

ACTION SHEET

Persons (d100)

1	Local Leader Staff	1	Square/meeting hall	1	Underground	1	Underground	1	Indeterminate clothing
2	Regional Leader Staff	2	Warehouse/storage	2	Cave/caverns	2	Cave/caverns	2	Indeterminate clothing
3	National Leader Staff	3	Marketplace	3	Mine/shaft/tunnel(s)	3	Mine/shaft/tunnel(s)	3	Indeterminate clothing
4	Servant of royalty	4	Farm/villa/estate	4	Fissure/crevasses	4	Fissure/crevasses	4	Military uniform
5	Local Leader Inner Circle	5	Smithy/factory	5	Ruin/buildings	5	Ruin/buildings	5	Religious vestment
6	Reg'l Leader Inner Circle	6	Crafting-place	6	Tagat/underdrift set	6	Tagat (decaduous)	6	Jewelry adornment
7	Natl Leader Inner Circle	7	Shop/store	7	Forest (decaduous)	7	Forest (decaduous)	7	Gems & jewels
8	Royal Family	8	Tavern/in/hotel	8	Forest (coniferous)	8	Forest (coniferous)	8	Semi-precious jewelry
9	Local Leader	9	Arena/sport-place	9	Swamp/marsh	9	Swamp/marsh	9	Concealable weapons
10	Regional Leader	10	Street/sidewalk	10	Jungle (ruins)	10	Jungle (ruins)	10	Small melee weapons
11	Spy/agent	11	Luxury digs	11	Scrub (bush)	11	Scrub (bush)	11	Large melee weapons
12	Religious lay folk	12	Library or lab	12	Steppe/grasslands	12	Steppe/grasslands	12	Small ranged weapons
13	Relig. meditative/scholar	13	Palace/fortress/HQ	13	Broken/blasted area	13	Broken/blasted area	13	Large ranged weapons
14	Religious activist/cultist	14	Keep/tower	14	Cliffs/crags/gorges	14	Cliffs/crags/gorges	14	Thrown weapons
15	Religion Staff	15	Field/headw	15	Hills	15	Hills	15	Reactive/explosives
16	Religion Inner Circle	16	Garden/haven/park	16	Mountains	16	Mountains	16	Odd/exotic weapons
17	Mercenary/armys guild	17	Temple/church	17	Plateau	17	Plateau	17	Armory (collection)
18	Merc./arms leader/boss	18	Home/hovel	18	Valley	18	Valley	18	Light/precise armor
19	MERCHANTS, biz/finance	19	Cellar/underground	19	Canyon/chasm	19	Canyon/chasm	19	Leather/striq gear
20	Merchant/franchise boss	20	Port/station/transit	20	Port/dike (shore)	20	Port/dike (shore)	20	Medium protection

Qualities (d100) / Places (d20)

1	Crucifixion	1	Overgrown	1	Armory (collection)
2	Chemical smells	2	Vines	2	Clothes/fabrics
3	Chemical smells	3	Underbrush	3	Lighting
4	Incense/perfumed	4	Cobwebs	4	Eating gear
5	Sultry/stale smell	5	Toxic/poison fumes	5	Drinking gear
6	Cramped	6	Disease-ridden	6	Cooking gear
7	Furniture-strewn	7	Wildlife signs	7	Craft tools/machines
8	Curtailed	8	Monstrous signs	8	Portable shelter (tents)
9	Machinery/magic	9	Insect swarms	9	Hygiene/beauty items
10	Background noise	10	Vermis/pests	10	Potpourri/incense
11	Warts	11	Sandy/roose	11	Text/data (religious)
12	Stairs/ramps	12	Gravel/slate	12	Small ceremonial items
13	Terraced	13	Muddy	13	Deep ceremony items
14	Vehicle(s)	14	Icy or wet (slick)	14	Door/portrait/container
15	Fence/hedge	15	Smooth stone	15	Insignia/coins
16	Ditch	16	Loose stone/boulders	16	Status/sculpture
17	Dark/damp	17	Roopy	17	Text/data (sci/magic)
18	Brighl/multi-lit	18	Brighl/multi-lit	18	Herb/organic medicine
19	Glomy/dimly-lit	19	Glomy/dimly-lit	19	Processed medicine
20	Twilighl/dusk	20	Twilighl/dusk	20	Poison/pesticide

Items (d100)

1	Hostile foreigner	1	Wide open spaces	1	Dusty	1	Art/sci. instruments
2	Rival of friend/all	2	High observation point	2	Smoky	2	Info: Location of item
3	Ideological rival	3	Sight-blocking	3	Wide open spaces	3	Info: Religious/mythic
4	General troublemaker	4	Hot	4	Observation point	4	Info: Dimensions/existence
5	Despicable villain	5	Humid	5	Sight-blocking	5	Info: Geographic
6	Skilled hero	6	Cold	6	Hot	6	Info: History/Lore
7	Aged hero	7	Dry	7	Humid	7	Info: Ecology
8	Liar/baggart	8	Breezy	8	Cold	8	Info: Medicine/anatomy
9	Craft master/boss	9	Windy	9	Dry	9	Info: Accounting ledger
10	Exceptional talent	10	Gale	10	Breezy	10	Info: Daily/personal
11	Wealthy entrepreneur	11	Cloudy	11	Windy	11	Fresh food
12	Presigious family	12	Overcast	12	Gale	12	Preserved food
13	Expert historian/lore	13	Stormy	13	Cloudy	13	Raw foodstuffs
14	Specialist academician	14	Clear	14	Overcast	14	Fruit/vegetables
15	Expert healer/doctor	15	Specialist	15	Stormy	15	Herbs/spices
16	Diplomatic expert	16	Sprinkling	16	Clear	16	Cheese or meats
17	Popular entertainer	17	Rain (sleet/snow)	17	Sill	17	Drinkable intrusions
18	Master builder/engineer	18	Damp/pour (blizzard)	18	Sprinkling	18	Alcohol
19	Nonmadr/traveler	19	Work sounds	19	Rain (sleet/snow)	19	Mild drug (tobacco/coffee)
20	Liar/foaxer	20	Running water	20	Downpour (blizzard)	20	Industrial metals
1	(Potential) patron ally	1	Blowing winds	1	Dew	1	Lumber/organs
2	(Potential) patron ally	2	Traffic/passers-by	2	Running water	2	Construction material
3	(Potential) patron ally	3	Birdsong	3	Blowing winds	3	Ceramics
4	(Potential) rival/past foe	4	Animal sounds	4	Rainfall patter	4	Cloth
5	(Potential) rival/past foe	5	Quiet/serene	5	Bird calls	5	Paper/data storage
6	(Potential) rival/past foe	6	Foral/sweet smells	6	Small animal sound	6	Oil/grease or fuel
7	(Potential) rival/past foe	7	Solid/hard ground	7	Lg. animal sounds	7	Valuable stone
8	(Potential) rival/past foe	8	Soft/push ground	8	Quiet/serene	8	Semi-precious stone
9	(Potential) rival/past foe	9	Smooth/slip ground	9	Floral/sweet smells	9	Animal parts
10	(Potential) rival/past foe	10	Rough ground	10	Mildew/mold/smell	10	Illustrated/illuminated art
11	F. Weak team % (2)	11	R. Conversation	11	Rot/enchanted smell	11	Poetry/prose/narrative
12	F. Average team % (3)	12	R. Argue/debate	12	Solid/hard ground	12	Satue/sculpture
13	F. Average NPC % (5)	13	R. Study/learn	13	Soft/push ground	13	Carving
14	F. Talented NPC % (10)	14	R. Guard/vigilance	14	Smooth/slip ground	14	Drawing/painting
15	F. Add leader % (10)	15	R. Guard/vigilance	15	Rough ground	15	Big items (machinery)
16	F. Animals/mounts (2)	16	R. Anxiety/fear	16	Deserted	16	Political placemto
17	F. non-combat - d100 (1)	17	R. Anxiety/fear	17	Abandoned	17	Religious place/info
18	F. Weak minions (2)	18	R. Hater/anger	18	Desolate	18	Defense weakness/info
19	F. Average minions (3)	19	R. Hater/anger	19	Empty	19	Med. devices/machines
20	F. Big brute (10)	20	R. Hater/anger	20	Eerie	20	Shop devices/machines
1	F. Ventures/nomins (2-10)	1	R. Welcome/friendly	1	Fortifying	1	Shop devices/machines
2	F. WK mindless minion (2)	2	R. Watch/evernt	2	Protected	2	Furniture
3	F. Avg mindless minion (3)	3	R. Sick/diseased	3	Exposed	3	Symbolic ancestral items
4	F. Hybrids/animals (5)	4	R. Dunk/drugged	4	Unstable/hazardous	4	Symbolic rulership items
5	F. Add leader % (10)	5	R. Hurt/suffering	5	Fire (set)	5	Cash/valuables
6	F. Animals/mounts (2)	6	R. Hurt/suffering	6	Mystic/bless/curse	6	Cash/valuables
7	F. non-combat - d100 (1)	7	R. Resistant/fatal	7	Artifact/object	7	Cash/valuables
8	F. Weak minions (2)	8	R. Resistant/fatal	8	Artifact/object	8	Cash/valuables
9	F. Average minions (3)	9	R. Tire/res/sleep	9	Guardians/guarded	9	Vehicle (small)
10	F. Add leader % (10)	10	R. Cook/eat/drink	10	Trapped/warded	10	Vehicle (medium)
11	F. Poverful entity (10)	11	R. Lack/hungry/poor	11	Trapped/warded	11	Vehicle (large)

Persons (d100)

1	Common/generalist	1	Common/generalist	1	Common/generalist
2	Common/generalist	2	Common/generalist	2	Common/generalist
3	Majority/Native	3	Majority/Native	3	Majority/Native
4	Native Minority	4	Native Minority	4	Native Minority
5	Affiliated/neighbor	5	Affiliated/neighbor	5	Affiliated/neighbor
6	Wilderness specialist	6	Wilderness specialist	6	Wilderness specialist
7	Far-away	7	Far-away	7	Far-away
8	Unusual/Exotic	8	Unusual/Exotic	8	Unusual/Exotic
9	Opposed	9	Opposed	9	Opposed
10	Setting skills specialist	10	Setting skills specialist	10	Setting skills specialist

Qualities (d100) / Wilderness

1	Multipity d10x10 for foe point budget.	1	Multipity d10x10 for foe point budget.
2	Teams/minions are always d10 in number.	2	Teams/minions are always d10 in number.
3	-Option: Select a group or minions as base.	3	-Option: Select a group or minions as base.
4	-Subtract chosen/rolled forces from total, until point budget is at zero or below.	4	-Subtract chosen/rolled forces from total, until point budget is at zero or below.
5	-Roll for dominant rationale.	5	-Roll for dominant rationale.
6	-Each side can roll to detect the other at range: winning side chooses actions.	6	-Each side can roll to detect the other at range: winning side chooses actions.
7	-Set up defenders to take advantage of place & qualities.	7	-Set up defenders to take advantage of place & qualities.

Items (d100)

1	P. Arrival	1	P. Arrival
2	P. Departure	2	P. Departure
3	P. Trait positive	3	P. Trait positive
4	P. Trait negative	4	P. Trait negative
5	P. Trait, random	5	P. Trait, random
6	P. Skill check	6	P. Skill check
7	P. Rationale new/change	7	P. Rationale new/change
8	P. Mission twist	8	P. Mission twist
9	P. Scene quality intrudes	9	P. Scene quality intrudes
10	P. Item intrudes	10	P. Item intrudes
11	F. Start/cease hostilities	11	F. Start/cease hostilities
12	F. Leader emerges	12	F. Leader emerges
13	F. Special item	13	F. Special item
14	F. Call for backup	14	F. Call for backup
15	F. Adds/Reinforcements	15	F. Adds/Reinforcements
16	Monster/Beast	16	Monster/Beast
17	Trap/Ambush (arrest/confine)	17	Trap/Ambush (arrest/confine)
18	Trap/Ambush (damage/incapacitate)	18	Trap/Ambush (damage/incapacitate)
19	Scene quality new/change	19	Scene quality new/change
20	Scene quality ceases	20	Scene quality ceases



Yes-No Questions (Skill Checks)

SHIFTS	YES	NO
+3 Nearly Certain	1-95	96-100
+2 Very Likely	1-80	81-100
+1 Likely	1-65	66-100
0 50/50 (Moderate)	1-50	51-100
-1 Unlikely	1-35	36-100
-2 Very Unlikely	1-20	21-100
-3 Nigh Impossible	1-05	06-100

+1 magic shift for each scene quality that aligns with the question/skill check.
-1 magic shift for each scene quality that contradicts the question/skill check.

Plot Stress

Setting up a new scene increases plot stress by 5.
Each yes-no question and PC skill check increments plot stress by 1.
Start and end each scene by testing plot stress (d100 roll vs. current plot stress).

A yes-no question result that is lower than current plot stress triggers an unexpected event.
When an unexpected event happens, cut plot stress in half.

Unexpected Events (d20)

1	P. Arrival	1	P. Arrival
2	P. Departure	2	P. Departure
3	P. Trait positive	3	P. Trait positive
4	P. Trait negative	4	P. Trait negative
5	P. Trait, random	5	P. Trait, random
6	P. Skill check	6	P. Skill check
7	P. Rationale new/change	7	P. Rationale new/change
8	P. Mission twist	8	P. Mission twist
9	P. Scene quality intrudes	9	P. Scene quality intrudes
10	P. Item intrudes	10	P. Item intrudes
11	F. Start/cease hostilities	11	F. Start/cease hostilities
12	F. Leader emerges	12	F. Leader emerges
13	F. Special item	13	F. Special item
14	F. Call for backup	14	F. Call for backup
15	F. Adds/Reinforcements	15	F. Adds/Reinforcements
16	Monster/Beast	16	Monster/Beast
17	Trap/Ambush (arrest/confine)	17	Trap/Ambush (arrest/confine)
18	Trap/Ambush (damage/incapacitate)	18	Trap/Ambush (damage/incapacitate)
19	Scene quality new/change	19	Scene quality new/change
20	Scene quality ceases	20	Scene quality ceases

Mission (d20)

1	Patrol	1	Cruel/Malevolent
2	Scout	2	Thoroughful
3	Find/Recover	3	Mysterious/Secretive
4	Explore	4	Heroic
5	Hunt	5	Sneaky/Under-handed
6	Capture	6	Lazy
7	Spy	7	Happy/Optimistic
8	Escort	8	Dour/Traumatic
9	Deliver	9	Cowardly
10	Negotiate	10	Cruel/Capricious
11	Negotiate	11	Cautious
12	Wfir over	12	Impulsive
13	Survive	13	Loyal
14	Survive	14	Nervous/Awkward
15	Escape	15	Loud/Boisterous
16	Defend	16	Gregarious
17	Protect	17	Sympathetic
18	Attack	18	Accusative/Defensive
19	Rescue	19	Unfappable
20	Research	20	Lying/Treachorous

Trait (d20)

1	Majority/Native	1	Majority/Native
2	Common/generalist	2	Common/generalist
3	Majority/Native	3	Majority/Native
4	Native Minority	4	Native Minority
5	Affiliated/neighbor	5	Affiliated/neighbor
6	Wilderness specialist	6	Wilderness specialist
7	Far-away	7	Far-away
8	Unusual/Exotic	8	Unusual/Exotic
9	Opposed	9	Opposed
10	Setting skills specialist	10	Setting skills specialist

% Culture/Occupation (2xdt0)

1	Majority/Native	1	Majority/Native
2	Common/generalist	2	Common/generalist
3	Majority/Native	3	Majority/Native
4	Native Minority	4	Native Minority
5	Affiliated/neighbor	5	Affiliated/neighbor
6	Wilderness specialist	6	Wilderness specialist
7	Far-away	7	Far-away
8	Unusual/Exotic	8	Unusual/Exotic
9	Opposed	9	Opposed
10	Setting skills specialist	10	Setting skills specialist

Scene Setup

Decide civilized or wilderness.
Choose