

Table 875 - Crimes

Before you roll on Table 875 - Crimes first roll on Table 750 - Others to determine who the crime was committed against. Then roll on Tables 1, 2, and 3 to get the species, culture and social status of the victim. If the character is the one that committed the crime and the punishment calls for imprisonment, then roll on Table 540 - Imprisoned to determine what happens during that time.

Roll	Crime	Punishment
1	Burglary	1D4 year's imprisonment or public flogging resulting in DF - heavily scarred back (easily concealed, strong reaction). If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
2	Racketeering	2D10 years imprisonment.
3	Heresy	Heretics are imprisoned until they denounce their heresy or they are burned at the stake. For PC's this results in 2D10 years imprisonment before they either repent or escape.
4	Murder	NPC's are put to death. PC's serve 1D20 years of imprisonment before they are able to escape.
5-6	Offending an influential person	1D10 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
7	Trespassing	1D3 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
8	Special Circumstances	1-6 : Character is innocent but was framed for the crime. Reroll to determine the exact crime and punishment. 7-8 : Character is branded in addition to any other sentence. Reroll to determine the exact crime and punishment. 9 : Character is tortured to confess the crime and/or reveal any accomplices. Roll 1D6, on a result of 6 the character is severely injured from the torture and must roll on Table 870 - Serious Injuries. Reroll to determine the exact crime and punishment. 10 : An innocent person takes the fall for the crime. Roll on Table 750 - Others to determine who the patsy is. Reroll to determine the exact crime and punishment.
9	Treason against the state	4D8 years imprisonment and the character is branded
10	Failure to pay debts/taxes	1D8 years imprisonment
11	Member of a losing faction in a political struggle	1D8 years imprisonment
12	Violation of curfew	Character is placed in stocks and put on display in the public square.

Roll	Crime	Punishment
13	Armed Robbery	1 : Banditry. 2D4 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence. 2 : Mugging. 1D6 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence. 3 : Holding up a Moneylender. 2D4 year's imprisonment. 4 : Freeing slaves at weapon point. 1D8 year's imprisonment and placed in stocks and put on display in the public square.
14	Piracy	2D8 year's imprisonment and branded.
15	Harboring Criminals	Public flogging resulting in DF - heavily scarred back (easily concealed, strong reaction).
16	Larceny	1D3 year's imprisonment or public flogging resulting in DF - heavily scarred back (easily concealed, strong reaction) or right hand is cut-off.
17	Animal related crimes	1 : Poaching. Public flogging resulting in DF - heavily scarred back (easily concealed, strong reaction). 2 : Horse theft. Public flogging resulting in DF - heavily scarred back (easily concealed, strong reaction) and 1D6 year's imprisonment. 3 : Livestock rustling. 1D4 year's imprisonment. 4 : Killing Livestock. Public flogging resulting in DF - heavily scarred back (easily concealed, strong reaction).
18	Assault and battery	1D4 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
19	Smuggling	1D10+5 year's imprisonment
20	Two Crimes	Roll twice on this table ignoring this result

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