

## The Adjuster

When players travel through time, brave the planes, or even jam the void, the slight imbalances created in the universe may draw the Adjuster to set things right.

Roll	Adjustment
1	Heart placed in hands (death)
2	A second heart added (+2 to Con)
3	A joint fuses (1d4 for which elbow or knee)
4	A joint now swings both ways (1d4 for which elbow or knee)
5	A mouth is removed
6	A mouth is added to back of neck
7	Eyes cease blinking (eventual blindness)
8	Additional eyelids blink sideways
9	Lose 1d6 teeth
10	Gain 1d6 teeth
11	Lose 1d6 fingers
12	Gain 1d6 fingers
13	Lose height (6 inches)
14	Gain height (6 inches)
15	Buckles, buttons, straps removed apparel ruined (armor too)
16	Apparel cleaned and polished
17	Hair trimmed
18	New facial hair
19	Lose eye
20	New eye in back of head
21	Lose weight (20 pounds)
22	Gain weight (20 pounds)
23	Personal items rearranged: 1d6 turns to find any particular thing
24	Personal items rearranged: perfect balance, no encumbrance if nothing is changed
25	Gold removed (10 gp)
26	Gold added (10 gp)
27	Voice lowered to a whisper
28	Voice beautiful (+1 to Char)
29	Remove memories (-100XP)
30	Add strange memories (+100XP)