

Spin chart

Below are the details on what a player can receive on the spin chart.

1. Elemental attacks I: All attacks deal 1 additional fire damage, 5 Pecunia
2. Elemental attacks II: All attacks deal 1 additional cold damage, 5 Pecunia
3. Elemental attacks III: All attacks deal 1 additional sonic damage, 5 Pecunia
4. Elemental attacks IV: All attacks deal 1 additional acid damage, 5 Pecunia
5. Elemental attacks V: All attacks deal 1 additional negative energy damage, 5 Pecunia
6. Elemental attacks VI: All attacks deal 1 additional electric damage, 5 Pecunia
7. Elemental attacks VII: All attacks deal 1 additional fire, cold, acid, or electric damage, 5 Pecunia
8. Elemental attacks VIII: All attacks deal 1 additional force damage, 5 Pecunia
9. Health Boon: Greater: Restored to full health and gain Temp HP equal to Level and highest stat modifier, 5 Pecunia
10. Health Boon: Gain Temp HP equal to Level and highest stat modifier, 5 Pecunia
11. Jackpot: 10 Pecunia
12. HP boost: For today your max HP increases by 3 per 2 levels, 5 Pecunia
13. SP Boost: For today your max SP increases by 1 per 5 levels, 5 Pecunia
14. Lesser Lucky: Reroll 1 die for the day as a free action.
15. Lucky: +1 Lucky Roll bonus to all d20 rolls for the day.
16. Good Feeling: You feel good today. Plus 1 AC
17. .
18. Roll twice on this chart, re-rolling results above 18
19. XP times 1.1 for the day
20. XP times 1.25 for the day