

GONE FISHING

Use these tables for inspiration or roll them up randomly. Some of the tables could be rolled more.

FISHERFOLK

d10 The fisher fishes in...

1. A quiet creek.
2. A wide river.
3. A small pond.
4. A large lake.
5. A swamp.
6. A marsh.
7. A protected bay.
8. A natural harbor.
9. A narrow channel.
10. The open ocean.

d6 The fisher typically fishes from...

1. A sandy or rocky beach.
2. An embankment, sandbar, or levee.
3. A pier or bridge.
4. His/her own boat.
5. A boat owned by someone else.
6. Wherever the fish can be reached.

d8 The fisher uses...

1. A rod and reel with a baited hook.
2. A rod and reel with a lure.
3. Baited lines.
4. Baited traps.
5. Nets.
6. Baited lines and nets.
7. Baited lines and baited traps.
8. An unusual technique (d4): 1. harpoon; 2. spear; 3. bare hands; 4. trained beast.

d6 The fisher prefers to fish...

1. Alone, in silence.
2. Alone, while whistling or humming.
3. Alone, but within earshot of other fishermen.
4. With a trusted partner.
5. With an apprentice fisherman.
6. With an experienced fisherman.

d8 The fisher is seeking...

1. A new apprentice.
2. The answer to a riddle.
3. To tell the tale of the one that got away.
4. Rumors of new locations to fish.
5. Revenge against a rival.
6. Assistance repairing a boat, net, or some other fishing gear.
7. Fishing companions.
8. Drinking companions.

d8 Tattoo: The fisher has...

1. An anchor tattoo.
2. A pair of crossed bones tattoo.
3. A fish tattoo.
4. An octopus tattoo.
5. A whale tattoo.
6. A lobster tattoo.
7. A mermaid tattoo.
8. A dragon tattoo.

d10 Distinguishing feature: The fisher has...

1. A wooden pipe.
2. Rotten teeth.
3. A gold tooth.
4. A terrible scar on the forearm.
5. A handkerchief tied atop the head.
6. Wild eyes.
7. A trimmed black beard.
8. A long, hooked nose.
9. An open shirt and a very hairy chest.
10. Long mutton chop sideburns.

FISHING BOAT

d6 The boat is...

1. A flat raft.
2. A pontoon raft.
3. A canoe.
4. A coracle.
5. A drifter.
6. A buss.

d4 The boat can...

1. Easily be operated by one person.
2. Be operated by one person, but some flaw or damage has made handling difficult.
3. Be operated by two people, but it can be handled by one with difficulty.
4. Be operated by three or more people, but it can be handled by two with difficulty.

d6 Presently, the boat is...

1. Laden with the latest catch.
2. Well-stocked with bait and gear and ready to go.
3. In tip-top shape.
4. In need of repair.
5. Barely staying afloat.
6. Resting beneath the waves.

d10 The boat's hull markings feature...

1. A ghost.
2. A mermaid.
3. A shark.
4. A pelican.
5. A whale.
6. An octopus.
7. A swordfish.
8. A crab.
9. A sea turtle.
10. A big tuna.

COLD OCEAN

d10 Near-shore catch: You haul in...

1. A clam.
2. A crab.
3. A herring.
4. A lobster.
5. A mussel.
6. An oyster.
7. A prawn.
8. A salmon.
9. A smelt.
10. A rare catch (see below).

d10 Deep-sea catch: You haul in...

1. A crab.
2. A cod.
3. A haddock.
4. A halibut.
5. A mackerel.
6. A oyster.
7. A shrimp.
8. A squid.
9. A tuna.
10. A rare catch (see below).

d6 Rare catch: You haul in...

1. A piece of junk (d4): 1. tangle of seaweed; 2. torn net; 3. rotten wood; 4. old boot.
2. An abalone.
3. A monkfish.
4. An octopus.
5. A sea bass.
6. A giant squid (fights, attacks).

WARM OCEAN

d8 Near-shore catch: You haul in...

1. An anchovy.
2. A clam.
3. A crab.
4. A mussel.
5. A scallop.
6. A sea bass.
7. A skate.
8. A rare catch (see below).

d10 Deep-sea catch: You haul in...

1. A cuttlefish.
2. A flounder.
3. A grouper.
4. A marlin.
5. A sardine.
6. A scallop.
7. A shrimp.
8. A snapper.
9. A tuna.
10. A rare catch (see below).

d8 Rare catch: You haul in...

1. A piece of junk (d4): 1. tangle of seaweed; 2. torn net; 3. rotten wood; 4. old boot.
2. An abalone.
3. A barracuda (fights, attacks).
4. A lobster.
5. A monkfish.
6. An octopus (attacks).
7. A reef shark (fights, attacks).
8. A swordfish (fights).

FRESHWATER

d10 Cold-water catch: You haul in...

1. A bass (fights).
2. A carp.
3. An eel.
4. An oyster.
5. A perch.
6. A salmon.
7. A smelt.
8. A sturgeon.
9. A trout.
10. A walleye

d10 Warm-water catch: You haul in...

1. A carp.
2. A catfish (fights).
3. An eel.
4. An oyster.
5. A perch.
6. A prawn.
7. A quipper (fights, attacks).
8. A salmon.
9. A tilapia.
10. A trout

d6 Swamp-water catch: You haul in...

1. A bass (fights).
2. A catfish (fights).
3. A crayfish.
4. A crocodile (fights, attacks).
5. An eel (fights).
6. A prawn.

NOTE: A fish that "fights" requires extra strength or skill to bring in. A fish that "attacks" attempts to bite, slap, pinch, or otherwise savage a person who catches it.