

# Pockets

(AS IN “WHAT HAS IT GOT IN IT’S ...”)

A d1000 SUPPLEMENT



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### INTRODUCTION

Every game master has used them – those random charts that give you one hundred different items with a convenient way to determine which one(s) are to be used. But the problem is that even with 100 different outcomes, if you use the chart several times, you start getting the same results over and over again. What was supposed to be random and spontaneous starts to feel old and redundant.

So, the best way to get that feeling of new and random back is to expand the charts. Let's stop thinking about d100 or percentile dice and start thinking about d1000. Yep – This is a “die 1,000” supplement. There are 1,000 different results that can occur, allowing GMs to once again give their players the feeling that something new and unusual can still occur. Moreover, each entry also has an alternative listed, so in case you have seen that result before, you can go with the alternative in order to keep it seeming fresh and new.

So, 1,000 what? **Pockets** is a random loot chart for what the player characters might find when looting the “bad guys” (anyone they might have to fight) or when out picking pockets. As game master, you have already determined what weapons and armor the bad guys had - you needed it for the game stats. Therefore, we have taken those out, except for where they might be held for reasons other than actual combat, either because they are valuable or a keepsake of some sort.

What's left is all manner small items that might be found in a coin purse or a pocket. Yes, most of this is going to be some manner of valuable, but there a lot of utility items here as well. Some of it might be useful; most of it will be worth selling. All of it can add fun and color to your game without asking you as the GM to put much work into it.

#### What's a Pocket?

Probably better asked: What's a purse? The items on this list are assumed to things that a semi-normal person might be carrying in their pocket or purse when they run afoul of a pickpocket or band of adventurers. The emphasis is going to be on people that would be walking through a fairly major urban

area, but this still allows for an enormous number of items.

So what is a purse? Well, you can look at **Appendix B - Purses** to get an idea of what a random coin purse might look like, but don't let that be the be-all/end-all. A purse could be anything a person would be carrying while they walk through the city. A carpenter might carry his loose change and other items in his tool box or his lunch box. A woman going to market might have a small coin purse in her market basket. A merchant may keep all manner of items within the pockets of his cloak or coat, or his bodyguard might be carrying the funds in a pouch around his neck. The point is, it might not always be obvious.

And it doesn't need to be lumped together either. If the chart shows that the person is carrying a small diamond as well as a handful of peanuts, they would likely be in different pockets, with his actual coins (loose change) in a coin purse. Just because the person is carrying it doesn't mean it is all nicely tucked away in the hanging coin purse for the thief (“cut purse”) to steal. This is especially true for things like flasks and water bottles. These are most likely hanging from a belt on their own and not tucked into the actual purse or pocket. (Note B means the item is Borne as in items that would not be in the actual purse or pocket, but instead borne/carried.) A little common sense will go a long way here!

#### General Comments

First off, this is a generic supplement and therefore has to cover multiple game rules. This should seldom enter into the discussion in this book, but don't expect any game specific items to show up.

Next, we're using the economy from our book **Grain Into Gold**. Every value in this book corresponds to silver coins as described in **Grain Into Gold**. You absolutely do not need **Grain Into Gold** to understand this value. You can easily determine what is “normal” in your world and apply the values as a ratio.

As a quickie answer - 10 copper coins (cc) = 1 silver coin. 10 silver coins (sc) = 1 gold coin (gc). Having said that, prices on the list are shown in silver coins, so one copper coin would be shown as 0.1.