Pick Pockets Results

Make the % roll, look up the result in the first table, using the result of the units die as the row number.

Units	Succeeded	Failed	Bad failure – 00, or fail by more than 15%
0	1 valuable	Nothing	Beaten up – lose d30 + 60% of your hit points.
1	2 valuable	Nothing	Steal a cursed item. 1. a dagger -1, 2. a coin which devours others at the rate of d10gp per day, 3. a gem of stupidity (-1d4 INT or WIS), 4. a purse of asceticism (save vs spells or refuse to accept money), 5. gem of crippling (lose 1d4 STR or DEX), 6. unlucky charm (-1 to all saves).
2	1 valuable 1 mundane	Nothing	The city guards get their hands on you. You can bribe your way out with d100gp, if you have money on you, or the thieves' guild will bail you out for 50 + 2d100gp – they expect the money back.
3	2 mundane	Nothing	Beaten up and robbed – lose d30 + 60% of your hit points, plus anything vaguely useful or valuable you have on you is taken.
4	1 mundane 1 odd	Nothing	You think you've gotten away with it, but you stole something important and your target *really* wants their loot back. Mercenaries are hired to track you down.
5	1 valuable 1 mundane	Nothing	A trapped coin purse, who'd have thought? When you get your prize away and open it you find: 1. poison gas!, 2. sleep gas, 3. explosive dye, 4. a man-trap just right for prying hands, 5. a *geas* upon you, 6. a summoned guardian who is none too pleased to see you.
6	2 valuable 1 odd	Nothing	You're grabbed by a crowd of locals and forced into some humiliating form of punishment: 1. pillories, 2. tarred and feathered, 3. stripped naked and chased through the streets, 4. thrown in a sewer.
7	1 valuable 2 mundane	1 mundane	Word of your ineptitude gets to the thieves' guild and you are ridiculed by your peers. If you're not a member of the guild you may be in trouble.
8	3 mundane	1 mundane	Chased and narrowly escape – lose 1d6hp (cannot be fatal) and 1d6 CON. CON recovers at a rate of one point per day of rest.
9	1 valuable	1 odd	Chased and narrowly escape, but injure yourself in your haste. You lose 1d6 STR or DEX (50% chance of each) plus 2d6hp (cannot be fatal). STR or DEX recover at a rate of one point per day of rest.

d30	Valuable Items	Mundane Items	Odd Items
1	Pouch – d100cp	Crust of bread	Small dead animal
2	Spectacles / monocle – 4d6gp	Half-eaten apple	Live beetle
3	Bag of gold dust – d30gp	Bacon rind	Black sphere – very heavy
4	Silver locket with portrait – d30gp	Bent spoon	Severed finger
5	Silk handkerchief – d10gp	Flint & steel	Bag of insect wings
6	Silver cuff links – d20gp	Small knife or dagger	Bloody rag
7	Brass ring – d6gp	Carved charm	List of names, some crossed off
8	Purse – d100sp	d10 marbles	Whispering sea shell
9	Fur gloves – 3d6gp	Bag of salt	Hideous talisman
10	Hairpin – d100gp	Pipe & tobacco	Mirror with other dimension visible
11	Brass medallion – 2d6gp	Wooden holy symbol	Locks of hair
12	Gold ring – 2d30gp	Drug (random)	Pornography or pictures of torture
13	Wallet – 2d30ep	Candles	Necklace of fangs
14	Bronze bracelet - d10gp	Fruit or dried meat	Bundle of leaves
15	Silver earring – d30gp	Pasty or pie	Whistle which frightens animals
16	Small bag – d20pp	Dagger	Note in sinister glowing script
17	Fancy pocket watch – 30gp	Dice (10% loaded)	Crushed fairy
18	Silver chain – 4d6gp	Deck of cards	Wax figurine of thief
19	Bracelet – d6×10gp	Small key	Indecipherable map
20	Small gemstone – d30gp	Love letter	Mummified body part
21	Brooch – 2d30gp	Contract of purchase	Handful of green ooze
22	Crystal pendant – 3d6gp	“To do” list	Flask of urine
23	Silver holy symbol – d30gp	Flask of strong spirits	Note scrawled in blood: “KILL”
24	Bottle of perfume – d30gp	Curative herbs	An organ
25	Coins – d100cp, d100sp, d30gp	Prayer book	Eyeball sealed in a jar of jelly
26	Vial of holy water or poison	Whetstone	Chunk of bloody flesh
27	Pouch – d100gp	Bag of nuts	An unusual egg – may hatch
28	Ring + gemstone – d100gp	Bar of soap	Scrawled sketch of a demon
29	Book – d30gp	Pair of woollen socks or gloves	Pouch of black feathers
30	Gems worth 2d100gp	Piece of cheese	Note: “feed the pixies”