Object Qualities

This [object] is [d4], [d8], [d10], and in [d6] condition. It is made of [d20] and is notable because it [d12].

	Quality	Condition	Size	Age	Provenance	Material	
	d4	d6	d8	d10	d12	d20	for Apparel
1	Crude	Broken	$\leq .25x$	0-100 yrs	Is Cursed, Supposedly	Clay/Pottery	Hide (uncured)
2	Plain	Repaired	.5x	200	Was Used to Murder Someone Famous	Bone	Leather
3	Well-made	Worn	.75x	300	Is From Antiquity (Age x10)	Horn/Shell	
4	Exquisitely Crafted	Well-used	Average	400	Survived a Famous Battle or Disaster	Wicker	Wool
5		Good	Average	500	Was Made by a Master in the Craft (Quality +1)	Softwood, Common	
6		Pristine	1.5x	600	Was Repurposed From Another Object	Hardwood, Common	Linen
7			2x	700	Is Not Notable	Iron	
8			$\geq 3x$	800	Belonged to Famous Person(s)	Lead	Fur, Common
9				900	Was Made by a Strange Race/Culture	Copper	
10				1000 yrs	Is An Important Religious/Ceremonial Item	Brass/Bronze	Cotton
11					Is Your Family's	Steel	Chain
12					Is A Luck Charm, Supposedly	Wood, Exotic	Brocade
13						Silver	Fur, Exotic
14						Porcelain	Feathers
15						Glass	Silk
16						Ivory	Leather, Exotic
17						Gold	Wool, Exotic
18						Metal, Exotic	Feathers, Rare
19						Crystal/Gem	Hair, Human
20						Roll Twice	Paper