Boot Hill Loot Tables

These tables can be used to randomly determine the valuables carried by individuals (a Boot Hill "Treasure Type" table, if you will).

Table 1:

Wealth	Example	Money	$ Amount	Jewelry
Destitute	Drifter	25%	1d10 x 10¢	1%, 1 roll
Poor	Laborer	35%	1d10 x 25¢	5%, 1 roll
Struggling	Farmer	45%	1d10 x 50¢	7%, 1 roll
Below Average	Teamster	55%	1d10 x $1	10%, 1 roll
Average	Shopkeeper	65%	2d10 x $1	25%, 2 rolls
Comfortable	Doctor	75%	3d10 x $1	50%, 2 rolls
Well-to-do	Merchant	85%	4d10 x $1	65%, 3 rolls
Wealthy	Banker	95%	5d10 x $1	70%, 4 rolls

Wealth: An NPC's Wealth category is determined by the Judge based on how the NPC earns his or her living, using the "Example" column as a guide. Note that the "Average" category isn't entirely accurate -- in truth, the average westerner would fit into the "Struggling" category.

Example: Use this column as a guide to determine which "Wealth" category an NPC belongs to.

Money: This is the percentage chance that the NPC is carrying cash money. Roll d%, and if the result is equal to or less than the percentage given then the NPC is carrying money. Use the "$ Amount" column to determine how much.

$ Amount: If the "Money" roll indicated that the NPC has cash, roll the number of d10's indicated, add them together, and multiply the result by the amount given.
OPTIONAL RULE: For a more realistic result for money multiplied by $1, subtract $1 from the result and substitute a d% roll, multiplied by 1¢. This will result in an NPC carrying loose change in addition to paper money.

Jewelry: This is the percentage chance that an NPC is carrying jewelry or other non-monetary valuables. Wealthier NPCs may be carrying multiple or more valuable items, which is noted as "# roll(s). Roll d% the number of times indicated, and make a note of the number of successful rolls (equal to or less than the percentage given). If any rolls were successful, proceed to either Table 2 or Table 3, depending upon the NPC's gender.
NOTE: Even if a roll is not successful, continue rolling the number of times indicated. For example, if an NPC is entitled to two rolls and the first roll is unsuccessful, the Judge must still make the second roll.

Table 2: Mens' Jewelry

d%	Item	Value 1st	2nd	3rd	4th
01 - 50	Ring	1d6 x $1	2d6 x $1	3d6 x $1	4d6 x $1
51 - 85	Watch	1d10 x $1	2d10 x $1	3d10 x $1	4d10 x $1
86 - 93	Misc. Jewelry	2d10 x $1	3d10 x $1	4d10 x $1	5d10 x $1
94 - 95	Extraordinary Item				
96 - 00	Extra Roll				

Table 3: Womens' Jewelry

d%	Item	Value 1st	2nd	3rd	4th
01 - 40	Ring	1d6 x $1	2d6 x $1	3d6 x $1	4d6 x $1
41 - 50	Cameo	1d10 x 10¢	1d10 x 25¢	1d10 x 50¢	1d10 x $1
51 - 60	Bracelet	1d6 x 50¢	1d6 x $1	1d10 x $1	2d10 x $1
61 - 75	Necklace	1d10 x $1	2d10 x $1	3d10 x $1	4d10 x $1
76 - 85	Earrings	1d6 x 10¢	2d6 x 10¢	1d6 x $1	1d10 x $1
86 - 95	Extraordinary Item				
96 - 00	Extra Roll				

d%: Use this column to determine the type of jewelry found. Roll d% and use the result indicated.

Item: This is the type of jewelry found. An "Extraordinary Item" is something that is rare and/or extremely valuable, such as the deed to a farm, a gold letter opener, or a treasure map. The exact nature of the item is determined by the Judge. An "Extra Roll" result means that the Judge makes *two* more rolls on the "Jewelry" column from Table 1 for that NPC, adding the results to those already given. This is a double-edged sword -- the NPC may be carrying more (or more valuable) jewelry than normal, or it may result in a previously-successful roll being lost (For example, a roll on Table 1 indicates jewelry, and when the Judge rolls for the jewelry type on Table 2 it yields an "Extra Roll" result. He then goes back to the "Jewelry" column on Table 1. Both rolls fail, so no jewelry is present).

Value: Use these columns to determine the item's value. Item values are given in increments, depending on how many rolls indicated the same result. *EXAMPLE:* The Judge makes three successful Jewelry rolls on Table 1. He then goes to Table 2, and his rolls result in "Ring", "Watch", "Ring". Rather than having two rings and a watch, the NPC would be carrying a watch of base value (rolled on the "1st" column) and a ring of higher value (rolled on the "2nd" column). Each duplicate result increases the value by one increment.
Note that with "Extra Roll" results, it is possible to increase the increments beyond "4th". Each increment beyond this *doubles* the item's value -- therefore, a result that would be a "6th" increment would have a value rolled on the "4th" column, then doubled ("5th"), then doubled yet again ("6th") -- a rare and wonderful thing. Duplicate results of Extraordinary items may result in more than one item, or an item of higher value -- this is solely at the Judge's discretion.

Optional Rule:

At the Judge's discretion, these tables may not indicate what an NPC is currently carrying, but what he or she has immediate access to. Let's face it, a farmer out plowing his fields probably won't have any money on him, and he most definitely would *not* be carrying his heirloom gold pocket watch -- but the same farmer on his way to church on Sunday may well have it with him. Any other time, the money and watch would be at home, safely hidden away somewhere.