

Building Infiltration

Useful when needing to sneak into a manor, keep, shop, etc.

For each table, roll D100 twice and take either the low or high roll as noted in the 'Security Level' below. After choosing the roll, also add the indicated modifier to further adjust the final number.

Note: change the modifiers and rolls for individual tables to fit the situation. For ex., a noble visiting a family member may have high security when it comes to roaming security patrols, but could be staying in a building which itself is not extremely secure.

Security Level

D100 Modifier:	Low/High:
Vulnerable: -20	LOW
Common: -10	LOW
Unknown: +0	(Only roll once)
Secure: +10	HIGH
Extreme: +20	HIGH

Perimeter Wall

1-30	No surrounding wall
31-50	Low wall or hedge
51-70	Tall wall or hedge
71-80	Tall wall/hedge with bright torches/lights
81-90	Tall wall/hedge with spikes or barbed wire etc.
91-100	Tall, spikes/wire, and moat or other obstacle/barrier in front of wall

Lower floor

1-30	Multiple doors and windows on all building sides, some windows may be visibly open
31-50	Multiple doors and windows on most building sides

51-60	One main entrance, a back/side door, and a few windows
61-70	One main entrance, no windows on back/sides
71-80	One main entrance, with guard post or security detail of some kind
81-90	One main entrance, guard post, and barrier or obstacle (draw bridge, moat, etc.)
91-100	No obvious main entrance, entrance to building is hidden somewhere

Upper floors (if applicable)

1-30	Numerous windows, balconies with doors, and climbable walls (or ivy etc.)
31-50	A few windows, one balcony with a door, walls easily climbable
51-70	A few windows, one balcony with a door, walls cannot be easily scaled without tools (grappling hook etc.)
71-80	A few windows, no balconies/doors
81-90	No windows, no balconies/door
91-100	A single balcony or ledge but it is a guard post or watch tower of some kind etc.

Patrols / Guards

1-30	No patrols
31-50	A single guard or watchperson of some kind, stationed immobile
51-70	Multiple guards, some patrolling actively
71-80	Multiple guards with hounds
81-90	Abundant, well-trained guards with hounds
91-100	Massive patrol presence stationed everywhere, actively scanning area.

Traps

1-30	No traps
31-65	One or two basic traps
66-90	Multiple traps
91-100	Many complex traps

Doors & Windows

1-30	Flimsy, no locks.
31-50	Wood or ordinary materials, flimsy locks.
51-70	Wood or ordinary materials, decent locks.
71-80	High-quality materials, tough locks.
81-90	Solid iron/steel, barred windows etc. Heavy locks, difficult to pick. Some entrances may be trapped.
91-100	Thick iron/steel or iron gates etc. Multiple heavy-duty locks, difficult to pick. Monitored and watched. Some entrances may be trapped.

Weak Point

1-10	Connected utility shed or side building with low security, but provides way into main building
11-20	Old forgotten storm cellar door or basement window
21-40	Underground tunnel (sewers etc.)
41-50	Unsuspecting NPC has access. Could be bribed, threatened, uniform stolen etc.
51-60	Dropped or discarded ID card, badge, invitation, writ of passage etc.
61-80	Access to roof (from neighboring building etc.)
81-100	No immediately obvious weak point