

FENCE GENERATOR: What have you got for Old Joe?

RAP

Fences buy and sell stolen goods. They might be generalists, or specialize. Almost all will have some kind of legitimate enterprise as a “cover.” Roll as indicated or choose as desired.

d20 Location of operation *

- 1 In a dirty shop
- 2 In an abandoned basement
- 3 Near a market stall
- 4 Near a peddler's stand
- 5 In a private home
- 6 In a pub/tavern/inn
- 7 A back alley
- 8 Under a bridge
- 9 On a dead-end street
- 10 Near the docks
- 11 In/by a cemetery/graveyard
- 12 In a secluded garden
- 13 Near some ruins
- 14 At an out-of-the-way shrine
- 15 In the back of a warehouse
- 16 Near a monument
- 17 Behind a chapel/temple
- 18 In a brothel
- 19 Behind a military post
- 20 Other

* - See Cover (below)

d20 Cover *

- 1 Pawn shop
- 2 Pub/tavern/inn keeper
- 3 Wandering minstrel
- 4 Merchant (importer/exporter)
- 5 Caravan operator
- 6 Itinerant peddler
- 7 Thief taker **
- 8 Business assistant
- 9 Warehouse foreman
- 10 Almoner ***
- 11 Minor public servant
- 12 Barber
- 13 Vintner/distiller/ brewer
- 14 Cabinet maker
- 15 Tailor/seamstress
- 16 Shoemaker
- 17 Butcher
- 18 Hat maker
- 19 Minor aristocrat
- 20 None (operates openly)

* - The legal enterprise in which the Fence is engaged

** - A private citizen hired to catch thieves

*** - Temple/chapel employee in charge of distributing money to the poor

d20 Deals in *

- 1 Anything
- 2 Intoxicants/drugs
- 3 Precious metals
- 4 Gems
- 5 Jewelry
- 6 Furs

- 7 Fine clothing
- 8 Fabric/leather
- 9 Spices
- 10 Art
- 11 Potions
- 12 Wands
- 13 Books/tomes/scrolls
- 14 Material components
- 15 Armour (magic?)
- 16 Weapons (magic?)
- 17 Miscellaneous magic items
- 18 Religious artefacts/relics
- 19 Maps/building plans/charts
- 20 Documents/letters **

* - Usually stolen goods, but may also deal in goods controlled by a legal monopoly

** - Usually incriminating, to be used for blackmail

d6 Usual purchase offer *

- 1 10 % of normal value of item
- 2 15 % of normal value of item
- 3 15 % of normal value of item
- 4 20 % of normal value of item
- 5 25 % of normal value of item
- 6 30 % of normal value of item

* - Highly variable; depends on quality, scarcity, how “hot” the item is

d6 Usual sale price offer *

- 1 80 % of normal value of item
- 2 90 % of normal value of item
- 3 100 % of normal value of item
- 4 120 % of normal value of item
- 5 150 % of normal value of item
- 6 200 % of normal value of item

* - Highly variable; depends on quality, scarcity, how “hot” the item is; DM may use a d4 on this chart for more common items

d10 Contact Fence by *

- 1 Simply by asking directions **
- 2 Sending a written message via a specific courier
- 3 Leaving a written message at an isolated shrine
- 4 Making a “confession” at a chapel at a designated time
- 5 Inserting a magic dagger into a slot on an unmarked door
- 6 Knocking in a special pattern on a normal looking window
- 7 Ordering a special drink in a pub/tavern/inn ***
- 8 Finding a unique glyph somewhere in town ****

- 9 Pawning a special item at a certain pawn shop
- 10 Asking for a particular ship's passenger at the docks

* - The party will need to learn this information

** - Everyone will know where to find him/her

*** - This drink will not appear on a menu

**** - This will be hidden in plain sight

d6 Buys goods from

- 1 Anyone *
- 2 Guild thieves only
- 3 Specific thieves only
- 4 Other fences only
- 5 Aristocracy only
- 6 People he/she knows personally

* - Not necessarily without checking the person out first

d6 Sells goods to

- 1 Anyone *
- 2 Specific shop owners **
- 3 Specific merchants/artisans **
- 4 Specific caravan owner(s)
- 5 Previous owner of the item ***
- 6 Foreign aristocracy only **

* - Not necessarily without checking the person out first

** - Local? At a distance?

*** - Fence collects a ransom/bribe for its return

d6 Relationship with law enforcement

- 1 Related to local judge/ magistrate
- 2 Frequently on the run
- 3 Regularly bribes the watch
- 4 Serves on the watch
- 5 Runs the watch
- 6 Unknown to law enforcement (so far)

d6 Goals/desires

- 1 Corner market in one substance/product
- 2 Drive other fences out of business
- 3 Move to another (richer?) locale
- 4 Stay where currently located
- 5 Set up a chain of shops in other locations
- 6 Make a big score and quit the business