

BUILDING GENERATOR *roll 1d100*

When you need a building or a whole street, roll 1d100 for each building! In a small town, random buildings may be next to each other. In a city other than a huge metropolis, on each side of office buildings there is a 75% chance that another building of the same basic height and shape is present. If not, then the buildings are random. In a huge metropolis, each block downtown will have similar buildings so once you have randomized one building you know what is likely to be surrounding the one you rolled. Across the street and in the surrounding blocks could be something totally different.

Some buildings will seem to be much larger than would be required for the purpose stated. This means that the building is partly empty, or rented out to other tenants.

CITY BUILDINGS: 1d100

Roof is flat and has air conditioners, vents, chimney, water tower and billboards

<u>1d100</u>	<u>BUILDING</u>	<u>HEIGHT</u>	<u>ROOFTOP</u>
01	Parkland - 50% chance that it has a statue in the middle	Ground level	No roof, just grass
02	Bakery	2 storeys	Flat roof with no access to building, large vents and chimney, air conditioning units
03	Department Store	1d10+1 storeys	Roof is pointed with huge neon sign, scaffolds and ladders to give access and behind the sign huge plant and equipment with a locked door leading to air conditioning, generator room and elevators
04	Office Building	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and billboard
05	Civic Center	3 storeys	Roof has air conditioning units doorwell with access to the building and billboard
06	Media Office Building	1d10+1 storeys	Roof has air conditioning units, vents, doorwell with access to the building and massive billboard; giant screen displays news and advertising day and night as well. Screen covers one side of the top two floors of this building.
07	Gym and Spa	1d10 storeys	Roof has air conditioning units and doorwell with access to the building

08	Apartment Block	1d10+5 storeys	Roof has small garden, air conditioning units, chimneys, vents, doorwell with access to the building and billboard. Building has fire escape ladders running entire height of building
09	Office Building	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and billboard and water tower
10	Three Star Hotel	1d10+6 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building, HOTEL sign of some sort and water tower
11	"Lake" (big pond surround by flower beds and grass)	Ground level	No roof, just grass and water
12	Train Station	4 storeys	Roof is slightly tilted flat, installed loudspeakers and cameras, signage, advertising billboards, floodlights turned on at night
13	Museum	4 storeys	Roof is slightly tilted flat with decorative edges, a central structure giving access to the building, signage, advertising billboards, floodlights turned on at night
14	Government Building	2d10+3 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and multi-storey car parking, security cameras and security codes to enter building, signage, radio antennae and water tower
15	Grade School	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and greenhouse
16	Church or Temple	1d10 storeys	Roof has air conditioning units, vents, sign and religious symbol
17	Subway or other underground tunnel entrance - REROLL for what is above it	N/A	Roof is a grating or concrete slabs
18	Corporate Headquarters	3d10+3	Roof has small garden, air

			conditioning units, huge fan intakes, vents, doorwell with access to the building and janitor's room as well as huge corporate logo; entire building is colored or decorated in corporate trade dress and livery
19	Factory (this is 1d10 separate buildings surrounded by a 15 foot solid brick wall)	1d10 storeys	Roof has air conditioning units, huge fan intakes, vents, doorwell with access to the building and janitor's room
20	Post Office	1d10 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower
21	Apartment Block	1d10 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower. Fire escape ladders are attached from roof to first floor on one side of the building facing away from the street
22	Road Sprawl (this covers the equivalent area of 1d10+2 separate buildings)	1d10 storeys	This is a location where roads, railway tracks, water channels or canals, bus-only lanes or a major highway all loop over each other. The "roof" is the bridge and road, track or channel above ground level and there may be another level above that. Homeless people live under the lowest levels 75% of the time.
23	Private Clinic	1d10 storeys	Roof has small garden, air conditioning units, a chimney with unpleasant smells coming out, vents, doorwell with access to the building, janitor's room and water tower
24	Television Station / Streaming Service Regional Office	1d10+1 storeys	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
25	DERELICT: reroll but this location is abandoned, empty and ruined	as rerolled	as rerolled
26	Restaurant	3 storeys	Roof has patio garden with extra seating and a serving area, concealed air conditioning units, huge fan intakes, vents, doorwell with access to the building, janitor's room, water

			tower and neon sign blocked off from rooftop diners
27	Military Barracks	1d10 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower together with security cameras, security checkpoints, barbed wire surround edge of roof
28	Motel	2 storeys arranged around a large open carpark and a fenced-off swimming pool	Roof has air conditioning units, doorwell with access to the building and MOTEL sign of some sort.
29	Private Storage (lockups)	Ground level, but covers whole block or larger area	Flat roof on the aisles of storage, asphalt lanes between the maze of lockups
30	Funeral Home	1d10 storeys	
31	Supply Warehouse	7 storeys	Roof is flat and has air conditioners, vents, chimney, water tower and billboards
32	Cold / Refrigerated Storage Depot	3 storeys with yard where trucks are parked up	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
33	Amusement Park (this is 3d10+7 separate buildings covering 2d10 city blocks or equivalent)	Each building is 1 storey	Each building is bizarre in appearance and has billboard signage advertising its function - "GHOST TRAIN", "COTTON CANDY", "TICKETS", "RESTROOMS" and so on.
34	Truck Depot	3 storeys with massive yard where trucks are parked up	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
35	Big Box Store (warehouse chain store)	2 storeys	Roof is flat and has vents and billboards
36	Theater	4 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower. Fire escape ladders are attached from roof to first floor on one side of the building facing away from the street
37	Botanical Gardens (a zoo for plants)	Ground level, but covers whole block or larger area	No roof
38	Theme Restaurant ("Charlie Cheese", "Planet Bollywood", "Super-Powered Burgers",	2 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower.

	"SHARK! Seafood", etc.)		
39	Circular Park - a huge traffic island with hedges, flowers, benches, and a central statue, fountain and shallow pool or moat	Ground level	No roof, just grass
40	Mid-Size Office Building	7 storeys	Roof is flat and has air conditioners, vents, chimney, water tower and billboards
41	Gas Station and Car Wash	1 storey	Flat roof
42	Distribution / Fulfillment Center	3 storeys with yard where trucks are parked up	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
43	Container Terminal	3 storeys with massive yard where trucks are parked up	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
44	College / University (this is 1d10 separate buildings)	1d10 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building, janitor's room and water tower
45	Retail Outlet (factory warehouse)	7 storeys	Roof is flat and has air conditioners, vents, chimney, water tower and billboards
46	Apartment Block	3d10 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower. Fire escape ladders are attached from roof to first floor on one side of the building facing away from the street
47	Car Lot (new or used cars for sale)	Ground level	No roof, just asphalt; has small site office
48	Cinema	4 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower. Fire escape ladders are attached from roof to first floor on one side of the building facing away from the street
49	Bowling Alley	2 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower.
50	Zoo	Ground level, but covers whole block or larger area	No roof
51	Assisted Living Facility (Old Folks Home)	1d10 storeys	Roof has air conditioning units, vents, doorwell with access to

			the building and water tower. Fire escape ladders are attached from roof to first floor on one side of the building facing away from the street
52	TOWER or GIANT STATUE: most of this building is solid concrete or steel forming the pillar supporting a relatively small two storey structure at the very top housing a gift shop, restaurant, kitchen, restrooms and viewing decks.	1d100 storeys	Roof is an "artistic" design visible for miles
53	Apartment Block	3d10 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower. Fire escape ladders are attached from roof to first floor on one side of the building facing away from the street
54	Bus Station	2 storeys	Roof is slightly tilted flat, installed loudspeakers and cameras, signage, advertising billboards, floodlights turned on at night
55	Police Headquarters	1d10+1 storeys	Roof has air conditioning units, vents, doorwell with access to the building, helipad and radio antennae
56	Shopping Mall or Precinct	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and multi-storey car parking
57	Office Building	2d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and billboard
58	Five Star Hotel	1d10+6 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building, swimming pool, bar, nightclub and dance floor and HOTEL sign of some sort.
59	High School	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with

			access to the building and greenhouse
60	Technical College (this is 1d10 separate buildings)	1d10 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and janitor's room
61	Local Government Office	1d10 storeys	Roof has air conditioning units, vents, doorwell with access to the building and water tower
62	Mixed Use Office Building (every suite is a separate business - 50% chance of radio station or video production company being located there)	1d10+3 storeys	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
63	Bus Depot	3 storeys with yard where trucks are parked up and small passenger terminal	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
64	Skyscraper	39+1d10 storeys	Roof is a series of decks around the pointed top of the building and has chimneys, vents, doorwells with access to the building, janitor's room, billboards and water towers
65	Resort Hotel	7 storeys	Roof is flat and has air conditioners, vents, chimney, water tower and billboards
66	Data Center	1d10 storeys	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
67	Printers	4 storeys	Roof has air conditioning units, huge fan intakes, vents, doorwell with access to the building and janitor's room
68	Warehouse	1d10 storeys	Roof has air conditioning units, huge fan intakes, vents, doorwell with access to the building and janitor's room
69	Planetarium	4 storeys	Roof has air conditioning units, vents and huge billboard
70	Science Museum	4 storeys	Roof is slightly tilted flat with decorative edges, a central structure giving access to the building, signage, advertising billboards, floodlights turned on at night
71	Extended Stay Hotel	1d10+10 storeys	Roof has small garden, air

			conditioning units, huge fan intakes, vents, doorwell with access to the building, HOTEL sign of some sort and water tower
72	Art Gallery	4 storeys	Roof is slightly tilted flat with decorative edges, a central structure giving access to the building, signage, advertising billboards, floodlights turned on at night
73	Light Manufacturing Factory (surrounded by chainlink fencing)	1d10 storeys	Roof has air conditioning units, huge fan intakes, vents, doorwell with access to the building and janitor's room
74	Elementary School	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and greenhouse
75	Electrical Substation	1d10 storeys with car park at rear	Roof has a chimney, vents, doorwell with access to the building, janitor's room and water tower
76	Showroom Offices	1d10 storeys with car park at rear	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
77	Hospital	1d10+2 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, chimneys, doorwell with access to the building, helipad and radio antennae
78	Private Hospital	1d10 storeys	Roof has small garden, air conditioning units, a chimney with unpleasant smells coming out, vents, doorwell with access to the building, janitor's room and water tower
79	Laboratory	3 storeys with car park where cars and vans are parked up	Roof has a chimney, vents, doorwell with access to the building, janitor's room and water tower
80	Bank	1d10+1 storeys	Roof has air conditioning units, vents and doorwell with access to the building
81	Foreign Embassy	1d10+1 storeys	Roof has air conditioning units, vents and doorwell with access to the building

82	Fire Station	3 storeys	Roof has small garden, air conditioning units, vents, doorwell with access to the building, sirens and loudspeakers, gym equipment and radio antennae
83	Featureless building with no apparent windows or entrance (Federal government agency building - purpose: unknown)	3d10 storeys	Roof has air conditioning units, vents, locked and keycoded doorwell with security cameras with access to the building and radio antennae
84	Nursery School	1d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and greenhouse
85	Sanatorium	1d10+2 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, chimneys, doorwell with access to the building, helipad and radio antennae
86	Office Building	3d10+1 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, doorwell with access to the building and billboard
87	Call Center	1d10 storeys with car park at rear	Roof has a chimney, vents, doorwell with access to the building, janitor's room, billboard and water tower
88	Water Pumphouse	3 storeys with car park at rear	Roof has a chimney, vents, doorwell with access to the building, janitor's room and water tower
89	Archives	1d10+1 storeys	Roof has air conditioning units, vents and doorwell with access to the building
90	City Hall (or other major civilian government building)	1d10+1 storeys	Roof has air conditioning units, vents and doorwell with access to the building
91	Police Precinct / local Police Station / Sheriff's Office	1d10+1 storeys	Roof has helipad, air conditioning units, vents and doorwell with access to the building
92	Parking Garage	1d10+4 storeys	Roof has more parking, vents, doorwell with access to the building and radio antennae
93	Film Studio	1d10 storeys	Roof has air conditioning units,

			vents, doorwell with access to the building and radio antennae
94	Vehicle Impound Yard	1d10 storeys with locked up fenced in yard plus underground and ground level parking for seized vehicles, offices above	Roof has air conditioning units, vents, doorwell with access to the building and radio antennae
95	University Campus Building	1d10+1 storeys	Roof has air conditioning units, vents and doorwell with access to the building
96	Mental Hospital	1d10+2 storeys	Roof has small garden, air conditioning units, huge fan intakes, vents, chimneys, doorwell with access to the building, helipad and radio antennae
97	Foot Traffic Area	1d10 storeys - this is the height of the surrounding buildings, usually all small shops on multiple levels	No roof. This is essentially a brick or cobblestone surface forming a wide avenue with flags, trees, trash bins, benches, fountains or statues, walled in by shops with access to the rest of the city at each end. No Vehicles are allowed.
98	Local Jail	1d10 storeys	Roof has doorwell with access to the building and barbed wire, security cameras and guard posts
99	Law Courts	1d10 storeys	Roof has small garden, air conditioning units, vents, doorwell with access to the building and radio antennae
00	Super <u>Team</u> Headquarters	2d10 storeys	Roof is flat but with air conditioning units, vents, small chimneys and a doorwell leading down into the building