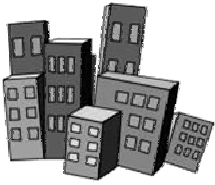


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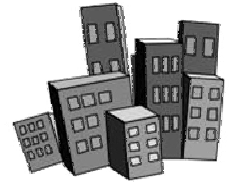
# RANDOM CITYBLOCKS

*for ALL Science-Fiction & Cyberpunk RPGs*

by B. Scott Hoover



# Detail ING THE BLOCK



**Table I: Block Density**  
(Roll for each block/district)

**1d10 Construction Density**

1	Vacant Lot
2-4	Sparse (1 type)
5-7	Average (1d2 types)
8-9	Dense (1d2+1 types)
10	Very Dense (1d3+1 types)

**#1:** Roll once on Table I to determine how many types of buildings or other structures there are on a particular block. Roll as directed to determine the number and then once on Table II for each type. Note the following results before placing blocks on the map.

**Table II: Urban Block Contents**

**1d20 Type**

1-3	Residential Areas (Table XI)
4-5	Retail/Commercial (Table IV)
6-7	Light Industrial (Table V)
8	Heavy Industrial (Table VI)
9-10	Transport (Table VII)
11-12	Public Places (Table VIII)
13-14	Parks/Recreation (Table IX)
15	Arcologies (Table X)
16	Military/Defense (Table XII)
17-20	Civil Facilities (Table XIII)

**#2:** Roll on Table II to determine what the primary function of the structures on the block serve. Refer to the particular sub-table as noted to determine the overall condition of the area and the specific structures to be found there.

**TABLE III: Urban Block Condition**

**1d20 Condition**

1	Completely ruined or destroyed, a smoking crater
2-3	Partially ruined, only squatters
4-5	Abandoned industrial zones
6-8	Decrepit ghetto/slum
9-10	Old / Worn down and declining
11-12	Old but serviceable / Historic
13-15	Relatively modern
16-17	Modern
18-19	New
20	Under construction

**#3:** Roll on Table III to determine the state of the area, whether old and run-down or ultra-modern. When placing the block on your map, use your own judgment about the placement of adjacent blocks.

**TABLE IV: Retail /Commercial  
d% Type**

1-2	Art/Craft supply stores
3-5	Banks, savings & loan, accountants
6-8	Nightclubs, bars, casinos
9-11	Walk-in medical services and hospitals
12-14	Clothing stores and boutiques
15-16	Pharmacy, druggist, health food stores
17	Networks and telecom supply shops
18-19	Computer hardware, software, etc
20	Showrooms
21	Package transport, couriers
22	Cybernetics companies and vendors
23-25	Department stores and malls
26	Temporary agencies, unions
27-30	Theatres, toy stores, bowling alleys
31-32	Hairstylists, beauty parlors, tattoo parlors, jewelry stores
33-34	Art galleries
35	Liquor/Recreational Drug stores
36-38	Grocery stores, supermarkets, farmer's markets, 24-hour convenience stores
39-40	Health spas, gyms, martial arts studios
41-42	Real estate agencies
43-44	Aerospace, petrochemicals, etc.
45-46	Insurance agencies
47-48	Attorneys and law firms
49-52	Hotels and motels
53-54	Body banks, medical supplies
55-56	Musical instrument stores, recording studios
57-58	Office/Stationary supplies
59-60	Pet stores, kennels
61-62	Bookstores, publishing houses
63-70	Office and commercial space
71-73	Hardware, construction supply
74-80	Restaurants, fast-food joints
81-82	Guard services, robots, security systems.
83-87	Personal services like massage parlors, child care, laundromats, florists
88-90	Bulk transport, shipyards, trainyards
91-92	Sporting goods stores
93-94	Antiques, military surplus, used goods
95-98	Cabs, car dealers, buses, rentals, public garages, parking lots
98-00	Firing ranges, gun shops

When a retail or commercial zone is indicated, first roll 1d10 to determine the number of predominant shops or stores. Roll once on Table IV to determine the exact type of business.

If other details are required, consult the sub-tables below.

#### Business Status

##### 1d10 Status

1	Out-of-business
2	Newly Opened
3	Closed for repairs
4-6	Struggling
7-9	Profitable
10	Booming!

#### Business QUALITY

##### 1d10 Quality Level

1-2	Mom-n-Pop
3-4	Discount Chain
5-6	Mass Market Chain
7-8	Luxury Brand
9	High-end Luxury
10	Unique/Hand-crafted

#### SECURITY LEVEL

##### 1d10 Security

1	None
2	Cameras & Alarm
3	Armed Owner
4-6	Private Security Guards
7-9	24-hr Security Service
10	Completely state-of-the-art

#### Special Details

##### 1d10 Details

1	Historic business 100+ yrs Old
2	Members Only
3	Celebrity Owner
4-6	Front for organized crime
7-9	Non-profit organization
10	Foreign Owned

**Table V: Light Industrial  
1d12 Type**

1	Warehouse/Storage
2	Consumer goods factory
3	Repair/maintenance facility
4	Trucking depot
5	Cargo exchange
6	Research laboratory
7	Fishery/food processing
8	Junkyard
9	Construction company
10	Power transfer station
11	Farm
12	Recycling depot

**Table VI: Heavy Industrial  
1d12 Type**

1	Hazardous waste treatment/storage
2	Factory (steel, chemicals, machinery)
3	Shipyard/hangers
4	Nuclear reactor/ Power plant
5	Space launch platform
6	Bulk storage facility
7	Mine/Quarry
8	Testing Area
9	Weapons Manufacturer
10	Mechanized Farm
11	Fuel Refinery
12	Trainyard

**Table VII: Transport  
1d8 Type**

1	Maritime Port
2	Airport/starport/spaceport
3	Major freeway bypass/exchange
4	Toll road
5	Subway/underground tunnel station
6	Elevated train/monorail station
7	Space elevator
8	Central train/bus station

**Table VIII: PUBLIC PLACES  
1d8 Type**

1	Universities, Colleges, Schools and affiliated buildings
2	Churches, Synagogues, Shrines, Temples, Mosques
3	Monument
4	Central Square, Agora, Circle
5	Arena, Amphitheatre, Stadium
6	Museum, Library
7	Embassy
8	Convention/Expo center

### Local TRANSPORT

Roll on the table below to determine how the locals are moving around the area. Re-roll unsuitable results or make additional rolls for particularly busy districts.

**1d10 Type**

1	Pedestrian walkways, skyways
2	Bicycles, cyclos, rickshaws
3	Buses, streetcars
4	Taxis, rental vehicles
5	Subways, underground tubeways
6	High-speed trains, maglevs
7	Monorails, elevated trains
8	High-speed elevators, escalators
9	Helicopters, aerocars, dirigibles
10	Ferries, submarines, boats

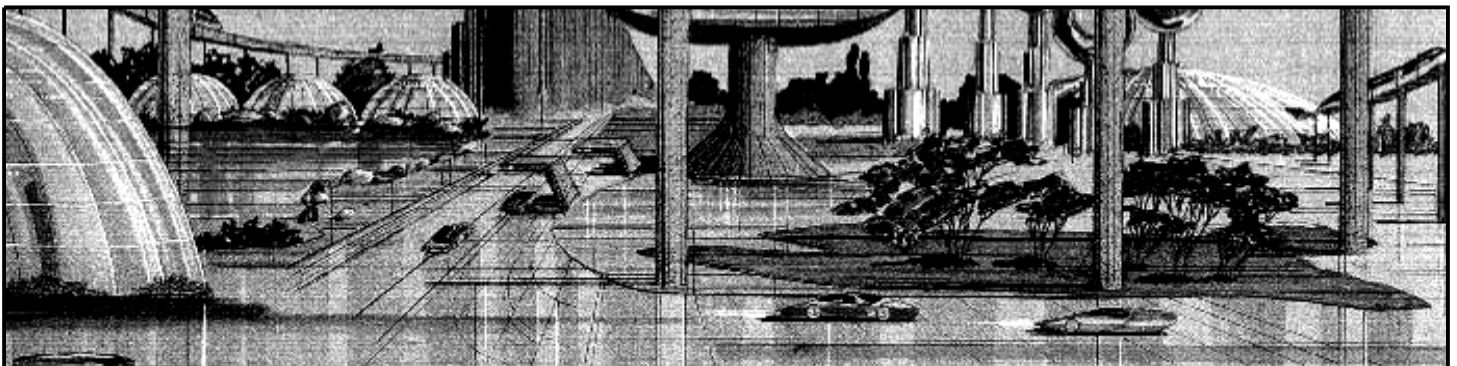


Table IX:  
Parks/Recreation

1d8	Type
1	Botanical garden
2	Park
3	Sports field/tennis courts
4	Swimming pool
5	Gymnasium/health club
6	Racetrack
7	Dancehall
8	Community rec center

Table X: Arcologies

1d10	Size
1-3	Small (2d6 x 1,000 inhabitants)
4-7	Average (2d6 x 2,000 inhabitants)
8-9	Large (1d6 x 10,000 inhabitants)
10	Huge (2d6 x 20,000 inhabitants)
1d10	Security Status
1-2	Sealed
3-8	Lower public levels only
9-10	Completely open

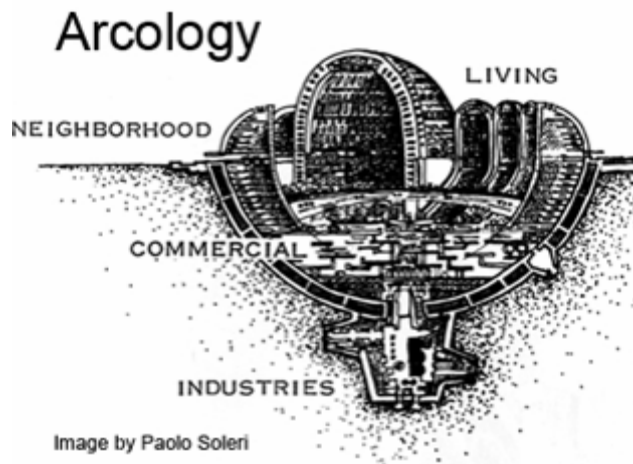


Table XII:  
Military/Defense

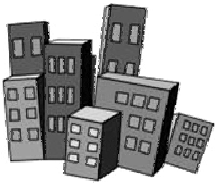
1d8	Type
1	Barracks
2	Armory
3	Military base (air/naval/space)
4	Missile platform/launch tubes/gun emplacements
5	Communications hardpoint
6	Recruiting station/training facility
7	Radar/sonar/sensor/listening post
8	Fortified stronghold/citadel

Table XI: Residential

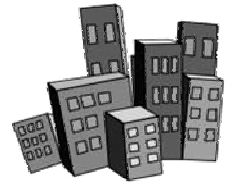
1d8	Type
1	Shanty-town/Campground
2	Prefabricated Trailers/mobile homes
3	Low-rise government housing
4	Low-rise luxury apartments
5	Suburban luxury housing
6	Suburban government housing
7	High-Rise government housing
8	High-Rise luxury apartments

Table XIII: Civil Facilities

1d20	Type
1	Police department
2	Fire/Safety department
3	Public Library
4	Prison/Jail
5	Research Institute
6	Waste Treatment/Landfill
7	Power Generation
8	Astronomical Observatory
9	Foreign Trade Compound
10	Hydroponic Farm
11	Customs Impound Facility
12	Interrogation Facility
13	Transportation Department
14	Trade Bureau/Organization
15	Broadcast Power Station
16	Courthouse/Justice Center
17	Government Ministry
18	Bomb/Disaster Shelter
19	Post Office/Telecoms Office
20	Tourist Bureau/Information Agency



# aDDITIONAL Details



## Just Another Day in the Big City: Random Urban Events & Disasters

### 1d20 What's Happening

1	<b>Riot</b>	(1-6) Locals	(7-9) Workers	(10) Outside agitators
2	<b>Power Outage</b>	(1-2) Blackout	(3-10) Brownout	
3	<b>Natural Disaster</b>	(1-6) Fire	(7-8) Flooding	(9-10) Earthquake
4	<b>Terrorist Attack</b>	(1-6) False Alarm	(7-10) Real	
5	<b>Traffic</b>	(1-5) Traffic Jam	(6-8) Accident	(9-10) Rush Hour
6	<b>Block Party</b>	(1-4) Free food	(5-7) Free booze	(8-10) Free drugs
7	<b>Crime</b>	(1-2) Looting	(3-5) Burglary	(6-10) Robbery
8	<b>Bad Weather</b>	(1-4) Blizzard	(5-8) Heat Wave	(9-10) Extreme smog
9	<b>Political Campaign</b>	(1-7) Local	(8-10) National	
10	<b>Cultural Festival</b>	(1-3) Art Fair	(4-6) Music Festival	(7-10) Street Fair
11	<b>Holiday</b>	(1-4) Municipal	(5-7) Bank Holiday	(8-10) Religious
12	<b>Protests</b>	(1-7) Peaceful	(8-10) Violent	
13	<b>Event</b>	(1-5) Sporting	(6-10) Concert	
14	<b>Medical Emergency</b>	(1-2) Virus	(3-6) Flu Season	(7-10) Bad Drugs
15	<b>Economics</b>	(1-3) Depression	(4-6) Downturn	(7-10) Upturn
16	<b>Meeting</b>	(1-6) Convention	(7-10) Summit	
17	<b>Strike</b>	(1-4) Transport	(5-8) Schools	(9-10) Hospitals
18	<b>Civil Defense</b>	(1-8) Drill	(9-10) Real Attack	
19	<b>Frenzy</b>	(1-4) Shopping	(5-7) Financial	(8-10) Mass Hysteria
20	<b>Shortage</b>	(1-3) Food/Water	(4-6) Energy	(7-10) Housing

### Local Color

#### 1d20 Item

1	Vending Machine
2	Manhole
3	Parked Vehicle
4	News Stand
5	Police/Fire Booth
6	Public Toilet
7	Road Construction
8	Fire Hydrant
9	Dead Body
10	Abandoned Vehicle
11	Lost Wallet
12	Posters/Signs
13	Rats & Rodents
14	Public Telecom Booth
15	Bus Stop/Taxi Stand
16	Crosswalk
17	Dumpster
18	Billboard
19	Underpass
20	Mailbox

*This is a De-Evolution<sup>TM</sup> supplement for all Science-Fiction Roleplaying Games. If you've enjoyed it, you can visit Kellri's Joint at [kellri.blogspot.com](http://kellri.blogspot.com) for more free pdf netbooks and articles for old school roleplaying games, including TSR's Gamma World, FASA's Star Trek, Games Workshop's Warhammer Fantasy Roleplaying, Original Dungeons & Dragons and 1<sup>st</sup> edition Advanced Dungeons & Dragons. Hope to see you there!*

*~Kellri*

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