6-3 Problems. A very generous Judge/Schoolmaster might allow this to be adjusted downwards by the Luck modifier of a PC. If the same Problem is generated twice, either increase the severity of the problem or re-roll as seems reasonable.

2d12(+/- Luck mod)	Problem
3 or less	1 Mental AND 1 Physical Defect/1 Major Corruption
4-5	1 Mental or 1 Physical Defect/1 Minor Corruption
6	Respiratory Defect
7	Medical Issue
8	Speech Impediment
9	Overweight
10	Underweight
11	Short
12	Dental Issues
13	Vision Problems
14	Tall
15	Dermatological Illness
16-18	Unusual Practice
19-20	Phobia
21-22	Animosity
23 or greater	Animosity (Group)

Respiratory Defect

A character with this problem loses 1 Stamina point per two turns of strenuous activity. Examples include sprinting, playing a fast sport "all out", or combat. A character who chain smokes (See Unusual Practice) will have the same problem.

Medical Issue

The PC's saving throws are all at – 1d, with one class of saves at – 2d.

Speech impediment

A speech impediment gives a – 1 modifier to individual and group reactions, if Reaction Rolls are used. Examples are stutters, too-fast or too-slow speech, or strange volume variations.

Overweight

The character's Strength is increased by +1, but Stamina is reduced by 1 also. Movement rate is reduced by 10'

Underweight

The character's Strength is decreased by 1. Movement rate is increased by 10'. The character suffers – 1d to attacks and damage in all grappling and unarmed combat situations.

Short

Short characters have a – 1 penalty to Personality, and a – 1 to hit and damage modifier.

Dental Issues

A Dental Issue is one that requires correcting by artificial means, such as braces. Roll 1D10. A roll of 1-6 means the braces must be worn for 1 year and 7-9 means they must be worn for 2 years. A 10 means that braces must be worn throughout High School. While worn, braces subtract 1 from a character's Personality. Characters of SL 4 or less cannot afford braces and must permanently reduce Personality by 1 point.

Vision Defect

A Vision Defect will reduce some of a character's Action dice by – 2d when glasses are not worn. This penalty only applies to ranged attacks and other similarly distanced activities.

Tall

Tall characters have a +1 advantage To Hit in Combat, and a +1 bonus to melee damage. However, they have – 1 to Personality.

Skin Problem

This problem reduces Personality by 1d3 points per game session, rolled at the start of the session.

There is a 1-2 on d10 chance per year that the problem will clear naturally. Characters of SL 5+ have a 1-4 on d10 chance of the problem clearing due to expensive medication. If a PC has a 4 – SL, too bad (editor's note: Quest for It!). If they have an 8+ SL, then they can see a dermatologist and have a 1-6 on d10 chance per year of clearing their skin problem.

Unusual Practice

An unusual practice may be determined by the School-Master and could range from dyeing one's hair an unnatural color (i.e. pink), sadomasochism, to (worst!) playing Role-Playing games. These should not be too radical because it is unlikely that students with serious peculiarities would be allowed to roam a school at will. Roll 1d20 and consult the chart below.

1d20	Unusual Practice
1	Asexual
2-3	Bisexual
4	Bizarre appearance
5-6	Compulsive habit
7	Homosexual
8-11	Mania
12-13	Masochist
14	Paranoia
15-16	Sadist
17-19	Sadomasochist
20	Other (e.g. Desktop Hobby Publishing)

Phobia

When confronted by the object of the PC's phobia, all Action Dice are reduced by – 2d. To determine the phobia, roll 1d10 and consult the chart below

1d10 Roll	Phobia
1-2	Claustrophobia (enclosed spaces)
3-4	Acrophobia (heights)
5-6	Zoophobia (animals)
7	Aquaphobia (water)
8	Pyrophobia (fire)
9	Erotophobia (sexual activity)
10	School-Master's choice

Animosity

The PC has earned the anger or resentment of some person for whom all reaction rolls will be at 2d10 rather than 3d10. This could be a peer, a Teacher, or an Administrator. The group version means that a Club, a Clan, Team or some other group of individuals will always react as the 2d10 roll determines.

TESTS/QUIZZES

Each week, the PCs are faced with 1d3 Quizzes and 1d3-1 Tests. Determine this at the start of the game week. The DCs equal the Intelligence score of the Teacher or Sub if established, or else may be determined randomly with the DC at 1d10+6. Passing the test or quiz requires an Action Die check, with skill and Luck modifiers as appropriate. Luck may be burned to pass tests and quizzes. The PC may take Intelligence or Personality damage to reroll a failed test or quiz. Each reroll incurs 1 point of damage, representing fatigue and stress.

Passing a Quiz provides 1 Luck point, up to and possibly above the PC's maximum.

Passing a Test provides 1 XP.

SKILLS

The skill system in AM was pretty focused on hijinks and mayhem in a High School setting. Pretty perfect for that, I guess, but not very suited to DCC/MCC, IMHO. I've tossed most of it out except when it provides some mechanical benefit/drawback.

Assume that skills picked at the start of the game are at d14, assuming Freshmen level PCs. For every year of school, the Player may opt to raise one skill already known by +1d permanently, or else roll for or select a new skill at d14, ostensibly acquired over the year and summer break. Keep track of the PC's Skill Dies along with their Skills. If something is suggested by play, then the player may invest that skill area with a d14 roll at the start of play. Non-skilled areas are at d10, as the usual, and the Occupation of the PC is assumed to be "Student", invested with d14's in the skills known. Why do these poor PC's not get the normal d20 for occupational expertise? Well, because they are High Schoolers!

1d20 SELECTABLE STARTING SKILLS

1. Charisma
2. Crudeness
3. Dancing
4. Dirty Fighting
5. Drinking
6. Driving
7. Drug Use
8. Friends
9. Homework
10. Illegal Economics
11. Intimidation
12. Isolation
13. Leadership
14. Lock picking
15. Lying
16. Memory
17. Pity
18. Smuggling
19. Sports
20. Studying

ADVANCED SKILLS AND SKILL DESCRIPTIONS

The following skills may be chosen as upgrades after 1 nominal school year of in-game time, at the d14 level. If the skill was had previously, then it gets +1d. Don't forget to use the appropriate Skill Die as situations require!

Brewing	Make 1 gallon of alcohol, provided a DC 8 Intelligence check is made. If the check fails, then the alcohol will make imbibers sick (1d4 Intelligence and Stamina loss for the whole day), with a Fort Save of DC 14 minus the roll. Consider the alcohol flammable. Else, consider the normal effects of consumed alcohol if it's Drank.
Charisma	If a DC 8 Personality check is made, then the Reaction roll for that encounter can be adjusted up OR down by the PC's Personality modifier as the Player chooses.
Cheating/Plagiarism	A successful Cheating/Plagiarism roll is an Intelligence check at the DC of the Teacher, modified downward by the PC's Social Level. It will cost 1d10 times the PC's weekly allowance, determined before the roll. This will give the PC a passing grade on the test or quiz.
Coolness	If the PC passes a DC 8 Personality OR Intelligence check without burning Luck, then each Luck point burned on the next Action by the PC awards 1d4 modifier points to the roll.
Crudeness	A PC may attempt to Be Crude when facing an NPC, and makes a DC 8 MINUS their Personality modifier check. i.e. a - 2 Per penalty affords a +2 bonus to the roll. The margin of success is the NPC's individual reaction modifier to the PC, and if the PC's margin is 5 points or greater then the NPC is stunned for one turn or combat round as appropriate.
Dancing	If music is playing, then the PC gains a Mighty Deed roll in combat and if not in combat then if the social situation permits then the PC will gain a group or individual reaction modifier equal to the margin of the PC's DC 8 Agility check.
Dirty Fighting	This allows the PC to make an additional unarmed or one-handed attack at the level of the Dirty Fighting Skill Die.
Drinking	The PC's has an additional Fort Save of DC 7 to avoid the negative effects of alcohol consumption, with their Drinking Skill Die.
Driving	The PC can operate a standard wheeled vehicle in their culture with rolls at the Driving Skill die level. If your campaign does not include automobiles, then I encourage you to add them since if you think about it a Driver's License is a special commodity in High School and American Culture, generally. Penalties for underage driving ought to pertain, also!
Drug Use	The PC's has an additional Fort Save of DC 7 to avoid the negative effects of drug consumption, with their Drug Use Skill Die.
First Aid	A PC can use First Aid to heal another PC or NPC by 1d3 plus their Intelligence Bonus. They may use their Intelligence bonus in a Roll Over the Body roll.
Forgery	A PC can use the Forgery Skill die to forge signatures or documents in the manner of a thief.
Friends	Roughly generate 1d5 0-level Average (or Loser) Friend NPCs for the PC at the start and track their details to use as friendly henchmen (not hirelings!). No more than the absolute value of the PC's Personality modifier may accompany the PC at any time. In addition, they make new friends easily and use the d14 Friends Skill Die as a modifier to the normal Individual Reaction Roll. The PC gains an additional Friend for each year of school attendance.
Homemade Drugs	For a DC 8 Int skill check, the PC gains sufficient drug inventory to account for 1d6 weeks of allowance. This can be attempted once per week.
Homework	On a DC 9 Int skill check, per game day, the PC will gain 1XP, or may give the 1XP award to a PC with the Plagiarism skill.
Illegal Economics	The PC has access to Black Market purchasing and sales sources. Roll the PC's I.E. Skill Die, modified by the Intelligence OR Personality modifiers (whichever is better) AND when trying to buy or sell contraband or weapons: 0-6 The item is not currently available to buy, or no one is around to sell to. 7-9 The item may be bought/sold with extra time, cost, and lower quality 10-12 The item may be bought/sold with 2 of the above conditions 13-15 The item may be bought/sold with 1 of the above conditions 16 The item is available for purchase now, or for sale at your named price 17+ Marginal (75%) reduction in cost, or increase (150%) in profit
Intimidation	Roll a Skill Die, modified by the PC's Strength OR Personality Modifiers, whichever is greater. If visibly armed, the PC's roll is at +2d. The result is the DC of the Willpower save the NPC must make or be stricken by fear and flee or acquiesce as appropriate. That NPC will forever have a reduced reaction to the PC by the amount of the DC!

Isolation	On a DC 8 Skill roll, modifiable by Luck and Luck burn, the PC will effectively be discounted and negated in social situations and treated as a non-combatant in combat situations. Their presence is noted but will have no effect upon e.g. Group Reactions and they will not be targeted by enemies unless they take hostile actions, until their next turn.
Leadership	The PC's Personality modifier counts as the absolute value regardless of the positive/negative, and applies double to individual and group reaction rolls. They can Spend 1 Luck to cause/allow a PC or NPC to reroll a save whether failed or passed.
Lock picking	The PC has the ability to Pick Locks with the Skill Die, modified by Agility or Intelligence.
Lying	The PC can roll twice for the individual reaction roll for NPCs and choose the result by spending 1 Luck
Manners	Authority figures will reroll negative reactions to the PC on a DC of 7 or better.
Memory	Halves the DC of tests and quizzes for that PC.
Music	The PC can perform music vocally or one instrument per Skill Die
Pick pocket	The PC can use the Skill Die to attempt to pick the pockets or pilfer small objects as appropriate, with an Agility modifier
Pity	Gain 1 Luck by reducing the Reaction Roll level by 1 step, downward to neutral. Burn 1 Luck to improve the Reaction Roll from negative to neutral.
Smuggling	The PC may hide or secrete an item or items on their person, within reason. The DC is 8, modified by – 1 for small items to +3 for larger ones, up to the size of a book or laptop.
Sports	The PC always gets a Sporting Deed bonus of 1 d6 to accomplish sporting-related Actions in a given sport. Each sport is a separate Skill Die
Studying	For each 1 hour of study, a PC will gain a +2 bonus to an upcoming test or quiz . The PC may take Intelligence or Personality damage to reroll a failed test or quiz. Each reroll incurs 1 point of damage, representing fatigue and stress.
Trained Combat	The PC always gains a 1 d6 bonus to damage if using the selected unarmed combat style (e.g. Karate, Judo, Bartitsu, Boxing)
Weapon Knowledge	The PC always has an additional appropriate Action Die for attacks if using the selected weapon (e.g. Knife, Pistol, Rifle, Rapier)
Hacking	The PC may attempt to override security functions on computers and robots if given the opportunity and access to an appropriate interface terminal. The Action Die is modified by the PC's Intelligence modifier. Typical ranges are DC 7 for Principal Rooney's Apple IIe, to DC 18 for the WOPR
Psionic Blast	The PC uses his/her/its Skill Die as an Action, on an opponent. The opponent takes 1 d6 + the PC's Personality modifier as damage unless they make Willpower save at the DC of the PC's roll.
Scavenging	The PC is able to find an item from the Random Starting Gear list each morning on a DC 8 Stamina check.
Cast Spell from Text	The PC is able to cast spells from scrolls and at the School Master's discretion from other texts at their Skill die level
Skate Tricks	The PC has a Radical Deed die bonus of 1 d3 to Actions (Combat/Non-Combat) provided it is mounted on a suitable device and the terrain permits. This Die does not improve, but it does stack with other Action Die bonuses

REACTION ROLLS

The mechanics of Alma Mater were focused on balancing school success with acquiring social prestige. The scope of the social interactions were much more nuanced than mere COMBAT vs. NONCOMBAT, and it was clear that long-term developments of ongoing relationships and animosities, as well as friendships and even sexual relationships, was a focus. I usually use a 2d6 Moldvay-style reaction roll. For our purposes, this can be implemented as the Group Reaction roll, and represents the general trend of unknown NPCs to PCs on a first encounter. Apply the best or worst Personality modifier of the individual elected to interact and roleplay if this suits your group.

The nuanced social rituals that distress some teens and to which some others seem born are better represented by the Individual Reaction Roll. Use this roll for interpersonal interactions between individual PCs and peers, teachers, administrators, police, other adults, and even monsters, aliens, and mutants. A spot on the PC sheet ought to be included to track current relationships if needed.

See the following tables. Roll a 3d10 to determine reactions and apply appropriate modifiers. A d30 may be used if available although this will make reactions more unpredictable and variable.

EXAMPLE REACTION MODIFIERS	
Attacks NPC	-12
Attempts to attack NPC	-10
Steals or destroys NPC's property	-9
Attempts to frame or blackmail NPC	-7
Causes embarrassment to or humiliates NPC	-6
Picks pocket of NPC and fails	-6
Verbally abuses NPC	-5
NPC is jealous of PC	-5
Attempt to use Cruteness fails	-5
Tricks or lies to NPC	-4
Flirtation with NPC is rebuffed	-4
Follows or annoys NPC	-3
Beats NPC at game or sport	-3
Same subtype as NPC	+1
PC Successfully uses Cruteness skill	+1
PC Flirts or Impresses NPC	+3
PC gives small/medium value gift to NPC	+4
Helps NPC materially	+5
Helps NPC emotionally	+6
Gives a high-value gift to NPC	+6
PC seduces NPC	+6
NPC is PC's friend	+7
NPC is PC's lover	+9
PC and NPC share Patrons	+5
PC wears stylish clothes	+2

Type	3d10 plus mods	Specific NPC Reaction
Neg	3 or less	NPC will sneak attack and chase PC until defeated
Neg	4	NPC attacks and chases PC until defeated
Neg	5	NPC attacks PC
Neg	6	NPC steals from/hinders PC
Neg	7	NPC extorts/hinders PC
Neg	8	NPC intimidates/threatens PC
Neg	9	NPC embarrasses/humiliates PC
Neg	10	NPC verbally abuses PC
Neg	11	NPC lies to or tricks PC
Neg	12	NPC follows/annoys/watches/reports on PC
Neutral	13	NPC teases PC
Neutral	14-16	NPC questions PC
Neutral	17	NPC challenges PC
Neutral	18	NPC tries to impress PC
Neutral	19	NPC gives information or message to PC
Neutral	20	NPC asks for favor or requests item from PC
Positive	21	NPC warns PC of threat or danger
Positive	22-24	NPC offers PC aid, employment, or other benefit
Positive	25	NPC asks PC for academic help, minor benefit, or offers similar
Positive	26	NPC compliments PC (???)
Positive	27	NPC asks for date or social advice
Positive	28	NPC gives unsolicited gift
Positive	29	NPC observes PC to befriend or eventually Crush Upon
Positive	30 or more	NPC immediately counts PC as Friend or Crush

NPC Name	Role	HP	INT	Special
Mr. Vickers	Calculus Teacher	2	16	Pervert
Ms. Harpax	English Teacher	4	14	Dominatrix
Principle Bellend	Principal	12	10	Former soldier
Mr. Shiny	Janitor	45	18/00	Shoggoth
Mr. Peckles	Cafeteria Manager	3	15	Halfling
Ms. Peckles	Lunch Lady	2	17	Clone
Dean Rooney	Attendance Dean	4	10	Indomitable Will
"Dutch"	Aggressive nutjob	7	8	Switchblade
Vigs	Aggressive nutjob	3	5	Brass knuckles
Psyko	Aggressive nutjob	8	7	Football star tackle
Bambi	Foil	1	15	Romantic eidolon
"Carrot" Schrader	Mongrel Leader	4	13	Drink, Leadership skills
Sister Hortence	Religious Studies	14	15	Level 3 Cleric
Miles Twopointoh	Meteorology Club President	10	17	Level 2 Robot
Alf	Tunnel Stalking Verminoid	8	15	Alien/Hobgoblin

1 d200 Random Stuff in your Hands, Pockets or Backpack	
1	½ full bottle of grog
2	½ full bottle of laxative, Wildberry flavor
3	½ full bottle of Rat Poison
4	1 dose of Highly Addictive Drug (Spook, Rage, Nuke)
5	1 Torch (6 turns of light)
6	10 Silver Arrows
7	13 Arrows
8	1d10 credits/GP/dollars
9	1d10 Crossbow Quarrels
10	1d10 Easterling Arrows
11	1d10 makeshift Arrows (-1 damage)
12	1d100+50 Silver Pieces
13	1d12 chunks of Space Rock†
14	1d12 Crossbow Quarrels
15	1d2 doses antihistamine
16	1d2 doses of painkiller
17	1d20 Credits
18	1d20 Silver Stags
19	1d3 Condoms
20	1d3 small chunks of Space Rock†
21	1d4 colored pencils and sketchbook
22	1d4 doses of Klartesh
23	1d4 pieces of Space Rock†
24	1d4 somewhat stale Lembas Wafers, eat anytime to heal 2 HP of damage
25	1d4 Sprigs of Wolfsbane
26	1d6 Black Candles (burn for 2 turns each)
27	1d6 Broken Crayons
28	1d6 pieces of glowing Space Rock†
29	1d6 plastic throwing darts
30	1d6 Sleeping pills (fast track to the Dreamlands)
31	1d7 undelivered letters
32	1d8 Gold Crowns
33	1d8 Pencils
34	1d8 small chunks of Space Rock†
35	1d8 Textbooks
36	2 weeks worth of allowance
37	25 Silver Pistol Shot
38	29 feet of hemp rope
39	3 feet of chain (as club)
40	3 Gold Pyramids, inscribed with images of fishy gods, worth 100 Credits
41	3 Iron Rations, you may eat one after a battle to regain 2 Hit Points
42	3 ounces of Quicksilver in a small crystal vial, worth 15 Credits
43	3 Torches
44	3 Torches

1d200 Random Stuff in your Hands, Pockets or Backpack	
45	3 Torches (6 turns of light each)
46	30 feet of nylon/synthetic rope
47	5 Torches
48	6 Arrows
49	9 Crossbow Quarrels
50	A .38 handgun with 1d3 bullets
51	A baggie full of dirt, ominous
52	A beer
53	A bit of Red Shale from atop the Red Tower, a souvenir worth 20 Silver Pieces
54	A Black Arrow of Slaying, +12 points of damage to hit with a bow, one time
55	A Bone Whistle, its note shrill and piercing
56	A Bottle of Phraint Spittle, adds +3 to Personality for one day if drunk.
57	A brick
58	A Bronze Mask of Ludronus, worth 1d100 Silver Pieces
59	A bullwhip
60	A chunk of purple broken Glass, smelling of lemons and lavender
61	A clay tablet, containing the spell Lesser Ray of Logic (See Appendix S)
62	A cracked Vial of Lamp Oil, with 1d8 turns of oil left inside
63	A Creaky Crossbow, 1d6 damage
64	A Cudgel, 1d6 damage. 47 notches carved on the handle
65	A Curvy Dagger, 1d4 damage
66	A dead goldfish
67	A Dwerger-made Hand Crossbow, 1d4 damage
68	A Fancy Bronze Key - Skull Motif
69	A Fancy Bronze Key - Dragonfly Motif
70	A Fancy Bronze Key - Heart Motif
71	A Fire Flower Potion, which will heal you of all damage when drunk, once
72	A goblin-made Warhammer, 1d8 damage
73	A Gold Ring, set with a Black Emerald, worth 250 Credits
74	A Golden Locket, the man and woman depicted inside look feverish
75	A half-rotten Studded Leather Cuirass (AC +2)
76	A Jug of half-soured Quince Wine, worth 20 Credits
77	A Kenku's Foot Good Luck Charm, worthless but will anger Kenku upon sight
78	A leather-bound quarto-sized book, containing the single 0-level spell Ifrit's Pizzle
79	A map to the treasure hoard of Eyeball McWilliams
80	A Minotaur's Horn, the stump-end bloody and grisly
81	A papyrus scroll, containing the spell Fae Chill (see Appendix S)
82	A Parchment Flyer, listing the virtues of the Cat's Purr Inn in Marbourg
83	A Parchment Scroll, detailing a spell of great power (randomly determined 4th level Wizard Spell from the DCC Rule Book)
84	A pint of Lamp Oil, enough for 20 turns
85	A Purity Seal, dedicated to the Goddess Justicia (+1 to any roll, one time)
86	A Quarterstaff, 1d6 damage
87	A rotten Leather Flogging Whip, 1d4 damage
88	A Rusted Mace, 1d8 damage
89	A Rusty Knife, 1d6 damage

1 d200 Random Stuff in your Hands, Pockets or Backpack	
90	A Rusty Steel Left Greave, +1 to AC
91	A Serrated Dagger, 1 d4 damage
92	A Shoddy Pistol, a missile weapon for which any to-hit roll of 1-5 means the shot is wasted, no Shot or Powder
93	A Silver Mace, delicate and spindly, 1 d4 damage
94	A Silver Short Sword, 1 d6 damage
95	A single Gauntlet of Troll's Strength, raises Strength by 3 points to a maximum of 14, -3 to initiative rolls
96	A single prize specimen of Space Rock†, worth 500 Credits if sold
97	A slightly damaged Chainmail Shirt (AC bonus +3)
98	A somewhat moldy paper playing card, the Jack of Rubies
99	A sprig of Wolfsbane
100	A Steel Pot, a leather strap added to serve as a helm, +1 to AC
101	A Stone Tablet, describing the Pit of Chaos
102	A stout Grappling Hook of forged iron
103	A stout Wooden Spear, 1 d6 damage
104	A textbook
105	A Throwing Knife, missile weapon 1d4 damage (useable once)
106	A Tooled Leather Helm (+1 AC)
107	A Torch
108	A Tripe Ration, eating it will restore 1 HP but cause 1 d4 damage to your Stamina. It will heal a companion dog of all damage
109	A Tyroshi Feather Falling Charm, quaint and probably worthless
110	A Vellum Map that leads to a fortune in gold – far, far away
111	A very pointy Steel Stiletto, 1 d4+2 damage
112	A vial of Holy Water
113	A Vial of Rendered Werecarp Oil
114	A Vistornoi-made Shield Breaker Charm, +3 to a melee attack one time, then it disintegrates whether you hit or not
115	A Walking Stick, the silver head carved into the shape of a growling wolf, 1 d4 damage
116	A Stained Orc Skull, upon which is written YORUCK in red wax crayon
117	A weathered Short Sword, sturdy and serviceable, 1 d6 damage
118	A wooden Actor's Sword, 1d4-1 points of damage (0 damage possible)
119	An Ebony Wand, 125 charges left (unknown effect and command word, radiates terrible magic)
120	An Engraved Brass Bell, the letters and pictographs make no sense
121	An Inscribed Meteoric Iron Bell – strangely it has no clapper
122	An Ivory Playing Card, The Fool's Goose
123	An Ivory Playing Card, the Queen of Hooks
124	An Ivory Powder Horn, with 1 d4 shots of Black Powder inside
125	An Obsidian Dagger, 1 d6 damage
126	An ugly but durable Brass Lantern, still 7 turns of oil left in it
127	Assorted blue plastic polyhedra
128	Assorted keys (not yours, but found)
129	Bag of ball bearings (a good blackjack)
130	Bag of rocks (a crummy blackjack)
131	Brass knuckles
132	Brass lighter
133	Burned-out Crystal Shard
134	Busted Gizmo

1 d200 Random Stuff in your Hands, Pockets or Backpack	
135	Busted radio
136	Camera
137	Camping magazine (Outdoors, Sticks and Stones, Bird-o-Phile)
138	Cassette Walkman
139	Clean handkerchief
140	County fair-style pewter skull ring (possibly Lucky)
141	Crassio wristwatch, with calculator
142	Crassio wristwatch, with Underage Terror LCD game
143	Creeping illness. The save for those contacting you is 10 + 1d8 Fort. No immediate effects
144	D100 Bottle caps
145	D6 cigarette butts
146	Dead rat
147	Empty lighter
148	Fancy bracelet
149	Fashion magazine (Silgurians Today, Mongrelbeat, Eyepatches Monthly)
150	Faulty Silgurian Laser Pistol, 1d10 damage. Fumble with this weapon and it will explode, kill you, and leave a 10 foot crater behind
151	Flashlight
152	Gizmo
153	Greenish brass trumpet, 4 valves
154	Handful of rubber bands, hair tangled in them
155	Handful of toothpicks, used
156	Hotrodding magazine (Haulin' Arse, Crotchrockets R Us, Accident Enthusiast)
157	Jar of leeches
158	Jar of vicious bloodsucking flies
159	Karate magazine (Uhmerican Ninja, Chop Suey, Disciples of Bruce)
160	Live Snake (1 HP, AC13)
161	Lucky rabbit's foot
162	Moldy sandwich
163	Money equal to ½ starting wealth
164	Monkey's Paw
165	Multi-spectral camera
166	Newspaper
167	Nudie magazine (Tentacles N Such, Hairy, Mongrel Lovers)
168	Bottle of old medicine, label unreadable
169	Pack of Matches
170	Pack of stolen smokes, 1 d20 left inside, a crummy brand
171	Pen and notebook
172	Pocket knife
173	Radio
174	Random bottle of industrial chemical
175	Ratty notebook
176	Ratty notebook, 1 Level 2 Wizard/Cleric spell inside
177	Roll of masking tape, random color
178	Rubber slingshot

1 d200 Random Stuff in your Hands, Pockets or Backpack	
179	Scientific calculator, with graphing function
180	Snotty handkerchief
181	Specialty magazine (Fighter's Guild Jr., Guns Enamored, Beauhunters)
182	Spool of cheap thread
183	Sports magazine (Kerrunch!, Swimsuits Defenstrated, Uhmerican Ninja)
184	Stack of lined paper
185	Stolen credit card
186	Stopwatch
187	Sweet sneakers
188	Switchblade
189	T-ball bat (as club, duh)
190	Textbook
191	The heart of an elf
192	Tomorrow's newspaper
193	Transport homer
194	Transport homer, temporal
195	Trapper-Keeper
196	Trapper-Keeper of Doom
197	Two Textbooks
198	Unlucky rabbit's foot
199	Wedding ring
200	Weightlifting magazine (Sweaty Bears, Steroids Monthly, Breakin' Sweat)