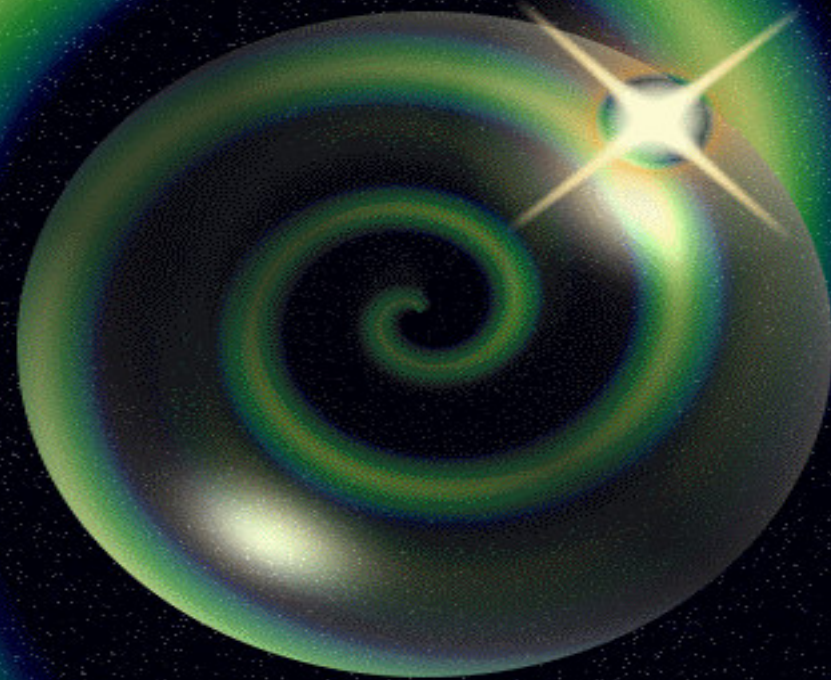


GENERAL FANTASY SERIES

FANTASY STREET LIFE:



PROFIT STREET

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FANTASY STREET LIFE: PROFIT STREET

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WHERE IS PROFIT STREET?

More of a general name than a singular, given location, Profit Street is any crowded urban street where all walks of life gather for daily business. From beggars and harlots pandering about to the wealthiest of aristocrats and officials, all varieties of folk can be found drifting about on this busy, city road. It is on such a street that one might be hassled by beggars and harlots hustling for petty coin, pelted with rocks by naughty children, engage in business with merchants local or foreign, and welcomed with warm wishes by drunkards, cult followers, and the most upstanding of citizens alike.

HOW DO I USE THIS PRODUCT?

This edition of Fantasy Street Life focuses on the daily activities of a busy urban street where all forms of individuals must meet for common business and interaction. Though titled Profit Street there is no exact location description or map given. Rather it is a means of rolling up possible passing encounters that one might find on such a street by any name, particularly one that would exist within a standard fantasy town or city that is bustling and diverse. In addition to the encounter's type, Profit Street provides the grouping amount (such as three beggars for example), disposition, and who or whom that such an encounter might be possibly interacting with. A description regarding each encounter type is provided, as well as notes on handling such a group when interaction is likely to occur, particularly that of a friendly or offensive disposition.

It is the intended purpose of this product, as with all Fantasy Street Life editions, to provide a means of making quick, yet colorful, encounter rolls for urban street and road locations. As the characters are traveling down a street, the game master merely needs to make a roll or two in

order to add a sudden encounter worthy of adding flavor to the street's crowd. In addition to keeping the players' interest some of these randomly rolled encounters can lead to a few chaotic situations of their own, thus adding that much more to the existing adventure.

The following information provides a detailed overview of each step taken in using this guide.

DETERMINING AN OCCURRENCE AND FREQUENCY:

The first important step is to determine when a random encounter should be placed. The street should be somewhat comparable to the opening description and the characters should probably be given enough time to round the corner so that they can be fully immersed in any potential outcome of the random encounter roll.

When using this product the game master should feel free to initiate an encounter at their leisure, and not by some pre-set format. If the players become aware that a random roll will occur once or twice for every street they walk down then the events can become a bit too predictable. Likewise, if the game master attempts to place too many occurrences at a single given time on one street then the feel of such events may lose a sense (or illusion) of eventfulness, thus truly appearing as nothing more than scattered, random rolls.

For the main roll chart (Chart B), the presumed time for Profit Street is that of daylight, or rather morning to just before dusk. Places such as Profit Street are often bustling somewhat even during the nighttime hours, however, so no real secondary chart is needed for such street rolls during the evening. If one wishes, however, they can just choose to re-roll as desired if making an attempt to create more suitable (perhaps more dangerous) encounters for a late evening or midnight appearance.

ROLLING FOR THE ENCOUNTER:

Once a suitable time to roll for a street encounter has been determined the game master merely needs to consult the main roll chart (Chart B). At the far left end of this chart there is a column containing line of numbers under the listing Roll (1d20). Beside this column there is another column under the listing Encounter. By rolling a standard, twenty sided game die one will then refer to the Encounter chart for the appropriate encounter.

THE GROUPING AMOUNT:

Beside the Encounter column there is another column entitled Group on the main roll chart (Chart B). This area indicates the amount of individuals or creatures that the encounter contains. For example, if the game master rolled a 15 then according to the Encounter and the Grouping column the encounter consists of 1d6 performers. Now, as most seasoned role playing gamers will notice the Grouping column does not feature a solid, preset number but rather an indication of what dice to roll and any additional mathematic adjustments that might be needed. For those new to such formats the different listed grouping possibilities are explained below:

1d3- This means that one must roll a six sided die one time and halve the amount that was rolled, rounded up.

1d4- This simply means that one must roll a four sided die once.

1d4+1- This means that one must roll a four sided die one time and add one point to the roll.

1d6- This simple means that one must roll a normal, six sided once.

1d6+1- This means that one must roll a six sided die one time and add one point to the roll.

*- This is reserved for monsters or animals. Such encounters have their own grouping possibilities which are based on the particular monster or animal in question. For more information one would need to consult the description on monsters in the encounter description area.

To further clarify the grouping, let's look at our above roll of 15, indicating 1d6 performers. From here one would take a normal, six sided die and roll it as indicated by the grouping column in order to find the exact amount of performers

encountered. If this roll was a 4, for example, then it is determined that four different performers are encountered.

THE DISPOSITION TYPE:

From here the game master determines the general disposition type of the group encountered. In order to do as such the game master shall roll their twenty sided die one time and then consult the Friendly, Neutral, and Offensive columns on the main roll chart (Chart B). These columns show a series of numbers from 1 to 20 that are broken down into sections across the three columns. By finding which series of numbers that the game master's twenty sided die roll (for disposition) falls into the game master can then determine the general disposition of the encounter.

For example, let's say that we have taken our previously rolled up group of four performers and wish to see what their disposition happens to be. In order to do this we will roll the twenty sided die and then consult the rows for performers under the disposition columns. Let's now say that we have made our die roll, and the result was 11. By looking at the disposition columns it is determined that the disposition of the four performers is that of friendly.

THE DISPOSITION FOCUS:

For a few game masters, simply knowing an encounter's type and disposition should be enough to run a creative event. If one wants to build further up on the flavor, however, knowing the focus of the disposition may be quite helpful. The various types of encounters found on a street such as Profit Street may vary greatly in where they focus their disposition. For some, the disposition may be focused towards their own self or their own grouping while with others it is likely that the encounter will be interacting with another group. This targeted group may be either the characters themselves or perhaps another third party encounter group.

Use the chart (Chart A) on the following page in order to determine the focus of the encounter group's disposition.

CHART A: FOCUS CHART

Roll	Encounter
1d20	Focus:
1-4	Self/Within Group
5-11	Players' Characters
12-16	Another Encounter Group
17-20	All/Any Other Individuals

Below is a description of each encounter focus.

Self/Within Group:

When self or within group becomes the focus for the encounter then the disposition and interaction of the encounter group is placed upon their own group or even their own person. While it is more likely for one to find such attention given when the encounter in question has more than one individual, such as three or four philosophers talking or arguing amongst their selves for example, it is possible to find a singular individual who may be focusing strong feelings towards their own self. This is true with an angry, swindling individual grumbling quietly about a failed scheme. Another good example would be a raving madman who might be screaming and clawing violently at one's self.

Players' Characters:

While the main characters might be a minority of the total population on the street they are still, none the less, the most important figures in the adventuring session. As such it should be quite common for a particular encounter group to turn their attention and focus to the players' characters. Such a focus might mean as a little as a friendly greeting or it could create enough negative attention (and as such, trouble) as to lead into a mini-adventure itself.

Another Encounter Group:

Though the players' characters are most likely to wind up seeing more action when an encounter group's focus is turned towards them, having the main encounter group express a manner of disposition towards another third party group on the street can be interesting as well. Whenever another encounter group is the rolled focus of disposition for the original encounter group the game master merely needs to roll on the main roll chart (Chart B) again to find the type and grouping amount of the second encounter group. The disposition for this secondary group will not need to be revealed.

An example of this is as follows:

The game master has rolled up a grouping of three beggars with an offensive disposition. Then, after rolling on the disposition chart (Chart A) to see what the focus object of the beggar's offensive disposition happened to be, it turned out that this focus was towards another encounter group. As such, the game master rolls again on the main roll chart (Chart B) and rolls a 2, indicating that 1d4+1 aristocrats are the focus of the main encounter. Therefore, the game master then rolls 1d4 for the grouping amount, adding +1 as instructed. The roll is a 3 before the addition so it is determined that the three beggars are having an offensive disposition with four aristocrats.

From here the game master should be able to add the flavor of the story on his/her own. Most likely the beggars were attempting to gain a bit of coin off a group of passing aristocrats, who probably snubbed the poor beggars. This would naturally have caused the beggars to increase their begging to a point of harassment, causing the brief encounter to turn rather sour in nature.

All/Any Other Individuals:

Some encounter groups may show a nature of disposition towards every one on the street. A cult fanatic or a lunatic may rant and rave towards anyone that merely passes by and the beggars will naturally try to gain a coin off the poor and rich alike. Drunkards might cheerfully greet and wave towards anyone and everyone who passes by and street performers will naturally offer their talents to any individual who looks worthy of producing a tip.

Neutral dispositions can also be expressed to all others on the street. An individual might remain cautious and keep a weary one on anyone who passes by them or brushes up against their coin purses. Aristocrats and high ranking officials might weave their way through the crowds while attempting to keep as much distance from their selves and others as possible.

CHART B: THE MAIN ROLL CHART

Roll: 1d20	Encounter:	Grouping:	Roll 1d20 For The Disposition Type:		
			Friendly:	Neutral:	Offensive:
1	Adventurers	1d6	1-5	6-16	17-20
2	Aristocrats	1d4+1	1-5	6-16	17-20
3	Beggars	1d4+1	1-8	9-17	18-20
4	Children	1d4+1	1-7	8-17	18-20
5	Cult Followers	1d4+1	1-9	10-13	14-20
6	Drunkards	1d6	1-8	9-15	16-20
7	Guardsmen	1d4+1	1-4	5-15	16-20
8	Harlots	1d4	1-8	9-18	19-20
9	Henchmen	1d6	1-3	4-14	15-20
10	Laborers	1d6+1	1-7	8-18	19-20
11	Lunatics	1d4	1-4	5-12	13-20
12	Merchants	1d4+1	1-9	10-17	18-20
13	Monster*	*	----	1-7	8-20
14	Officials	1d4	1-7	8-17	18-20
15	Performers	1d6	1-11	12-18	19-20
16	Philosophers	1d4	1-8	9-18	19-20
17	Rogues	1d4	1-5	6-12	13-20
18	Swindlers	1d3	1-8	9-17	18-20
19	Travelers	1d6+1	1-5	6-18	19-20
20	Vendors	1d4	1-10	11-18	19-20

*This listing indicates the sudden appearance of a monster or group of monsters. The exact amount is determined in the description listing for this encounter. In some cases, this creature may actually just be a normal animal instead. Monsters or even many animals may not always be suitable for every campaign, community, or street. As such, feel free to re-roll if so desired.

ENCOUNTER DESCRIPTIONS:

The following text contains the descriptions and notes for handling the encounters generated by using the main roll chart (Chart B).

Adventurers:

Much in the same vein as the characters, other adventurers may be found occasionally wandering about this street. Though some may have a more uniform grouping, these adventuring individuals are often just as diverse in character class and/or profession as the main character party. While these other explorers may sometimes show a sign of friendliness towards others, including the characters themselves, it is

more likely that such an adventuring party may be neutral or hostile in behavior.

Friendly Disposition: Friendly adventurers are likely to be quite cheerful from either a recent windfall of success, a bit of heavy drinking and carousing at a local tavern or inn, or a combination of both elements. These explorers will certainly intend to enjoy their stay amongst the civilized to the fullest before heading back to the dark, damp dungeons and eerie, haunted woodlands.

Neutral Disposition: A common disposition for most explorers, such adventurers are most likely in the area for the purpose of trading, purchasing, and handling daily affairs. These adventurers may also be merely passing through as they travel on to the next stop of a much larger campaign.

Offensive Disposition: Depending on the target of focus, the other group of adventurers may be offensive in many different ways and for many different reasons.

Aristocrats:

This encounter type makes up the rich and pampered in the community as well as the presence of lords, ladies, and lesser nobles. Most aristocrats are usually a rather snotty lot who are often insulted by the fact that they must do business on the same streets shared by the common rabble in the community. A few, however, tend to take to kindly ventures of charity and wish to stop and help those poorer than their own selves. Then there are a small handful of aristocrats that may actually be somewhat corrupt and criminal in nature, and meet with individuals of lesser status for the purpose of foul negotiations.

Friendly Disposition: Friendly aristocrats on a road such as Profit Street is often a rare lot, and when one sees this higher class behaving in such a fashion there's usually a significant, underlying reason. Such aristocrats might be drunk, negotiating shady dealings, or trying to give the poor a break in the form of coin or clothing. A few may be cheering on the arrival of a group of heroic adventurers, individuals who are both full of interesting stories and the potential to rid the community of the undesirable, criminal elements.

Neutral Disposition: Quite common amongst aristocrats, a neutral disposition is often displayed as these folk tend to work their way through the unwashed masses as quickly as possible. Never too trusting of the poor, most

aristocrats keep a keen eye on their personal, carried possessions.

Offensive Disposition: Another common disposition for aristocrats, being on the offensive is a standard display if one is expected to have to walk amongst the unmannered, unwashed rabble of the community. Aristocrats are hardly ever physical with their offending display, however, usually such negative actions involve making threats, insults, and crying out for help in response to utterly harmless brush bys with the commoner.

Beggars:

This encounter makes up the general population of needy, homeless, disabled, starving, or destitute. Beggars often take to places such as Profit Street as these roads, streets, and lanes offer a wide variety of traffic night and day.

Friendly Disposition: Beggars are often likely to be friendly in nature, as their main purpose of communicating with others is in hopes that someone will take pity upon them and donate a bit of coin, food, clothing, or drink.

Neutral Disposition: If tired, communicating amongst their selves, or seeing that a bit of free handout is unlikely then it is quite common to find the beggars of the community rather quiet and keeping to their own selves. Such is also common when the guard might be on the street, as many communities consider the trades and lifestyle of the beggar to be within the terms of vagrancy and harassment.

Offensive Disposition: Some beggars can become rather pushy in their requests for petty coin and goods, leading up to offending displays. It is quite common for one to feel impatient with others when they have so much and yourself so little. Other beggars may be a bit touched in the head, as with the lunatics of the community, or simply drunk, angry, fighting with others, or attempting to defend their right to beg on the street against the ruling nature of the local authority. A few beggars may also take to petty robbery if they feel a targeted victim is weak enough.

Children:

From the spoiled brats of the community aristocracy to the poor, unwashed orphans doomed to spend their youth fending for their own selves, the street sees its share of children.

Friendly Disposition: Children often tend to be initially friendly towards others, particularly if they do not feel threatened by the presence of

another individual or group of individuals. These children might be playing amongst their selves, talking to a known grown up, or boldly introducing their selves to passing adventurers and travelers that have impressed the interests of these youngsters.

Neutral Disposition: If the children are particularly timid, told to mind their own business, or cautious of others then it is quite likely that one will find these youngsters passing by in a quiet and non-approaching behavior. Children may also be particularly neutral in behavior if they are being questioned by an elder, especially if the youngsters have been recently up to no good and are trying to hide something. Youngsters who are employed in the positions of petty jobs may also be found going about their business on the street in a neutral fashion of disposition.

Offensive Disposition: It is not impossible to find a group of youngsters behaving in a rather offensive nature either. Bratty, bored groups of children may pass their days by pelting strangers with rocks before running away, giggling. Others may have taken to petty larceny and pick pocketing.

Cult Followers:

These wild eyed, bizarrely dressed fanatics are the representatives of the strange cults that often pop up in large, urban environments.

Friendly Disposition: Ever driven to convert others to their vision and way of life, cult followers are often quite friendly. It is not uncommon to find these individuals greeting others as they pass by in hopes of gaining new membership, donations, or at least an open mind and listening ear.

Neutral Disposition: If the local authority has been pressing down on the activities of these individuals or if the cult followers are simply locked in a debate or discussion with someone else then the nature of such fanatics is that of neutral. Cult followers also are required to handle a lot of the affairs of their organization, and may simply be out and about on official business.

Offensive Disposition: As much as they are friendly, the followers of strange cults can become rather offending and hostile at a moment's notice. Their beliefs are often strong, unconventional, and uncompromising, and those who question the faiths of the cult followers or act in a manner disapproving of the fanatics' beliefs are sure to witness the verbal (and possibly physical) wrath of the cult followers.

These radicals may also find their selves in a bit of trouble with the local authorities from time to time, and its not too uncommon to find the cult followers attempting to defend their selves and their rights from the hand of the law.

Drunkards:

Behaving under the irrational influence of alcohol, drunkards make for interesting encounters.

Friendly Disposition: While some drunkards are known for their fighting and vulgar behaviors, many drunks are actually quite friendly. In fact, a drunkard who is blissfully under the influence of alcohol may be a bit too overly friendly, to the point that the object of the drunkard's disposition will find it rather hard to engage from the company of this carouser.

Neutral Disposition: Though visibly intoxicated some drunkards may simply wish to be left alone. This is especially true if the local authority is giving the drunkard a rather hard time or threatening to throw them in the stocks for their embarrassing behavior. Some drunks may also merely be out and about doing their daily business (or daily drinking).

Offensive Disposition: A common disposition for a drunkard, it is a common sight for these carousing individuals to start fights, start arguments, rudely bump into, or even vomit up on another individual or group of individuals. It is also a rather common sight to find such drunkards offending others in a vulgar manner.

Guardsmen:

The guardsmen of the community are typically a firm, no nonsense lot of individuals. They are still human, however, and are capable of making mistakes, being friendly, or showing emotion just like anyone else that passes up and down the street.

Friendly Disposition: Though it is quite unlikely to find the guardsmen singing and dancing up and down the street (unless of course there's a particular holiday going on) it is not impossible to find these individuals behaving in a friendly or cordial manner. After all, the main job of most guardsmen is to look after the concerns of the people and not to simply arrest criminals. A friendly natured guardsman might be giving a passerby direction towards the inn or a nearby shop, helping a small child in need, or even waving at a local citizen or friendly traveler.

Neutral Disposition: As their job is a rather serious one, it is not uncommon to find the

members of the local guard behaving in a neutral, serious manner. This disposition may lead to any number of interactions, from questioning a suspect to merely walking up and down the street.

Offensive Disposition: In the manner of the guard, an offensive disposition usually means that the guardsmen are in the process of trying to arrest, interrogate, or simply run off a desired individual or group of individuals. An offensive disposition may also be the mere issue of a warning to an individual caught attempting (getting ready to attempt) a minor infraction.

Harlots:

These working girls are usually snubbed by the better folk of the community and tend to remain in trouble with the legal authority. While some communities do indeed allow prostitution, it is often likely that many of these harlots are also involved in petty theft and other aspects of criminal behavior.

Positive Disposition: Ever eager to earn a bit of coin, harlots tend to be on the friendly side when it comes to strangers walking up and down the street, especially if such strangers in question happen to be potential customers. It is good likewise to keep a few non-customer allies, and when times are tough a few of the harlots also take to a bit of begging as well.

Neutral Disposition: The streets can be a dangerous place at times, even for a seasoned working girl. Likewise harlots may often find it necessary to lie low if the local guard is snooping around.

Offensive Disposition: Trouble seems to go hand in hand with the lifestyle of a harlot. As such, it is not too uncommon to find a harlot in trouble with others.

Henchmen:

Henchmen come in all forms, from servants to bounty hunters to enforcers. No matter the form these individuals are usually out to take care of a master's dirty work.

Friendly Disposition: Often a rare form of display for a henchman, some of these individuals find a bit of friendliness helpful when dealing with others, especially if the henchman is in need of a bit of free information.

Neutral Disposition: A popular disposition for the henchman who is simply going about with "business as usual" or trying to lay low around the local authorities.

Oppressive Disposition: When the henchman really needs to get things done an oppressive, threatening disposition is often best. As such it is not uncommon for one to stumble across a henchman in the process of interrogating, harassing, or otherwise bullying a target or group of targets.

Laborers:

These simple folk make up a wide variety of the local villagers that may be traveling or otherwise moving about on the street.

Positive Disposition: While quite busy it is not uncommon to find a simple group of laborers to be on the friendly side. These folk are usually with little prejudice towards the wealth and status of others, and are often especially friendly towards interesting looking strangers. Mighty adventurers are particularly liked by these folk, especially if such adventurers are willing to share a few fascinating stories (and a free round of drinks or two) later on at a nearby tavern. Laborers often tend to know little secrets, but are usually good for providing gossip, rumors, and generalized, local information.

Neutral Disposition: These laborers are often busy folk. As such, it is not uncommon to find the laborers working about the street to be short on many words and serious in nature.

Offensive Disposition: Many laborers can be crude at times. Likewise, if they are doing some sort of heavy work, such as building a house or store front, the presence of such laborers and their work is an open invitation for accidents of a potentially painful and hazardous nature.

Lunatics:

Disheveled, wild eyed, and utterly insane, lunatics make up a specialized group of mentally ill unfortunates, vagabonds, and beggars. Often these individuals may have radical beliefs that would challenge even the most faithful of cult followers.

Positive Disposition: While a positive attitude is a rare thing amongst most lunatics, there are a few of these individuals that can be strangely friendly and charming from time to time. Such positive nature is usually held with great caution, however, as the nature of a lunatic is often rather quick to change.

Neutral Disposition: While many lunatics will display a decidedly positive or negative attitude towards their own selves or the company of others, many lunatics are merely scattered in personality and conversation. When dealing with

a neutral lunatic it is likely that such a mentally ill person will be discussing topics of a bizarre nature or attempting to converse in a disorganized, nonsense sort of fashion.

Offensive Disposition: A common form of disposition for many lunatics, the mentally ill are known to verbally or physically attack their own selves as well as others around them.

Merchants:

Whether the local shop keepers or wealthy, traveling traders, merchants are a common sight on the street. While these individuals are usually engaged with potential customers, the visible presence of their goods and wealth is an attraction for thieves and robbers.

Friendly Disposition: As with a beggar or a harlot, the merchant knows that a friendly nature is a better choice when it comes to gaining the interest of passing customers.

Neutral Disposition: Merchants are extremely busy individuals, and as such one is most likely to find them engaged in a serious negotiation or act of trading. During this time the disposition of a merchant is often neutral in form. Likewise the merchants tend to keep a quiet and weary form of disposition when the presence of rogues, robbers, and pick pockets are around.

Offensive Disposition: Ever concerned with their financial interests, merchants can often become offensive towards others in disposition should the merchants feel that such individuals are thieves.

Monster:

Though their frequency is rare in comparison to other encounter groups it is possible to find the street invaded by a monster or wild animal. In order to determine what type of monster or animal can be found as an encounter consult the below chart (Chart C).

CHART C: MONSTER ENCOUNTERS	
Roll	Monster Encounter
1d20: And Grouping:	
1	1d4 Giant Insects
2-3	1d4+1 Giant Rats
4	1d3 Ghouls
5	1d6+1 Goblins
6-7	1d3 Ogres
8-9	1d4+1 Orcs
10-11	1 Runaway Horse
12	1d4 Skeletons
13-14	1d3 Trolls
15-16	1d3 Vampires
17-19	1d4+1 Wild Dogs/Wolves
20	1d4 Zombies

Giant Insects: These creatures may be of any type, from monstrous sized wasps, hornets, and bees to man sized ticks, beetles, and mantises. While some giant insects may be content to wander about, paying little to no attention to living creatures surrounding them, many giant insects view other creatures as a food or a form of threat. Hungry or threatened giant insects typically attack.

Giant Rats: These opportunistic scavengers are often diseased and quite ravenous. While a few giant rats will ignore the presence of others, many of these creatures will attack relentlessly if hungry or threatened.

Ghouls: Usually found wandering through the street at night, these undead creatures are content to feed upon the bodies of corpses and the living alike. As such, most ghouls are usually hostile and offensive in nature.

Goblins: Small parties of goblin raiders have been known to endanger the safety of the street in the past. While these goblins are often quickly slain or run off, their presence is a reminder that the community is no entirely safe from the invading presence of foul creatures.

Ogres: Small groups of raiding ogres often present a problem to the safety of the street. While these creatures are usually easily run off, ogres tend to return when they feel that it is safe enough for them to continue their foul harassment upon the citizens and strangers that travel up and down the road.

Orcs: Like ogres, small raiding parties of orcs find the street to be a rather prosperous adventure. Also like the ogres, orcs are often quickly run off, only to return at a later (and safer) time.

Runaway Horse: Though not the most common of sights, a runaway horse is not entirely rare. Though such a horse is often not mean or intentionally offensive in nature, the creature may accidentally trample or otherwise injure a passerby or group of innocent people.

Skeletons: These forms of the animated undead are sometimes known to be found wandering freely. Other times such wandering skeletons may be the result of the commanding orders of a powerful (and probably evil) necromancer, who

will most often be following behind the skeletal slaves in the street.

Trolls: These creatures, much like the ogres and the ever foul orcs, like to occasionally work their way into the community and raid the citizens of the street. Trolls, like the others, are in search of food, wealth, and a bit of wicked, evil fun.

Vampires: Only found at night (thus daytime occurrences will simply require a re-roll), vampires are a dangerous threat to those who walk up and down the street.

Wild Dogs/Wolves: Whether it be the wild (and potentially rabid) dogs of the community or a raid of wolves from the local forests, these canines present a foul form of danger to the citizens and travelers alike.

Zombies: As with skeletons, these animated undead can sometimes be found wandering about. Often zombies may be under the control of a necromancer, who is often traveling behind his or her rotting, undead escorts.

Officials:

These members of the local government are usually a snotty, uncompromising lot that look down upon the rabble that tends to infest the street.

Positive Disposition: If there's an element that may prove of use to the community (particularly the community coffers that funds the overhead) then the officials are quick to show friendliness towards such an element. Granted, this friendliness may be a bit false and often tinged with an element of plotting and planning, but all is fair in the fast and quick deals that take place on the street.

Neutral Disposition: Full of a businesslike sense and having more than a mild touch of snobbery and intolerance, most officials are rather hesitant towards offering any sign of feeling when dealing with others on the street.

Offensive Disposition: Officials, feeling that they know what is best for the community, may often react in an offensive manner towards others on the street, particularly if the other encounter happens to be of a lower status. Such officials are also commonly found arguing amongst their own selves over policies, as well as starting such arguments with aristocrats and members of the local guard.

Performers:

Musicians, poets, jugglers, sword swallowing freaks, dancers, fire eaters, and other such entertainers know how to turn the passerby into a potential outlet for donated coinage.

Friendly Disposition: As entertainment brings enjoyment and enjoyment is dependent on a cheerful or pleased spirit, the performer does what she or he can to present an element of friendly terms with those who pass by.

Neutral Disposition: If locked into the form of entertainment, the performer may often appear to be rather neutral in attitude towards those who happen to pass by.

Offensive Disposition: Occasionally, particularly when the talents of the performer have been insulted, one can find such individuals on the offending aspect of encounter interaction.

Philosophers:

Philosophers are much like performers in the manner that their talents earn a living. Different they are, however, in the fact that a philosopher is more concerned about the elements of society and thought than some form of talented entertainment.

Friendly Disposition: Ever eager to share their points of view with others, philosophers are quite often found to be in a friendly manner with those who happen to pass by.

Neutral Disposition: A philosopher is usually of serious mind, and as such it is not uncommon to find these individuals behaving in a manner that shows neither friendliness nor offensive behaviors.

Offensive Disposition: Whether the philosophers may be arguing amongst their own selves or displaying a conflicting view towards the outlook of another group of passing individuals on the street, offensive dispositions can occur with this encounter type.

Rogues:

Robbers, bullies, and pick pockets often haunt the street night and day, looking for potential victims that might be carrying about a significant form of wealth.

Friendly Disposition: Though it would seem strange for a grouping of rogues to behave in a manner deemed to be friendly, these individuals often put on a generous act in an effort to establish a "harmless and cheerful" reputation or gain worthy alibis. With such ruffians and scoundrels, however, such cheerfulness contains ulterior motives.

Neutral Disposition: Robbers and the like tend to keep their emotions out of their trade. Taking pity, showing favoritism, or jumping to express anger is considered to be potentially deadly towards one's own self and sense of freedom away from the locked cells of the dungeons. As such it is not too unusual to find these thieves behaving in a "professional", neutral like manner.

Offensive Disposition: This disposition is a natural for rogues. Eager to gain a bit of wealth through the robbery and misfortune of others, rogues are quick to pick pocket, cut purse, or rob those that appear to be carrying about a worthy amount of treasure, currency, or expensive items.

Swindlers:

From pimps to pushers to con artists and crime bosses, swindlers make up a controlling factor to the street's criminal element.

Friendly Disposition: Despite their unsavory trades, swindlers are often friendly individuals who like to keep a good rapport with the community. As such it is not too entirely uncommon to see these individuals talking in a friendly manner to members of the local aristocracy, donating to the poor, and offering innocent enough treats to the children that inhabit the street.

Neutral Disposition: As the art of laying low can be rather important if one wants to keep their trade out from underneath the nose of the local authority and guard, it is not too uncommon to find the swindlers going about their business in a very professional and neutral like manner.

Offensive Disposition: The trades of the swindler element are quite corrupt, and when such corruption turns foul the behavior of the swindler can become rather hostile and offensive. As such, it is not uncommon to find these individuals talking harshly towards other encounter types, brawling with other criminal elements, or threatening victims.

Travelers:

These folk are merely individuals who have journeyed from a foreign community and are working their way through the crowds in the street.

Friendly Disposition: Though most travelers have little to say there are a few that are reasonably friendly and cheerful.

Neutral Disposition: Travelers with neutral dispositions tend to be strictly business like in nature.

Offensive Disposition: Travelers, like other individuals, can often become rather quick to accuse others of trying to rob, harass, or hurt them or even become the guilty parties their own selves.

Vendors:

From farm fresh eggs to steaming meat pies, street vendors work their way up and down the streets in an effort to sell their goods to others.

Friendly Disposition: Customers are profit and appearing to be nice and friendly tends to attract more of these individuals.

Neutral Disposition: Should they be rather busy with the elements of their trade, the vendors will tend to remain strictly professional with their interactions.

Offensive Disposition: Sometimes vendors, like other individuals on the street, can wind up being on the offensive. This is especially true if the vendors are dealing with someone who feels that they are being cheated or the vendors their own selves sense that they are being robbed or stolen from.

CHART B: THE MAIN ROLL CHART

Roll:		Roll 1d20 For The Disposition Type:			
1d20	Encounter:	Grouping:	Friendly:	Neutral:	Offensive:
1	Adventurers	1d6	1-5	6-16	17-20
2	Aristocrats	1d4+1	1-5	6-16	17-20
3	Beggars	1d4+1	1-8	9-17	18-20
4	Children	1d4+1	1-7	8-17	18-20
5	Cult Followers	1d4+1	1-9	10-13	14-20
6	Drunkards	1d6	1-8	9-15	16-20
7	Guardsmen	1d4+1	1-4	5-15	16-20
8	Harlots	1d4	1-8	9-18	19-20
9	Henchmen	1d6	1-3	4-14	15-20
10	Laborers	1d6+1	1-7	8-18	19-20
11	Lunatics	1d4	1-4	5-12	13-20
12	Merchants	1d4+1	1-9	10-17	18-20
13	Monster*	*	----	1-7	8-20
14	Officials	1d4	1-7	8-17	18-20
15	Performers	1d6	1-11	12-18	19-20
16	Philosophers	1d4	1-8	9-18	19-20
17	Rogues	1d4	1-5	6-12	13-20
18	Swindlers	1d3	1-8	9-17	18-20
19	Travelers	1d6+1	1-5	6-18	19-20
20	Vendors	1d4	1-10	11-18	19-20

*This listing indicates the sudden appearance of a monster or group of monsters. The exact amount is determined in the description listing for this encounter. In some cases, this creature may actually just be a normal animal instead. Monsters or even many animals may not always be suitable for every campaign, community, or street. As such, feel free to re-roll if so desired.

CHART A: FOCUS CHART

Roll	Encounter
1d20	Focus:
1-4	Self/Within Group
5-11	Players' Characters
12-16	Another Encounter Group
17-20	All/Any Other Individuals

CHART C: MONSTER ENCOUNTERS

Roll	Monster Encounter
1d20:	And Grouping:
1	1d4 Giant Insects
2-3	1d4+1 Giant Rats
4	1d3 Ghouls
5	1d6+1 Goblins
6-7	1d3 Ogres
8-9	1d4+1 Orcs
10-11	1 Runaway Horse
12	1d4 Skeletons
13-14	1d3 Trolls
15-16	1d3 Vampires
17-19	1d4+1 Wild Dogs/Wolves
20	1d4 Zombies

PROFIT STREET EASY ROLL CHARTS