

# WOMP RATS

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## ROLL TABLES v1.0

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### INTRODUCTION

This game is inspired by, and compatible with, MAZE RATS, by Questing Beast Games. It's by far one of my favorite Fantasy RPGs to play. But as a Star Wars lover, Role Player, and Podcaster, I found myself longing for a set of roll tables. So I made one.

This document is **roll tables only**. I highly recommend using the MAZE RATS rules to play a whole game, or to get MAZE RATS for additional tables that I didn't include (tables of animals, etc.) These could be used in conjunction with many of these tables.

Special thanks to Ben Milton for making an amazing game, and to the MAZE RATS community for their early support.

### HOW TO USE THESE TABLES

Roll **2 six-sided dice (2d6)**. There are six cells in a table, and six entries in a cell. Choose one die to represent the cell, the other to represent the entry.

Example: You roll a 1 and a 4. You would look at the first cell and the fourth entry. Roll as many times as you need.

You can also skip rolling and **choose from the list**.

### THE NAMING OF NAMES

In the naming tables, some words fit better as first words rather than second (adjective vs. noun). You may have to adjust the word order or word tense (*Tricky Sunrise* vs. *Sunrise Trick*.)

### USE WITH OTHER SYSTEMS

Some randomized choices of weapons or items may not be balanced for use in other systems. As always, exercise GM discretion when using the results.

### POCKET ITEMS

Found in pockets or lockers, or rolled as starting character items.

Comlink	Holo-Recorder	Ration Bars (3)
Binders	Chance Cube (2)	Power Core
Restraining Bolt	Death Sticks (3)	Utility Belt
Tracking Device	Grappling Hook	Thm. Detonator
Remote Droid	Hydrospanner	Glitterstim (1)
Holo Projector	Credit Chip	Vibroblade
Pazaak Cards	Drall Flashstick	Datapad
Handheld Probe	Electro-Binocular	Coolant
Glowrod	Cable (10ft)	Goggles
Lock Breaker	Sabacc Cards	Prybar
Smuggler's Vest	Thermal Paste	Sitmpak
Backpack	Repair Patch	Canteen

### WEAPONS

Blaster Pistol	Sniper B. Rifle	Disruptor Rifle
Blaster Rifle	Hunting B. Rifle	Frag Grenade
Holdout Blaster	Ion Rifle	Stun Grenade
Mounted Blaster	Stun Rifle	Ion Grenade
Heavy B. Pistol	Stun Pistol	Thm. Detonator
Blaster Carbine	Disruptor Pistol	Flash Grenade
Missile Launcher	Vibroblade	Stun Baton
Grenade Lncher.	Vibrosword	Plasma Grenade
Flame Projector	Vibroaxe	Carbonite Grnd.
Dart Launcher	Force Pike	Gaffi Stick
Micro Rockets	Electrostaff	Bowcaster
Slugthrower	Light B. Pistol	Truncheon

## SPECIES

The Galaxy is a wide and diverse place. Here are common species that inhabit it.

Human	Chadra Fan	Toydarian
Twilek	Bith	Chiss
Trandoshan	Mon Calamari	Bothan
Wookiee	Gand	Duros
Sullustan	Hutt	Rodian
Droid	Ithorian	Defel
Drall	Jawa	Mirialin
Ewok	Gungan	Nemoidian
Togruta	Gamorrean	Weequay
Nautolan	Zabrak	Cerean
Gran	Ugnaught	Kel Dor
Dug	Besalisk	Gotal

## OCCUPATION

Bounty Hunter	Civilian Pilot	Administrator
Counterfeiter	Smuggler	Imperial Officer
Archaeologist	Street Performer	Merchant
Deserter	Moisture Farmer	Cargo Pilot
Thief	Slicer	Politician
Gambler	Jedi/Padawan	Assistant/Lackey
Mercenary	Explorer	Ship Mechanic
Astrogator	Race Pilot	Security Officer
Spice Dealer	Slave	Infochant
Pirate	Translator	Musician
Historian	Droid Mechanic	Hunter/Tracker
Comm Tech	Scavenger	Doctor

## CLOTHING

Flowing	Metallic	Flamboyant
Battle-Damaged	Eccentric	Flight-ready
Scavenged	Elegant	Formal
Blaster-burned	Decaled	Shiny
Ceremonial	Fashionable	Hooded
Dated	Shocking	Form-fitting
Grimy	Oversized	Symbolic
Mix-matched	Patched	Singed
Lacey	Patterned	Tasteless
Pressurized	Holographic	Undersized
Oil-stained	Armored	Spice-stained
Practical	Cybernetic	Bulky

## PERSONAL QUIRKS

Blaster burns	Burn scars	Lightsaber scar
Knife scars	Pet	Artificial arm
Brand mark	Accented speech	Hoarse voice
Glowing tattoo	Catchphrase	Poetic speech
Repeats self	Unusual skin	Blunt/opinionated
Alien slang	Painfully shy	Addicted to spice
Melodious voice	Artificial eye	Extra limb
Quick tempered	Afraid of space	Superstitious
Damaged mouth	Piercings	Unusually strong
Needs translator	Ritual scars	Constant talker
Needs respirator	Unusually short	Addicted to data
Unusually tall	Fidgety	Afraid of droids

## NAME SYLLABLES

Combine these to create a name: person or planet.

Ma	Kash	Dia
Tooine	Bes	Ry
Shyyk	Dan	Oth
Sant	Aan	Ord
Drila	Cal	Otah
Cha	Aar	Pin
Kes	Pol	And
Hah	Mas	Nar
Tat	Pau	Lia
Scar	Far	Ell
Um	Mus	Cor
Il	Dor	Oz

## TATOOINE SURNAMES

Create names like "Skywalker" and "Darklighter"

<b>(1-3)</b>	<b>(1-3)</b>
Dark	Kicker
Light	Walker
Sky	Lighter
Sun	Killer
Moon	Rider
Cloud	Dreamer
<b>(4-6)</b>	<b>(4-6)</b>
Star	Diver
Flame	Finder
Wind	Drinker
Sand	Breaker
Rock	Taker
Cliff	Seeker

## DROIDS

Maintenance	Pilot	Astromech
Load Lifter	Farming	Security
Assassination	Slicer	Medical
Protocol	Administrative	Battle Droid
Power	Janitorial	Interrogation
Assistant	Cook	Slicer
Tactical	Scout	Mining
Training	Rescue	Service
Archivist	Investigator	Labor
Research	Police	Construction
Teaching	Entertainment	Housekeeping
Probe	Nanny	Human-replica

## NUMBERS

5	4	2
727	7	8
648	0	1776
99	7187	23
17	220	94
637	5555	484
6	3	1
000	225	9
778	421	2187
66	54	1103
147	1138	648
85	327	1891

## CITY STYLES

Floating	Cubes	Skyscrapers
Domes	Scrap	Hives
Bubbles	Old Spaceships	Step Pyramids
Pyramids	Adobe	Tubes
Spires	Under hills	Fortress
Shards	Underground	Sentient
Narrows	Capsules	Corporate
Tents	Modules	Primitive
Trees	Stone	Artistic
Towers	Crystals	Uniform
Tunnels	Walking	Stylish
Rings	Rolling	Tiered

## LETTERS

Many things in Star Wars are named with random letters and numbers.

R	QX	YT
C	HK	RX
TK	VV	PN
FN	P	TB
AB	LN	VU
IG	K	SK
AA	RST	CZN
THX	TNR	SLK
KO	KLK	BHG
BB	OOP	SUI
NN	QMV	QNB
OP	TBE	YFB

## PLANET BIOMES

Many planets only have one in Star Wars.

Mountain	Forests	Mangroves
Canyon	Rainforests	Caves
Valley	Jungles	Lava
Prairie/Plain	Savannahs	Geysers
Desert	Coastal	Ice
Grassland	Tropical	Mega-City
Lakes	Wetlands	Heath
Tundra	Steppes	Bayou
Chaparral	Sinkholes	Swamp
Bog	Waterfalls	Orchard
Crystal	Marshes	Badland
Storms	Meadows	Mist/Fog

## PLANETSIDE LOCATIONS

Ship Hangar	Ship Repair Shop	High-Class Hotel
Warehouse	Speeder Repair	Casino
Cantina	Droid Repair	Race Track
Speeder Rental	Weapon Repair	Seedy Hotel
Bounty Bar	Armor Shop	Imperial Outpost
Public Comms	Spice Den	Smuggler's Den
Gang Hideout	Police Station	Hutt Palace
City Hall	Hermit's Hut	Black Sun HQ
Fine Restaurant	Spaceport	BoSS Station
Spacer Diner	Dance Club	Bazaar
Homestead	Lost Temple	Junkyard
Power Station	Bantha Ranch	Public Transit

## CANTINA NAMES

Bantha	Bar	Starlight
Dianoga	Cantina	Moondust
Rancor	Lounge	Sunlight
Sarlaac	Pub	Meteor
Tauntaun	Club	Hyperspace
Wampa	Speakeasy	Asteroid
Bottom	Queen	Luck
End	Pirate	Drunk
Last	Scoundrel	Fat
Behind	Bounty	Sneaky
Flipside	Explorer	Forgotten
Darkside	Ace	Stubborn

## FORCE ARTIFACTS

Mask	Robes	Diary / Journal
Holocron	Kyber Crystal	Hyperspace Map
Book	Altar	Ancient Droid
Sword	Throne	Armor
Gauntlets	Basin	Relic Lightsaber
Knife	Censer	Mummy
Sarcophagus	Ancient Ship	Amulet
Helmet	Puzzle Box	Headband
Cape	Chance Cube	Goggles
Chalice	Strange Cards	Visor
Cauldron	Bracelets	Two-Blade Saber
Bowcaster	Pendant	Lightsaber Shoto

## SMUGGLER SHIP NAMES

Fortunate	Sunrise	Sun
Cursed	Sunset	Star
Lucky	Dawn	Moon
Doomed	Dusk	Eclipse
Auspicious	Twilight	Nova
Destiny	Shadow	Comet
Daring	Cruel	Jewel
Cunning	Deadly	Gem
Dashing	Tricky	Heart
Darling	Slippery	Soul
Gorgeous	Sparkling	Treasure
Precocious	Cheating	Fortune

## TEMPLE ROOMS

Throne Room	Museum	Audience Hall
Council	Archives	Common Room
Meditation	Quarters	Power Nexus
Fountain	Master's Study	Secret Archives
Hall of Statues	Kitchen	Secret Passage
Ancient Armory	Laundry	Secret Study
Dojo	Foyer	Music Room
Classroom	Altar	Sacrifice Room
Study Hall	Gardens	Ceremony Room
Dining Hall	Tombs	Dangerous Test
Torture Room	Crypt	Trapped Room
Dungeon	Graveyard	Vault

## SHIP/BASE ROOMS

Detention Cell	Turbolifts	Training Room
Hangar	Security Station	Armory
Comms Array	Officer Quarters	Lounge
Droid Bay	Troop Barracks	Computer Core
Medical Bay	Control Center	Engineering
Climate Control	Briefing Room	Life Support
Cargo Bay	Maintenance	Hologrid Room
Mess Hall	Slicer Terminal	Gunnery Control
T. Compactor	Laundry Station	Artillery
Interrogation R.	Airlock	Ordinance Bay
Archives	Load-Out Room	Escape Pods
Rec Room	Gym	Vehicle Bay

## MILITARY SHIP NAMES

Stalwart	Vanquish	Defiance
Valiant	Conquer	Rebellion
Determined	Destroy	Resistance
Stoic	Enslave	Dissent
Steadfast	Assimilate	Revolution
Indomitable	Annex	Challenge
Peacekeeper	Avenge	Freedom
Benevolent	Revenge	Intrepid
Protector	Hunt	Halcyon
Defender	Stalk	Zenith
Champion	Ravage	Reliance
Sentinel	Reckoning	Liberty

## VEHICLE WEAKNESSES

Exposed Joint	Flawed Coolant	Requires a Droid
Computer Flaw	Weak Sensors	Long Power-Up
Weak Shields	Bad Targeting	Failed Locks
Open Cockpit	Needs Big Crew	Out of Ammo
Unreliable Scope	Patched Engine	Low Fuel
Jury-Rigged	Leaky Reactor	Explosion Prone
No Comms	No Escape Pod	Hard to Control
No Climate Ctrl.	Volatile Reactors	Weak Weapons
Unusually Slow	Jammed Control	Known Soft Spot
Easily Ionized	Alien Interface	Droid Brain
Computer Ports	No Supplies	Easily Sliced
Bad Life Support	Flammable	Unusually Heavy

## MISSION ACTIONS

Reconnaissance	Destroy	Protect
Slice	Sabotage	Escort
Steal	Infiltrate	Defend
Copy	Impersonate	Fortify
Replace	Assassinate	Exfiltrate
Navigate	Defect	Rescue
Raid	Charm	Blackmail
Falsify	Negotiate	Persuade
Misdirect	Deceive	Double-Cross
Smuggle	Deliver	Counterfeit
Pathfind	Investigate	Spy
Coerce	Kidnap	Counter-spy

## MISSION OBJECTIVES

Plans	Intel Officer	Smuggler Baron
Blueprints	General/Admiral	Business Leader
Nav Records	Holocron	Holodrama Actor
Spice	Local Hero	Experi. Ship
Access Codes	Credits	Experi. Weapon
Gov. Leader	Weapons	City
Experi. Droid	Legal Docs.	Hidden Location
Map	Message	Nat. Resource
Senator	Antique	Force Nexus
Depot	Informant	<b>(Artifact Table)</b>
Base	Property Deed	Jedi/Force User
Outpost	Vehicle Deed	Inquisitor

## THE FORCE

The original MAZE RATS has a fantastic randomized magic system. Of course, randomized use of the Force makes a little less sense in Star Wars. But, there are a few ways to use these tables:

**Option 1:** Use it to come up with new Force power descriptions.

**Option 2:** Roll a random power, and allow the player to use it or not use it at that moment.

**Option 3:** Roll a random power, but limit it in context (i.e. a Jedi can't use any "Dark" prefixes, etc.)

### FIRST: Roll a Prefix

Force  
Battle  
Dark  
Light  
Mind  
Lightsaber

### SECOND: Roll a power

<b>(1-2)</b>	<b>(3-4)</b>	<b>(5-6)</b>
Sense	Throw	Trick
Meditation	Pull	Dominate
Foresee	Imbue	Protect
Lightning	Leap	Misdirect
Heal	Vision	Push
Choke	Speed	Enhance

## RANDOM WEAPONS

If you want to create random weapons that are rare, illegal, insane, or impractical, use this table.

### FIRST: Roll a descriptor

<b>(1-3)</b>	<b>(4-6)</b>
Stun	Carbonite
Plasma	Laser
Thermal	Proton
Blaster	Flame
Vibro	Ion
Sonic	<b>(Use Species Table)</b>

### SECOND: Roll weapon type

<b>(1-3)</b>	<b>(4-6)</b>
Grenade	Repeater
Pistol	Cannon
Rifle	Projector
Detonator	Missile
Knife	Gloves
Sword	Turret

## DEMONSTRATION

To hear an actual play session of WOMP RATS being used in conjunction with MAZE RATS, check out our special WOMP RATS episodes at [www.silzeropodcast.com](http://www.silzeropodcast.com) or subscribe on Apple Podcasts, Stitcher, or Google Play to the SILHOUETTE ZERO podcast.

## MAZE RATS

For the original MAZE RATS, check out [questingblog.com/maze-rats](http://questingblog.com/maze-rats) or pick it up at <http://www.drivethrurpg.com/product/197158/Maze-Rats>