

Qualities (d100) / Places (d20)

Persons (d100)	Civilized	Wilderness	Items (d100)	Mission (d20)
1 Local Leader Staff	1 Square/meeting hall	1 Underground	Noble dress/accessory	1 Patrol
2 Regional Leader Staff	2 Warehouse/storage	2 Cave/caverns	Indeterminate clothing	2 Scout
3 National Leader Staff	3 Marketplace	3 Mine/shaft/tunnel(s)	Indeterminate accessory	3 Find/Recover
4 Servant of royalty	4 Farm/villa/estate	4 Fissure/crevasse	Military uniform	4 Explore
5 Local Leader Inner Circle	5 Smithy/factory	5 Ruins/buildings	Religious vestment	5 Hunt
6 Reg'l Leader Inner Circle	6 Crafting-place	6 Taiga/tundra/desert	Jewelry adornment	6 Capture
7 Nat'l Leader Inner Circle	7 Shop/store	7 Forest (deciduous)	Gems & jewels	7 Spy
8 Royal family	8 Tavern/inn/hotel	8 Forest (coniferous)	Semi-precious jewelry	8 Escort
9 Local Leader	9 Arena/sport-place	9 Swamp/marsh	Concealable weapons	9 Deliver
10 Regional Leader	10 Streets/alleys	10 Jungle (vines)	Small melee weapons	10 Investigate
11 Spy/agent	11 Luxury digs	11 Scrub (brush)	Large melee weapons	11 Negotiate
12 Religious lay folk	12 Library or lab	12 Steppes/grasslands	Small ranged weapons	12 Win over
13 Relig. meditative/scholar	13 Palace/fortress/HQ	13 Broken/blasted area	Large ranged weapons	13 Survive
14 Relig. activist/cultist	14 Keep/tower	14 Cliffs/crags/gorges	Thrown weapons	14 Evade
15 Religion staff	15 Field/meadow	15 Hills	Reactive/explosives	15 Escape
16 Religion Inner Circle	16 Garden/lawn/park	16 Mountains	Odd/exotic weapons	16 Defend
17 Mercenary/arms guild	17 Temple/church	17 Plateau	Armory (collection)	17 Protect
18 Merc./arms leader/boss	18 Home/hovel	18 Valley	Light/piecemeal armor	18 Attack
19 Merchants, biz/finance	19 Cellar/underground	19 Canyon/chasm	Leathers/riot gear	19 Rescue
20 Merchant/finance boss	20 Port/station/transit	20 Pond/lake (shore)	Medium protection	20 Research
21 Rogue guild/smugglers	Memorial	Landmark	Heavy protection	
22 Rogue/smuggle leader	Crowded	River (shore)	Shield/riot gear	
23 Scholar/scientist	Plants	Stream	Helmet	
24 Academic luminary	Garbage/rubble	Ocean (shore)	Exotic armor/protection	
25 Crafters/manufacturing	Offal smell	Vine-choked	Heavy/powerful armor	
26 Crafter/manuf. leader	Cooking smells	Overgrown	Armory (collection)	
27 Conscript/militia	Pollution/smog	Vines	Clothes/fabrics	
28 Army/marine soldier	Chemical smells	Underbrush	Lighting	
29 archer/air/sea soldier	Incense/perfumed	Cobwebs	Eating gear	
30 NCO/specialist	Stuffy/stale smell	Toxic/poison fumes	Drinking gear	
31 Officer/military leader	Cramped	Disease-ridden	Cooking gear	
32 Police/public safety	Furniture-strewn	Wildlife signs	Craft tools/machines	
33 Cousin	Curtained	Monstrous signs	Portable shelter (tents)	
34 In-law, indirect family	Machinery/magic	Insect swarms	Hygiene/beauty items	
35 Niece/nephew	Background noise	Vermin/pests	Potpourri/incense	
36 Aunt/uncle	Music	Sandy/loose	Text/data (religious)	
37 Parents/grandparents	Stairs/ramps	Gravel/shale	Small ceremonial items	
38 Brother/sister	Terraced	Muddy	Large ceremony items	
39 Child/dependent	Vehicle(s)	Icy or wet (slick)	Door/portal/container	
40 Family friend	Fence/hedge	Smooth stone	Images/icons	
41 Childhood friend	Ditch	Loose stone/boulders	Statue/sculpture	
42 Neighbor/acquaintance	Dank/damp	Rooty	Text/data (sci/magic)	
43 Early/first love	Bright/well-lit	Bright/well-lit	Herb/organic medicine	
44 Teacher or colleague	Gloomy/dimly-lit	Gloomy/dimly-lit	Processed medicine	
45 Beggar/poor	Twilight/dusk	Twilight/dusk	Poison/pesticide	
46 Role model	Shadowy	Shadowy	Hard drugs	
47 Former friend	Hazy	Dark as night	Inert crystal, rare earth	
48 Former love	Foggy	Pitch dark	Preserved organics	
49 Occupational peer	Dusty	Hazy	Flammables/explosives	
50 Bad blood family	Smoky	Foggy	Occupational gear	

Trait (d20)

- 1 Cruel/Malevolent
- 2 Thoughtful
- 3 Mysterious/Secretive
- 4 Heroic
- 5 Sneaky/Under-handed
- 6 Lazy
- 7 Happy/Optimistic
- 8 Dour/Taciturn
- 9 Cowardly
- 10 Crude/Capricious
- 11 Cautious
- 12 Impulsive
- 13 Loyal
- 14 Nervous/Awkward
- 15 Loud/Boisterous
- 16 Gregarious
- 17 Sympathetic
- 18 Accusative/Defensive
- 19 Unflappable
- 20 Lying/Treacherous

% Culture (d10)

- 1 Majority/Native
- 2 Majority/Native
- 3 Majority/Native
- 4 Native Minority
- 5 Affiliated/neighbor
- 6 Affiliated/neighbor
- 7 Far-away
- 8 Unusual/Exotic
- 9 Opposed
- 10 Opposed

% Occupation (d10)

- 1 Common/generalist
- 2 Common/generalist
- 3 Social/leadership
- 4 Fighter/Warrior
- 5 Traveler/Rogue
- 6 Wilderness specialist
- 7 Officers/special forces
- 8 Academic specialist
- 9 Religious/inspirational
- 10 Setting skills specialist

Structured Questions for Persons

- Does the person have a need? (always yes for first cutscene)
- What does the person need? [mission]
- What is the reason behind that need? [rationale]
- Does the person have an(other) item to help with the mission? [item]
- Is there a destination place for the mission? [place]
- Does the person offer (extra) valuables for completing the mission?
- Will the person supply special equipment for the mission?
- Will the person provide an(other) ally for the mission? [ally]
- Is there another person(s) to contact with more information? [person]
- Can the person warn about possible upcoming encounter(s)? [foe(s)]

Structured Questions for Foes

- Do the foe(s) have (extra) money or valuables on them/nearby?
- Do the foe(s) have an(other) item (as a possession or clue)? [item]
- What is the reason behind the hostilities? [rationale]
- Is there a source person/encounter behind the hostilities? [person]

Scene Setup

- Decide civilized or wilderness.
- Choose or roll (or don't) for place, person, item, foe.
- Think up a thumbnail sketch of the scene.
- Roll 3 scene qualities, optionally four d10 window dressing.
- Each person has a trait.
- Foe groups get a rationale.
- Add window dressing through free-form exposition.

Optional Setup

Window Dressing (four d10)

- 1-2 Colder Wetter Hillier More People
- 3-8 - As Expected -
- 9-10 Warmer Drier Flatter Fewer People

# ACTION SHEET II



## Qualities (d100)

Persons (d100)	Qualities (d100)		Items (d100)	
	Civilized	Wilderness		
51	Hostile foreigner	Wide open spaces	Dusty	Art/sci. instruments
52	Rival of friend/ally	High observation point	Smoky	Info: Location of item
53	Ideological rival	Sight-blocking	Wide open spaces	Info: Religious/mythic
54	General troublemaker	Hot	Observation point	Info: Dimensions/existence
55	Despicable villain	Humid	Sight-blocking	Info: Geographic
56	Skilled hero	Cold	Hot	Info: History/Lore
57	Aged hero	Dry	Humid	Info: Ecology
58	Liar/braggart	Breezy	Cold	Info: Medicine/anatomy
59	Craft master/boss	Windy	Dry	Info: Accounting ledger
60	Exceptional talent	Gale	Breezy	Info: Diary/personal
61	Exceptional beauty	Cloudy	Windy	Fresh food
62	Wealthy entrepreneur	Overcast	Gale	Preserved food
63	Prestigious family	Stormy	Cloudy	Raw foodstuffs
64	Expert historian/lore	Clear	Overcast	Fruits/vegetables
65	Specialty academician	Still	Stormy	Herbs/spices
66	Expert healer/doctor	Sprinkling	Clear	Cheese or meats
67	Diplomatic expert	Rain (sleet/snow)	Still	Drinkable infusions
68	Popular entertainer	Downpour (blizzard)	Sprinkling	Alcohol
69	Master builder/engineer	Work sounds	Rain (sleet/snow)	Mild drug (tobacco/coffee)
70	Nomad/traveler	Running water	Downpour (blizzard)	Industrial metals
71	Liar/hoaxer	Blowing winds	Dew	Lumber/organics
72	Scout/messenger	Traffic/passers-by	Running water	Construction material
73	Terrorist/anarchist	Birdsong	Blowing winds	Ceramics
74	Unremarkable commoner	Animal sounds	Rainfall patter	Cloth
75	(Potential) patron/ally	Quiet/serene	Bird calls	Paper/data storage
76	(Potential) patron/ally	Floral/sweet smells	Small animal sound	Oil/grease or fuel
77	(Potential) patron/ally	Solid/hard ground	Lg. animal sounds	Valuable stone
78	(Potential) patron/ally	Soft/plush ground	Quiet/serene	Semi-precious stone
79	(Potential) rival/foe	Smooth/slip ground	Floral/sweet smells	Animal parts
80	(Potential) rival/foe	Rough ground	Mildew/mold-smell	Illustrated/illuminated art
81	1 F: Weak team % (2)	1 R: Conversation	Rotten/carrion smell	Poetry/prose/multimedia
82	2 F: Average team % (3)	2 R: Argue/debate	Solid/hard ground	Statue/sculpture
83	3 F: Average NPC % (5)	3 R: Study/learn	Soft/plush ground	Carving
84	4 F: Talented NPC % (10)	4 R: Guard/vigilance	Smooth/slip ground	Drawing/painting
85	5 F: Add leader % (10)	5 R: Guard/vigilance	Rough ground	Big items (machinery)
86	6 F: Animals/mounts (2)	6 R: Anxiety/fear	Deserted	Religious place/info
87	7 F: non-combat - d100 (1)	7 R: Anxiety/fear	Abandoned	Political place/info
88	8 F: Weak minions (2)	8 R: Hate/anger	Desolate	Fortification/info
89	9 F: Average minions (3)	9 R: Hate/anger	Empty	Defense weakness/info
90	10 F: Big brute (10)	10 R: Hunt/scavenge	Eerie	Med. devices/machines
91	11 F: Vehicles/mounts (2-10)	11 R: Welcome/friendly	Forbidding	Shop devices/machines
92	12 F: Wk mindless minion(2)	12 R: Worship/reverent	Protected	Furniture
93	13 F: Avg mindless minion(3)	13 R: Sick/diseased	Exposed	Symbolic ancestral items
94	14 F: Hybrids/animals (5)	14 R: Drunk/drugged	Unstable/hazardous	Symbolic rulership items
95	15 F: Powerful entity (10)	15 R: Hurt/suffering	Fire (set)	Cash/valuables
96	16 F: Automaton (10)	16 R: Respect/grateful	Mystic/bless/curse	Cash/valuables
97	17 F: d100, Average % (5)	17 R: Celebrate/fest	Artifact/object	Cash/valuables
98	18 F: d100, Talented % (10)	18 R: Tired/rest/sleep	Guardians/guarded	Vehicle (small)
99	19 F: d100, Captive(s) (0)	19 R: Cook/eat/drink	Illusory	Vehicle (medium)
00	20 F: d100, Infiltrator/spy(15)	20 R: Lack/hungry/poor	Trapped/warded	Vehicle (large)

## Yes-No Questions (Skill Checks)

SHIFTS	YES	NO
+3	Nearly Certain	1-95 96-00
+2	Very Likely	1-80 81-00
+1	Likely	1-65 66-00
0	50/50 Moderate	1-50 51-00
-1	Unlikely	1-35 36-00
-2	Very Unlikely	1-20 21-00
-3	Nigh Impossible	1-05 06-00

+1 magic shift for each scene quality that aligns with 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.

## Foes (F-) / Rationale (R:) (two d20)

### Encounter Scene Foe Groups:

- Multiply d10xd10 for foe point budget.
- Teams/minions are always d10 in number.
- Option: Select a group or minions as base.
- Subtract chosen/rolled forces from total, until point budget is at zero or below.
- Roll for dominant rationale.
- Each side can roll to detect the other at range: winning side chooses actions.
- Set up defenders to take advantage of place & qualities.

## Beasts & Monsters

**Conflict:** d10; for '10' results, add 10/re-roll. Divide final sum by 2. If the result is odd, round down and add a special ability.  
**Damage Levels:** d10; for '10' results, add 10/re-roll. Subtract 5 from sum (at least 1).  
**Point Value:** 3 x (conflict) x (damage levels). If the monster has conflict 0, its point value = damage levels.

## Unexpected Events (d20)

- |                                      |   |
|--------------------------------------|---|
| 1 P: Arrival                         | <b>Persons (P:)</b>   |
| 2 P: Departure                       | <b>Focus</b>  |
| 3 P: Trait positive                  | 1-3 Self / Rival  |
| 4 P: Trait negative                  | 4-5 Ally / Patron   |
| 5 P: Trait, random                   | 6-7 Person / Ally   |
| 6 P: Skill check                     | 8-10 Foe / Rival  |
| 7 P: Rationale new/change            | may generate a person or foe if not already present.                |
| 8 P: Mission twist                   |   |
| 9 P: Scene quality intrudes          | <b>Foes (F:)</b>  |
| 10 P: Item intrudes                  | <b>Focus</b>  |
| 11 F: Start/cease hostilities        | may generate a foe (roll once on foe table) if not already present. |
| 12 F: Leader emerges                 |   |
| 13 F: Special item                   |   |
| 14 F: Call for backup                |   |
| 15 F: Adds/Reinforcements            |   |
| 16 Monster/Beast                     |   |
| 17 Trap/Ambush (arrest/confine)      |   |
| 18 Trap/Ambush (damage/incapacitate) |   |
| 19 Scene quality new/change          |   |
| 20 Scene quality ceases              |   |

## Team/Minions Weak | Avg.

# Conflict	#	-	+
1	-3	-	-
2-3	-2	-	-
4-5	-1	1-3	-
6-8	0	4-6	-
9-10	+1	7-10	-

## NPC Type

"add leader"  
average NPC  
talented NPC  
brute/automaton/  
powerful entity  
hybrid /  
(animal)  
infiltrator/spy

## Conflict, Skills, Abilities

(0). must eliminate groups/minions first.  
(0). One skill/power at +1.  
(0). Two skills/powers at +1.  
(+2) with no special abilities, OR  
(+1) with a special ability.  
(+1) with no special abilities OR  
(0) with a special ability.  
(0). Three or more skills/powers at +1.

% window dressing: +1 to skill when % aligns; -1 to skill when % contradicts.