

THE JESTER'S INSANE-LEVELS-CHAOS-CHART

4th Edition D&D annotations by Halivar

How to use this document:

Generate a random number from 1 to 500. Apply this affect to the player, referring to any subtables as needed (specified by Roman numerals). Use this table when a player passes through a warren of chaos, touches an outsider, or any other cosmic event of your contrivance.

4th Edition D&D annotations are in blue. They supersede black text, which is the original D&D 3.x usage.

01-03	+1d6 to random attribute	Gain fire subtype, resist 5 fire.
04-06	-1d6 to random attribute	40-41 Gain cold subtype (physical changes, i.e. blue skin, etc) Gain cold subtype, resist 5 cold.
07-09	Gain random body part (subtable I)	42-43 Speed increases by +10' Speed increases by 2 squares.
10	Lose random body part (subtable I)	44-45 Speed decreases by -10' Speed decreases by 2 squares.
11	Gain 1d8 psionic Power Points. If you aren't psionic these allow you to take psionic feats and skills and mean that you're always a flatfooted psionic against psionic attacks. Gain the Disciplined Talent feat (PHB3).	46-48 Pregnant with chaos baby (subtable VI). Gestation period is 1d100 weeks
12-13	Change type to plant; this will be accompanied by some physical changes (leaves, green skin, etc.) Gain plant subtype, forest walk.	49 Plagued by bad weather
14-15	Change type to undead; gain all undead qualities; will be accompanied by some physical changes. Gain undead subtype, immunity to disease and poison, resist 5 necrotic, and vulnerable 5 radiant.	50 Need to eat twice as much as normal
16-17	Change type to outsider; this will be accompanied by some physical changes (hooves, silver skin, etc.) Gain darkvision, +2 to secondary defenses.	51-52 Insanity (see Player's Option: Spells and Magic for ideas) Afflicted with Moon Frenzy (Dungeon 156).
18-20	Change to a new random alignment (roll 1d8)	53-54 Fast Healing +1 Gain regeneration 1.
21	Gain random feat (subtable II)	55-56 Slow Healing- only 1+con bonus hp/day; 2+con bonus with a long term care check or complete rest, 3+con bonus for both. Reduce healing surge value by 2.
22	Gain permanent +1d12 luck bonus to a random skill (subtable III)	57 No longer need to sleep
23-24	Lose random sense (count special senses, such as darkvision and low-light vision, separately; roll randomly to see which is lost)	58 No longer need to eat
25-26	Gain random sense (subtable IV); this may be accompanied by bizarre physical changes.	59-60 Must eat (subtable VII)
27-29	Reincarnated (per the spell) Change race (XXVI).	61-62 Covets (subtable VII)
30-31	Skin color change (subtable V)	63-64 Hates (VII)
32-33	Hair color change (subtable V)	65-66 Hates random creature type (roll on Reincarnation table for type) (XXVI)
34	Grow scales (+1 natural armor bonus) Gain +1 bonus to AC and Fort defenses.	67-69 Suffer extra 1d6 hp/round from (VII)
35-36	Gender change	70 Lose all language skills
37	Skin softens (natural armor decreases by -1; if no natural armor bonus, count this as a penalty) -1 AC penalty.	71 Scry 1/day (per the spell) View Location 1/day (per the ritual), no material components or focus required.
38-39	Gain fire subtype (with physical changes, i.e. red skin, etc.)	72-74 -2 luck penalty to saves of random category Gain -2 penalty to random secondary defense.
		75-77 +2 luck bonus to saves of random category Gain +2 bonus to random secondary defense.
		78-80 Enormously fertile
		81-83 Sterile
		84-85 Grow 1d30", add 1d4 lbs/inch
		86-87 Shrink 1d30", lose 4d4 lbs
		88-89 Gain DR5/+1; if already has DR, it increases by +2 (no increase to the amount reduced). Gain +2 bonus to saving throws against ongoing damage. Roll twice for death saving throws and take the better result.
		90-91 Alcohol poisons subject (Fort DC16, initial and secondary damage 1d8 con). Alcohol inflicts Dark Toxin on subject.
		92-93 Speak with Dead 1/day (as the spell) Speak with Dead 1/day (per the ritual), no material components or focus required.
		94-95 Gain random medium magic item. Gain random magic item of your level.
		96-97 Random magic item destroyed

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98-100 Chaos Curse! Roll once per day on charts until chaos curse comes up again.

101-102 Switch two attributes at random

103 Grow feathers

104-105 Tongue becomes forked

106-107 Gain breath weapon (range is dex bonus x 5', roll on subtable VIII for type, damage is 1d6/point of con bonus plus 1d6; Ref half, DC₁₀+half HD+con bonus)
Gain the dragonborn Dragon Breath racial encounter power.

108-109 Gain immunity to (VIII)

110-111 +5 to SR
+2 bonus to defenses vs. arcane spells.

112 Immune to phantasms

113 Immune to charms

114-115 Healing per day is increased by con bonus.
Gain 2 extra healing surges per day.

116-117 Switch sexual preference

118 Shed skin 1/month, grow 1d4", add 1d30 lbs.

119 Gain funny walk; speed reduced 10' (think Ministry of Funny Walks)
Speed decreases by 2 squares.

120-122 Stinky (-6 to hide and diplomacy checks)
-6 penalty to Stealth and Diplomacy checks.

123 Smells like (VII)

124-125 Become albino

126-128 Genitals enlarge to massive proportions (x1d4+6)

129-130 Easily critted (all threat ranges increased by one)

131-132 Horns grow 1d12"; if over 5" may be used to attack (1d4 damage, 1d6 if over 10")

133 Immune to webs

134-136 Gain alternate move type (IX)

137-138 Become an ooze with all type modifiers; int becomes -
Gain the ooze subtype, immunity to blindness and gaze attacks, blindsight 1, Int and Cha reduced to 1.

139-140 Phase out of existence for 1d10 rounds every now and then (20%/day; occurs at random time)

141-142 Lose random chaos attribute

143-145 Delude into thinking you're a (X)

146-147 Hate (X)

148-149 Love (X)

150 Lose all ranks in a random skill you have ranks in
Lose training in a random skill you are trained in.

151 Lose random feat

152-153 Stalked by (VI)

154-156 Touch of Chaos 1/day- Will save, DC₁₀+cha bonus+ half level or gain random chaos attribute.
Gain Touch of Chaos daily power:

Touch of Chaos	
Daily • Arcane, Implement	
Minor Action	Ranged 3
Target: One creature	
Attack: Intelligence, Wisdom or Charisma vs Will. You gain a +2 to the attack.	
Hit: Target gains a random chaos attribute.	

157-159 Chaos Curse (see 98-100)

160-162 Shiny (-4 to hide)
-4 penalty to Stealth checks.

163-164 Gain +2 luck bonus on attack rolls.

165-166 Gain +2 luck bonus on damage rolls.

167-168 Grow moss

169-170 Nirrighan's Dismemberment 1/day
Can detach any body part 1/day; it continues to work independently under your control, and can cast spells.

171-173 Become extremely frugal with money

174-176 Compelled to spend money

177 Gain a level

178 Lose a level
Acquire resurrection sickness until next level.

179-181 Can't turn down a challenge

182-184 Change name to (XI)

185-187 Voice gets really.... (XII)

188-189 Enlarge 1 size category, including all mods from MM
Enlarge 1 size category, add 10 hit-points, +1 bonus to Str checks, attacks, and damage, -1 penalty to Reflex.

190 Weapon gains 3d6 Int (no other properties) and can communicate per DMG
Weapon becomes intelligent, capable of speech, and has a random alignment.

191-192 Shrink 1 size category, including all mods from MM
Shrink 1 size category, subtract 10 hit-points, -1 penalty to Str checks, attacks, and damage, +1 bonus to Reflex.

193-194 Can't say own name

195-196 Frog-like tongue

197-198 Eyes turn bug-eyed

199-200 Turn into a waterscope

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201-203	Arm becomes a (XIII)	
204-205	Arm becomes made of (XIV)	
206-208	Lower half becomes that of a (XV)	
209-210	Gain hooves	
211	Nose elongates 1d6"	
212-213	Always know the time	
214-215	Duality: can take one mental action and one physical action, plus a move-equivalent action, each round Can make one physical action and one mental action as a standard action (for example, a weapon based attack and a ranged implement attack).	
216-217	-2 luck penalty to saves vs. (VIII) -2 penalty to defenses vs. (VIII)	
218-220	Periodic migraines	
221-222	Amnesia, instant and total ("Who- where am I??")	
223	Periodic amnesia (every 1d6 days lost memory for 1d10 hours)	
224-225	All creatures within 60' gain a chaos attribute	
226-228	Glow with permanent faerie fire	
229-231	Speak only in rhyme	
232	Return to base characteristics, lose all chaos attributes and break curse of chaos	
233-234	Momentary mental contact with horrendous entity from beyond the stars- it knows you're there now!	
235-237	Fall in love with nearest member of appropriate sex (race irrelevant)	
238-239	Need a story to go to sleep	
240-241	Age 1d10 years	
242-243	Grow 1d10 years younger	
244	Laugh whenever you talk	
245-246	Habit (XVI)	
247-248	Permanently hasted Gain +2 to movement, extra standard action 1/encounter.	
249-250	Permanently slowed Movement drops to 2 squares.	
251-252	Fused to clothes and armor	
253-254	Way with merchants: 20% off all purchases	
255-257	Animals love you	
258	Don't need water	
259	Need double normal sleep	
260-261	Need double normal food	
262-263	Need double normal water	
264-265	Gain alienoid template [custom template] Gain the outsider subtype, low-light vision, resist 5 radiant, and the warlock's Dire Radiance At-Will ability. Also, sprout two fully articulated tentacle appendages.	
266-268	Gain half-slaad template [custom] Gain the elemental subtype, low-light vision, teleport 3, the primordial language, and the sorcerer's Chaos Bolt At-Will ability.	
269-270	No sense of humor	
271-272	Ears stick out 1d6"	
273-274	Teeth fall out	
275-277	Gain scent quality Gain +5 bonus to Perception checks involving smell.	
278-279	Nasty cough	
280	Cease aging	
281-282	Learning trouble: -10% to all earned xp	
283-284	Accelerated learning: +10% to all earned xp	
285-287	Prehensile tail	
288-290	Very sweaty (drop weapon on a natural 1-3 on attack roll)	
291-292	Love sports	
293-295	Easily intoxicated	
296-298	Chaos Curse! (see 98-100)	
299-300	Steam comes out ears	
301-302	Take on air subtype Gain elemental (air) subtype, resist 5 lightning, and the wizard's Arc Lightning At-Will ability.	
303-304	Take on earth subtype Gain the elemental (earth) subtype, tremorsense 5, and resist 5 force.	
305-307	See through mist and fog	
308-310	Brownish liquid drips from mouth	
311-312	Leave footprints of (X)	
313-314	Head doubles in diameter	
315	Permanently glow with daylight	
316	Identify by touch 1/day	
317-318	Surrounded by 30' sphere of darkness	
319-322	Symbol of chaos burned into (I)	
323-324	6'x6'x6' extra-dimensional space just inside anus	
325-327	Gain 1d12 hp	
328-330	Lose 1d12 hp permanently from total	
331-332	Become random lycanthrope (XVII)	
333-334	Change type to construct; gain all construct traits; appearance changes Change race to warforged. You are made out of (VII).	
335-336	Psionic susceptibility (-2 to saves vs. attack modes) Gain -2 penalty vs psychic attacks.	
337-339	Mental hardness increases by +1 Gain +2 to Will defense.	
340-341	(VII) doesn't exist for you	

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- 342-343 Perfectly mimic voices (+2 circumstance modifier to bluff and disguise checks)
- 344-345 Adopt a random symbol (XVIII)
- 346-347 Adopt a random battle cry (XIX)
- 348 Sense the sun's location.
- 349-350 Dispel magic 1/day by touch.
Gain the wizard's Dispel Magic encounter spell.
- 351-352 Negate psionics 1/day by touch.
Negate one psionic or psychic attack or ability once per day, as an immediate interrupt.
- 353-354 Perfect map of where you go is in your memory.
- 355-357 Vivid dreams; make a Will save, DC15, to awaken each hour
Roll +10 vs Will defense. On hit: restless sleep causes -2 penalty to checks and and -1 penalty to attacks due to fatigue.
- 358-360 Hair falls out.
- 361 Spontaneously combust (die).
- 362-364 Stutter (concentration check, DC15 + spell level, to cast a spell).
Must make a low Arcana check to cast arcane spells.
- 365-367 Smell yummy to monsters.
- 368-369 Petrified.
Remove Affliction removes this affect.
- 370-371 Refuse to fight (XX)
- 372 See in black and white.
-2 penalty to vision-based Perception checks.
- 373-375 Rage +1/day; Will save, DC15 + cha bonus of provoker, if provoked or enter rage involuntarily (still only 1/day)
Gain the following daily power:

Uncontrollable Rage	
Daily • Primal	
Free Action	Personal
Effect: Gain +2 to attacks and damage. You attack the target that dealt you the most damage the previous turn, and continue attacking until you save. When target dies, target the next closest creature.	
Special: If you take more damage in one turn than your healing surge value, Uncontrollable Rage activates automatically. You take a -2 penalty to saves to end.	

- 376-378 Chaos Curse! (as 98-100)
- 379-381 Hairy like a Sasquatch.
- 382-383 Theme song plays wherever you go (roll 1d20 for quality of song, as per a perform check).

- Make Diplomacy check to determine quality of the song.
- 384-385 Speak in tongues.
- 386-387 Bones weaken (-1 penalty to natural armor; if no natural armor bonus, this becomes a penalty).
- 388 Mental block: can't advance any further in one current class.
Choose one of your feats. Replace it with a multiclass feat of your choice. You cannot swap out this feat.
- 389-390 Not limited by height on jump checks.
- 391-393 Gain 3d34 lbs [no, really, d34. I have a friend who has one that he loaned to me. There are several subtables rolled on a d34, too.]
I don't have a d34, so roll 6d12 instead.
- 394-396 Lose 3d34 lbs; if small sized, instead lose 2d8 lbs.
Roll 6d12 instead.
- 397-398 Cast no shadow.
- 399-400 Cast no reflection.
- 401-402 Handwriting becomes completely illegible (even to you).
- 403 Become illiterate.
- 404-405 Eyes are now at the end of stalks (1d10").
- 406-407 Lose 1 level of spellcasting ability (if any).
Cannot use daily powers until you complete 3 milestones.
- 408-409 Lose 1d8 power points permanently.
Cannot augment powers until you complete 3 milestones.
- 410 (I) grows to huge size.
- 411 Can no longer use pronouns.
- 412 Can no longer use adjectives.
- 413 Can no longer use nouns.
- 414-415 Always takes 3 rounds to get to the point when talking.
- 416-418 Always vacillating (initiative shifts down 1d4 points each round; below 0 you lose your action and roll again for a new initiative next round).
- 419-421 On the ball (+1d4 to initiative each round).
- 422 Vanish in a puff of smoke.
- 423-424 Chaos curse! (98-100)
- 425-427 Become addicted to (XXI)
- 428-429 Lose all subtypes and descriptors.
- 430-432 Random quest (XXII)
- 433-434 Can't speak anyone else's name.
- 435-436 New favorite color (V)
- 437-438 Heal self completely 1/day.
- 439-440 Don't heal naturally.

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Extended rests restore healing surges, but not hitpoints.

- 441-443 Head replaced by (I).
 444-446 Strong desire to go visit (XXIII).
 447-448 Desire new career as (XXIV).
 449-450 Try to take enemies alive.
 451-452 My Light at will.
 As a minor action, your eyes can illuminate a 5-square blast area adjacent to you. You can disable this with another minor action.
 453-454 Immune to random spell (roll as if for a medium scroll).
 Roll on (VIII). You are immune to arcane spells of that energy type.
 455-457 Slippery (enemies suffer a -8 circumstance check on offensive grapple checks against you).
 You gain a +8 bonus to all escape checks.
 458-460 Random piece of equipment gains 3d6 int, wis, cha.
 461-463 Incontinent (30%/hour of an "accident")
 464 Gain Glum Creature template [custom template]
 You become a creature of gloom and despair. Change subtype to undead, gain a hover speed equal to movement, resistance 5 necrotic and shadow, and an aura 2: any living creature who starts their turn in this aura takes a -2 penalty to attack rolls and skill checks till the start of their next turn. Also gain the Wave of Despair encounter power:

Wave of Despair	
Encounter • Implement, Psychic, Shadow	
Standard Action	Close Blast 5
Target: Each living creature in blast.	
Attack: Intelligence, Wisdom or Charisma vs Will. You gain a +2 to the attack.	
Hit: Target is overcome with grief. Attacks and defenses are at a -2 penalty until the start of your next turn.	

- 465-466 Semiclone of you appears
 A duplicate of you appears. It's exactly like you in every way, except they have a different name and have a different hair color (lazy artists...).
 Round 1! Fight!
 467-469 Eyes change color (V)
 470-471 Legs replaced by (XXV)
 472-473 All curses on you are broken
 474-475 All enchantments on you are broken
 476 Age backwards

- 477-478 You die at -20 hp
 You die at 0 minus 3 times your surge value.
 479-480 You die at 0 hp
 481-482 Can't remember names of creatures
 483-485 Flowers grow from (I)
 486-487 Immune to gaze attacks
 488 Immune to Chaos effects
 489-490 Chaos Curse!
 491-493 Gain flair for artwork (+2 competence bonus on all checks related to art)
 494 Split into two versions of yourself.
 495 Split into two versions, the second is opposite alignment.
 496 Split into two bodies; each has half the str, dex and con of the original.
 497 Gain Divine Rank 0 [this may make the character an npc].
 You become an immortal demigod, with the following changes:
- Add Cha to all defenses.
 - May always take 10 on any skill check.
 - Immune to petrification, shapechanging, charm, domination, phantasm, and fear.
 - Gain resist 10 to all forms of damage.
 - Do not age, sleep, eat or breath.
 - Can grant encounter powers to worshippers as daily powers.
- 498-500 Immune to gravity (fly away).

Subtable I: Random Body Parts

- | | |
|----|--|
| 1 | Arm |
| 2 | Leg |
| 3 | Hand |
| 4 | Foot |
| 5 | Eye |
| 6 | Head |
| 7 | Mouth |
| 8 | Penis |
| 9 | Vagina |
| 10 | Tentacle |
| 11 | Wings (fly at walking speed) |
| 12 | Rattle |
| 13 | Fangs (1d6 bite for a medium creature, scales with size) |
| 14 | Horns (stubby) |
| 15 | Hooves |
| 16 | Claws (1d6 per claw for a medium creature, scales with size) |
| 17 | Fins (give swim speed equal to walking speed) |
| 18 | Gills (breathe water) |
| 19 | Stinger (1d4 plus poison; damage scales with |

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size; poison: Fort DC 10 +con bonus; initial and secondary damage 1d4 to a random attribute)
Attack: Dex vs AC
Hit: 1d6+Dex poison damage, and on-going 5 poison damage (save ends).

20 Tail

Subtable II: Feats (see below for 4E version)

1	Improved Initiative
2	Quickdraw
3	Cleave
4	Mobility
5	Psionic Charge
6	Lethality
7	Improved Two-Weapon Fighting
8	Final Strike
9	Improved Bull Rush
10	Linguist
11	Up the Walls
12	Instant Stand
13	Death Blow
14	Expert Tactician
15	Craft Wondrous Item
16	Spell Penetration
17	Guard Your Flanks
18	Brutal Bludgeoning
19	Divine Cleansing
20	Fists of Iron

Subtable II: Feats (reroll is feat is inapplicable)

1	Improved Initiative
2	Master at Arms
3	Blade Opportunist
4	Defensive Mobility
5	Psionic Celerity
6	Headman's Chop
7	Two-Weapon Fighting <i>and</i> Two-Weapon Defense
8	Surprising Charge
9	Improved Bull Rush
10	Linguist
11	Sure Climber
12	Upright Revival
13	Blood Seeker
14	Ritual Casting
15	Alchemist
16	Dual Implement Spellcaster
17	Warding Defense
18	Brutal Bludgeon
19	Divine Cleansing
20	Crack the Mountain

Subtable III: Skills (see below for 4E version)

1	Hide
2	Move Silently
3	Spot
4	Listen
5	Search
6	Alchemy
7	Heal
8	Spellcraft
9	Knowledge (arcana)
10	" (religion)
11	" (politics)
12	Craft (all)
13	Bluff
14	Sense Motive
15	Wilderness Lore
16	Diplomacy
17	Perform (all)
18	Swim
19	Climb
20	Balance
21	Use Magic Device
22	Scry
23	Animal Empathy
24	Use Rope

Subtable III: Skills

1	Acrobatics
2	Arcana
3	Athletics
4	Bluff
5	Diplomacy
6	Dungeoneering
7	Endurance
8	Heal
9	History
10	Insight
11	Intimidate
12	Nature
13	Perception
14	Religion
15	Stealth
16	Streetwise
17	Thievery

Subtable IV: Senses

1	Vision
2	Hearing
3	Smell
4	Taste
5	Touch

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6	Detect Poison
7	Detect thoughts
8	Scrying sense
9	Detect magic
10	Darksight
11	Lowlight vision
12	Detect psionics
13	Detect evil
14	Detect undead
15	Discern lies
16	Detect radiation
17	Detect good
18	Detect law
19	Detect chaos
20	Detect life
21	Detect disease
22	See invisible
23	Empathic sense
24	Far sight (x4)

Subtable V: Color

1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Purple
7	Black
8	White
9	Grey
10	Brown
11	Gold
12	Silver
13	Pink
14	Striped (2 colors; reroll for each)
15	Polka dotted (roll for background and dot colors)
16	Spotted like a big cat (roll for background and spot colors)

Subtable VI: Chaos Babies

1	Slaad, red
2	" , green
3	" , blue
4	" , gray
5	" , death Black Slaad
6	Ethereal filcher Take Filching Wraith, reskin as an Ethereal Filcher outsider.
7	Fish

8	Six-legged cat
9	Chaos beast Take a Chaos Phage Swarm and reskin as a Chaos Beast; remove swarm characteristics.
10	Otyugh
11	Black pudding
12	Rust monster
13	Huge monstrous spider Demonweb Terror
14	Cloaker Cloaker Ambusher
15	Medusa Choose any medusa of appropriate level.
16	Aboleth Choose any aboleth of appropriate level

Subtable VII: Substances

01-04	Dirt
05-07	Paint
08-10	Gold
11-13	Silver
14-16	Copper
17-18	Steel
19-21	Wood
22-24	Bones
25-27	Blood
28-30	Fruit
31-33	Bugs
34-35	Meat
36-38	Incense
39-40	Perfume
41-42	Weapons
43-45	Holy symbols
46-47	Books
48-51	Water
52-53	Magic items
54-57	Gems
58-60	Fur
61-63	Sauces
64-65	Teeth
66-69	Fat/blubber
70-72	Webs
73-74	Fire
75-77	Mud
78-79	Doors
80-83	Shoes
84-87	Gloves
88-90	Leaves
91-93	Rocks
94-95	Glass
96-97	Alcohol

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98	Hearts
99	Brains
00	Salt

Subtable VIII: Energy Types

1	Fire
2	Cold
3	Acid
4	Electricity
5	Sonic Thunder
6	Force
7	Holy Radiant
8	Unholy Shadow
9	Poison (if a breath weapon, this is still hp of damage)
10	Necromantic/negative energy Necrotic

Subtable IX: Alternate Movement Types

1	Swim
2	Fly
3	Levitate
4	Astral projection
5	Astral travel (physical)
6	Timeslip
7	Etherealness
8	Burrow
9	Webwalking
10	Brachiation
11	Leap
12	Webswinging
13	Dream travel
14	Pass through earth and stone
15	Climb
16	Teleport (chance of error)
17	Plane shift
18	Firegate
19	Shadow walk
20	Teleport without error

Subtable X: Creature Subtypes

01-02	Human
03-04	Elf
05-06	Dwarf
07-08	Gnome
09-10	Halfling
11-12	Halfbreed
13-14	Cleric

15-16	Druid
17-18	Spider
19-20	Bug
21-22	Ranger
23-24	Thief
25-26	Assassin
27-28	Orc
29-30	Goblin
31-32	Gnoll
33-34	Kobold
35-36	Tabaxi
37-38	Merellin
39-40	Wizard
41-42	Sorcerer
43-44	Billyman
45-46	Ghost
47-48	Lion
49-50	Rat
51-52	Cat
53-54	Zombie
55-56	Merchant
57-58	Slaad
59-60	Modron
61-62	Dragon
63-64	Demon
65-66	Dog
67-68	Troglodyte
69-70	Rhino
71-72	Kid
73-74	Mind flayer
75-76	Drow
77-78	Devil
79-80	Celestial
81-82	Vampire
83-84	Schoolgirl
85-86	Bard
87-88	Monk
89-90	Innkeeper
91-92	Farmer
93-94	Smith
95-96	Tanner
97-98	Brewer
99-100	Cook

Subtable XI: Names

1	Aphwishis
2	Spukoni
3	Tridentus
4	Jimini
5	John (the H is optional)
6	Dexter

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7	God
8	Bronco
9	Jor-El
10	Mr. Fantastic
11	Dr. Dudely
12	Oral
13	Kandor
14	Death
15	Destruction
16	Kitty
17	Angel
18	Goody
19	Gramps or Granny
20	Dad or Mom
21	Flower
22	Dog
23	Drake
24	Duncan
25	Zordan
26	Biff
27	Razor
28	Ransack
29	Clark
30	Kentwood
31	Assman
32	Lefty
33	Demon
34	Dude

Subtable XII: Sound Characteristics

1	Squeaky
2	Loud
3	Soft
4	Feminine
5	Sexy
6	Masculine
7	Deep
8	Thoughtful
9	High-pitched
10	Breathy
11	Italian accent
12	French accent
13	Spanish accent
14	German accent
15	Irish accent
16	"Cultured" accent

Subtable XIII: Weapons

1	Sword
2	Hammer
3	Mace

4	Axe
5	Dagger
6	Crossbow
7	Whip
8	Nunchaku
9	Spear
10	Flail

Subtable XIV: Compositions

1	Wood
2	Iron
3	Bone
4	Rubber
5	Ice
6	Stone
7	Rope
8	Grass
9	Fire
10	Water
11	Gold
12	Cloth

Subtable XV: Better Halves

1	Centaur
2	Goat
3	Lion
4	Dragon
5	Skeleton
6	Dog
7	Cat
8	Slug
9	Snake
10	Ooze
11	Hawk
12	Gazelle
13	Kocho
14	Spider
15	Eel
16	Frog
17	Octopus
18	Treant
19	Rat
20	Thri-Kreen

Subtable XVI: Habits

1	Pick nose
2	Pick toes
3	Pick ears
4	Rub chin
5	Rub nose
6	Clear throat

THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4th Edition D&D annotations by Halivar)

7	Habitual exclamation
8	Pull lip
9	Tap finger
10	Bite nails
11	Tap foot
12	Lick lips
13	Hold hands together behind your back
14	Hands on hips
15	Suck thumb
16	Pinky to mouth (a la Dr. Evil)
17	Guzzle, not sip
18	Clean nails with knife
19	Call everyone "Bro"
20	Bark at enemies

Subtable XVII: Lycanthropes

All lycanthropes gain the following:

- Regeneration 5 (if the lycanthrope takes damage from a silver weapon, its regeneration doesn't function on its next turn)
- Low-light vision
- Change Shape (minor; at-will) – In animal form, they cannot use class abilities or cast spells. In human form, they cannot bite.
- Speed in animal form increases by 2 squares.
- Hybrid and animal forms have a bite attack (Str vs AC, 1d6 + Strength modifier damage, and the target contracts Moon Frenzy).

1	Werebear
2	Wereboar
3	Wererat
4	Weretiger
5	Werewolf
6	Wereshark
7	Werebat
8	Werespider
9	Wereworm
10	Werepoodle

Subtable XVIII: Symbols

1	Unicorn
2	Symbol of Chaos
3	Dragon
4	Griffon
5	Crossed swords
6	Shield
7	Rose
8	Lilies
9	Frog
10	Crowns (1d3)
11	Arrows

12	Diamond
13	Circle
14	Oval
15	Fist
16	Tree
17	Lion
18	Tiger
19	Mountain or mountains
20	Water
21	Axe
22	Helm
23	Pegasus
24	Angel

Subtable XIX: Battle Cries

1	For Freedom!
2	Imperius Rex!
3	It's Clobberin' Time!
4	Gold and Glory!
5	For Galador!
6	For Chaos!
7	For Love!
8	For Justice!
9	For Truth!
10	Stars and Garters!
11	Like a Hurricane!
12	Bastards!
13	Without Honor!
14	For Money!
15	God is Great!
16	I'm So Badass!
17	Reap What You Sow!
18	Love and Honor and Obey!
19	By My Ass!
20	Morituri!
21	Ribbons and Lace!
22	In the Name of Dexter's Eyes!
23	By Bleak's Maw, I Destroy You!
24	The Unblinking Eye!
25	I Strike to the Rear!
26	Bad Thingy, Now You Die!
27	Let the Blood Flow!
28	Honor and Country!
29	For the Old Ones!
30	For the Old Ways!
31	For Beer!
32	Wine, Women and Song!
33	All Glory to Me!
34	Death to the Unbelievers!

Subtable XX: Targets of Virtue

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1	Women
2	Animals
3	Children
4	Unarmed people
5	Vermin
6	Creatures smaller than medium-sized
7	Oozes
8	In a church/shrine/temple/holy or unholy ground

Subtable XXI: Addictions

1	Alcohol
2	Stealing
3	That ol' devil weed
4	Mushrooms
5	Sex
6	Food
7	Nutmeg
8	Chocolate
9	Blackroot grass
10	Dzur [think dwarven crack]
11	Psychedelic grubs
12	Nose dust

Subtable XXII: Quests

1	Slay the nearest dragon
2	Slay the nearest king (not a duke, etc; title must be king)
3	Recover the Hand of Vecna
4	Destroy the Sword of Kas
5	Journey to the center of Mount Bile
6	Learn the secrets of the Hill of Skulls
7	Break the Bleak Academy
8	Restore the Miloxi Empire
9	Slay the Drow race
10	Destroy a plane
11	Change a high priest's religion
12	Give one million gold pieces to orphans
13	Travel back in time to the moment of Solurnustice and see the sun ignite
14	Defeat the next monster you meet singlehandedly
15	Cause a nation's economy to collapse
16	Journey to Union and join one of the epic level organizations there
17	Become a god
18	Destroy Tiamat
19	Remove the curse from Epla, the Isle of Atrocities
20	Create an entirely new race
21	Step into the Far Realms for just a moment

22	Restore the sanity of Nigel the Alienist
23	Slay a hydra by yourself with your bare hands
24	Find the perfect outfit
25	Find the prettiest wife/most handsome husband
26	Debunk the theory of gravity
27	Travel to where the sun enters the sea at night
28	Resurrect a dead dynasty and restore them to their throne
29	Win a war
30	Eat of the Mana of Heaven

Subtable XXIII: Visitations

1	Where you were born
2	Where you set out for your first adventure from
3	Your parents
4	Your childhood hero
5	The capital of your homeland
6	Forinthia
7	The Abyss
8	The Heavens
9	The Positive Plane
10	An alternate Material plane
11	The Plane of Shadow
12	The highest mountain around (Mt. Ice)
13	A demon's home
14	The Halls of Light
15	Your childhood best friend
16	The redwoods
17	Pesh [or some other place known for vice]
18	The underdark
19	The Botanical Gardens on Gorel
20	Azar

Subtable XXIV: Career Choices

1	Mason
2	Carpenter
3	Fisher
4	Painter
5	Teacher
6	Bartender
7	Confessor
8	Boxer
9	Politician
10	Smith
11	Leatherworker
12	Herald
13	Herbalist
14	Mercenary
15	Playwright

THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4th Edition D&D annotations by Halivar)

16	Candlemaker
17	Gem-cutter
18	Bookmaker
19	Trapper/furrier
20	Scribe

Subtable XXV: Leg Replacements

1	Wheels
2	Pogo stick-type appendage (think gambado)
3	Arms
4	Tentacles
5	Tracks (tank-style)
6	Roots
7	One foot (like a slug's)
8	Mouths
9	Eyes

10	Tongues
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Subtable XXVI: 4th Edition Races

1	Human
2	Half-elf
3	Halfling
4	Elf
5	Eladrin
6	Dragonborn
7	Tiefling
8	Dwarf
9	Hobgoblin
10	Drow
11	Wilden
12	Goblin