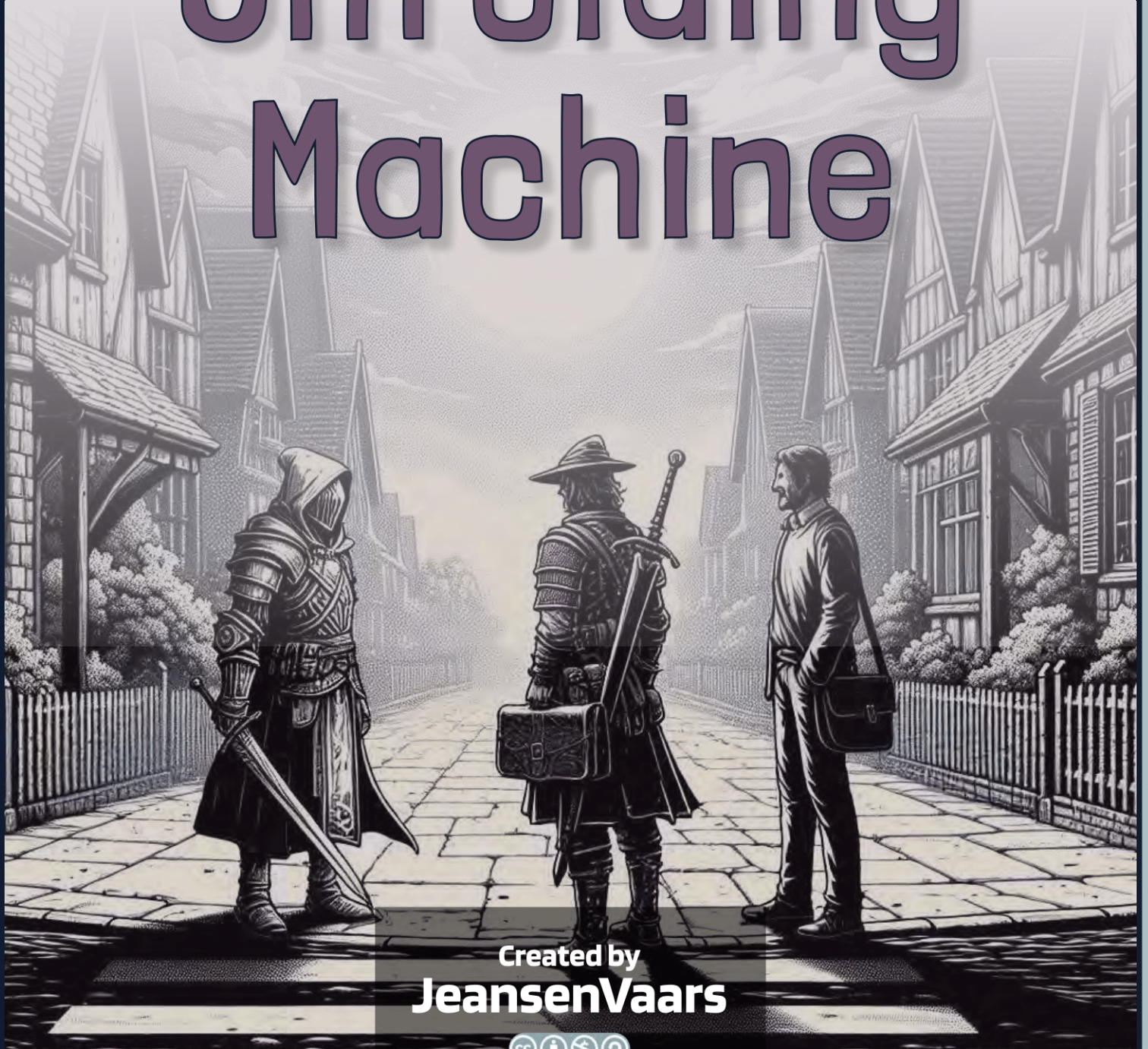


V5

Scene Unfolding Machine



Created by
JeansenVaars



What is this?

The Scene Unfolding Machine (SUM) is a setting and genre agnostic game master emulator that replicates the decisions of a GM, as well as the actions of non-player characters during a tabletop roleplaying game.

The purpose of SUM is to supply you with resources needed during a roleplaying scene. This is presented through events the characters are in no control of, and non-protagonist actions a GM would decide.

This tool is not standalone, and assumes experience with GM-less roleplaying games and methods. SUM is to expand solo setups like Plot Unfolding Machine, Mythic GM emulator, or any other of your choice.

Why should I use SUM?

The scene unfolding machine takes “GM emulation” to heart, so it takes actions an actual game master figure would do in a group game. This enables you to play tabletop roleplaying games or collaborative story telling games designed for group play easier.

Additionally, if you are looking to reduce your own authorship presence in the game, and incorporate randomness and surprise, this is the right tool.

Another function is to help you create and play NPCs using stereotypes on the fly, and figure out what they do, say, how they react, or respond to your PCs.

This is no magical tool, and certainly no AI. You still have to read random prompts flexibly, and come up with an interpretation that matches the results within the current context you are in. Ideally, it prompts you ideas you wouldn't have come up with otherwise.

How to use SUM?

SUM is made of 1d20 and 1d100 random tables. The only caveat, is that tables results are **sorted from favorable to unfavorable** to your PCs point of view.

This means, the lower you roll, the more favorable for the PCs things turn out. The higher you roll, the more likely your PCs will face some sort of complication.

Rule of BIAS: When you have a strong expectation towards a favorable result, roll the random table's dice **twice**, and keep the lowest result. When you have an expectation of an unfavorable result, keep the highest number instead. When you have no bias toward a prompt, just roll once and play such result.

That's all there is to the Scene Unfolding Machine.

GM Emulation tables

These represent actions a GM would do on your behalf; use to come up with ideas you wouldn't.

Intervention check (1d100): During moments of silence, when your PCs are busy on something, time goes by, or there is tension then use this. It may be the case that nothing happens.

Action's reaction (1d20): Every action has an equal, opposite reaction. Remember not to let your PCs act without consequences, so if you tend to forget that, this table can be helpful.

Living factions (1d20): In certain kind games, there are forces acting on and off screen. When you would like things to happen in the back, use this table. Useful for long time-spanning games.

NPC Emulation tables

These represent non-player-character behavior. This allows playing new NPCs on the fly.

Attitude (1d20): When first meeting an NPC, particularly one never met before, a very helpful approach is to set a demeanor and disposition. Figure out how they react to your PCs this way.

Contribution (1d100): This table is to figure out what does an NPC say, or how do they contribute to the game. The way it works: You spoil yourself ahead about what an NPC will say (generally), then you'll have an easier time roleplaying them while detailing the content of the conversation.

Opinion (1d20): There might be a point where PCs share what they'll do next, propose a plan, or give a certain direction to an NPC. In those cases, you may not be sure how does the NPC react or take it; so this table will yield an answer. Remember to use the biases accordingly.

Other helpful tables

Past the main random table pages, two extra pages of character **stereotypes** is included. Use these to come up fast with ideas for characters on the fly. These are based on stock TV tropes.

Second, the **Action + Adjective + Subject** tables, which when combined, can serve as a powerful oracle to any questions or blockers.

Play around different combinations of them to serve different purposes. Like an adjective and a subject; or an action with a subject; or two adjectives to describe something.

SUM – GM Emulation

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Intervention check

If your PCs are taking more time than they should, tension is high, danger is around, or there is a moment of silence, roll here. 1d100 for neutral checks. If expecting peaceful actions, roll twice and keep the lowest. For bad news, keep highest.

1–50	The GM...	51–100	The GM...
1-20	Remains silent, what do characters do?	51-70	Remains silent, what do characters do?
21-22	Describes an additional element or sensorial detail	71-72	Someone gets in trouble, and needs immediate help
23-24	Puts a helpful item like a note, a key, or instructions	73-74	Triggers a scene complication that thickens the plot
25-26	Gives a single character a chance to shine	75-76	Forces a tough call to be made between two choices
27-28	Last action or decision was a good idea because...	77-78	Last action or decision was a bad idea because...
29-30	Something favorable happens, good luck, relief	79-80	Something bad happens, misfortune, concern, fear
31-32	Refers to an object that can be interacted with	81-82	Change in location conditions interrupts the PCs
33-34	Lays out a very fitting or useful item for one PC	83-84	Something breaks, fails, or is damaged around here
35-36	Places a clue, lead, or proof that help a thread	85-86	Suddenly puts characters in danger, tension, or risk
37-38	Reveals something not seen or present earlier	87-88	Someone else's actions conflict with PCs interests
39-40	Places an element of interest behind a challenge	89-90	Someone is preventing the PCs from proceeding
41-42	Brings a new or existing actor to an interaction	91-92	Brings news related to a problematic distant event
43-44	Presents something that reflects a world aspect	93-94	Lays out environmental hazards or dangerous traps
45-46	Brings a convenient actor to the current scene	95-96	Brings an inconvenient actor to the current scene
47-48	Shows proof that confirms an open lead or idea	97-98	Reveals enemies that are yet unaware of PCs
49-50	Points to an object that tells about the past	99-100	Active opposition or enemies show up for conflict

Action's reaction

Your PCs made a risky, controversial call, or failed a roll: you would like to know how the universe reacts to their foolish moves... 1d20 for neutral feedback. Roll twice and keep lowest if the winds are in your PCs favor. Keep highest if against them.

1–10	fortunately...	11–20	unfortunately...
1-3	That is in fact good; things become easier to achieve	11	It turns out this won't be possible at all, because...
4	The GM finds this an excellent idea, because...	12	PCs might want to reconsider that; its not too late
5	What a coincidence that PCs propose this now...	13	Not so fast, PCs overlooked something real bad...
6	Someone is going to be very happy about this	14	Someone's not going to like what PCs are doing...
7	Lucky day, PCs are rewarded, find loot, or win a prize	15	What PCs did has a risk to trigger something bad
8	On spot, the PCs learn or make a breakthrough	16	What PCs are doing is going to face opposition
9	Someone else actually does something similar	17	Something else happens before PCs attempt that
10	In the meantime... (a faction makes a smart move)	18-20	Actually, that was a bad move; now it gets harder

Living factions

The universe doesn't spin around your PCs. Things still happen and others also make their moves. Living factions helps with that. 1d20 for neutral times. Roll twice and keep lowest if things are going well. Keep highest if bad things are happening.

1–10	fortunately...	11–20	unfortunately...
1-3	It has been a good season, flourishing events	11	Competitor has found something to an advantage
4	New information has been discovered and available	12	Opposition reinforced their defenses and position
5	Hard work has paid off, investments were worth	13	Enemies have increased their forces or power
6	Communication was fruitful, diplomacy sustained	14	Something of value got destroyed or damaged
7	Plans have been carried on as promised, with results	15	Location has been claimed or taken by an enemy
8	Our allies have captured a valuable enemy agent	16	Lies have been discovered, someone betrayed...
9	Allies have taken a risk, and acted on their own will	17	Roads have been blocked, deals interrupted
10	Nothing special happened, business as usual	18-20	PCs enemies have taken reaction to their actions



SUM – NPC Emulation

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Attitude

When you are interested in knowing how an NPC behaves or reacts to your PCs presence, roll here. 1d20 for neutral feedback. Roll twice and keep lowest if the winds are in your PCs favor. Keep highest if against them.

1-10	they seem to...	11-20	they seem to...
1-3	Approach and greet you, normally, and openly	11	Hide away, avoid direct eye contact if possible
4	Give a flashy, extrovert, or humorous reaction	12	Feel threatened, with certain concern or fear to PCs
5	Act with pride, certainty, or self-confidence	13	Despite disliking you, remain respectful and calm
6	Act with motivation, high energy and engagement	14	Give an uncomfortable, cold, unwelcome look
7	Behave neutrally, very cold, lacking emotions	15	Ignore intentionally, avoiding conversation
8	Be busy to recognize your presence, or unaware	16	Immediately leaves preventing any engagement
9	Act nervously, as if being watched, or very cautious	17	Looks at the PCs disrespectfully, or very rudely
10	Feel uncomfortable with PCs presence, unable to talk	18-20	Act very defensively, ready for a fight if it has to be

Contribution

When encountering NPCs, you might need to know how could they help or complicate your PCs goals, or what do they bring to the game. 1d100 for neutral characters. When interacting with helpful or good disposition NPCs, roll twice and keep lowest; otherwise keep highest.

1-50	The NPC...	51-100	The NPC...
1-20	Asks about PCs concerns, ready to be of help	51-70	Stays neutral, asks about PCs intentions
21-22	Shows a feature that sets them apart from the rest	71-72	Brings a topic that conflicts with PCs interests
23-24	Shares about a common cause with the PCs	73-74	Asks for PCs reasons, your goals and current tasks
25-26	Offers resources or materials that support PCs cause	75-76	Refuses to talk if not convinced, or bribed...
27-28	Reveals a secret that significantly helps a thread	77-78	Has done something that the PCs won't like
29-30	Tell you about, or introduce you someone they know	79-80	Knows something, but wants something in return
31-32	Shares about their personal needs or problems	81-82	Shares about own desires, goals and vision
33-34	Reveals own backstory, abilities, or allegiance	83-84	Has useful information, but reluctant to share it
35-36	Shares details about the current area or location	85-86	Seeks to end interaction, throws you out, or leaves
37-38	Shares about an upcoming event or situation	87-88	Calls for help, reinforcement, or requests support
39-40	Talks about a useful, dangerous, or wonderful place	89-90	Reveals a truth that twists or thickens the plot
41-42	Talks about an important resource or special object	91-92	Reveals to belong to a conflicting or enemy faction
43-44	Proposes a mutual agreement, a trade or deal	93-94	Offended by your presence, or your recent actions
45-46	Behaves strangely, sensitive to what PCs do or say	95-96	Has a weapon, or means to complicate PCs goals
47-48	Makes a request for something desperately needed	97-98	Makes a threat, denounces PCs, a hard accusation
49-50	Behaves differently from what was expected	99-100	Verbal assault, taunts, or begins a fight if needs be

Opinion

When sharing your PCs plans with others, you might want to pay attention how do they react. Perhaps they have something to say. Roll 1d20 when dealing with neutral NPCs. For generally supporting NPCs, roll twice and keep higher. For opposing NPCs, keep the highest.

1-10	apparently they...	11-20	apparently they...
1-3	Like the idea and approve, and will promote it	11	Stay neutral; don't want to get involved at all
4	Support with a fact that strengthens the idea	12	Remind about an overlooked problematic detail
5	Recall a favorable coincidence, because...	13	Propose a different approach, method, or opinion
6	Can do something in meantime, help with...	14	Disagree, and try to convince you otherwise
7	Provide with something that can be of help	15	Warn or advice against it, but without opposing
8	Slightly agree, without any strong opinion	16	Warn or even threaten against the proposed idea
9	They don't really care. It's the same to them	17	Promise to act against it, if the idea moves forward
10	Approve but don't really like how it sounds	18-20	Disagree, dislike and will oppose it however they can

SUM – Stereotypes 1

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1d100: read creatively, combine, and come up with interesting characters

1. Absent Father: Left his family or was never involved
2. Absent-Minded Professor: Intelligent but distracted
3. Addict: Character addicted to something
4. Ambitious Queen: A queen wanting to gain power
5. Angry Chef: To the detriment of himself and others
6. Anthropomorphic Personification: Abstract given form
7. Anti-Hero: Lacks heroic traits like idealism and morality
8. Authority Figure: Someone in a position of power
9. Author Surrogate: Author living in their own world
10. Backstabbing Friend: A friend who ultimately betrays
11. Bad Boy: A rebellious boy or man who doesn't care
12. Bad Friend: Gets it all wrong, whether they try or not
13. Bard: Storyteller and music-maker singing tales
14. Believer: A character with strong beliefs
15. Benevolent Ruler: A ruler who is compassionate
16. Blind Seer: A sightless woman who can see the future
17. Boss: A person in a position of power, delegating
18. Boy-Next-Door: Wholesome boy who is handsome
19. Bully: A character who hurts others for themselves
20. Bumbling Sidekick: An incompetent companion
21. Bureaucrat: They insist on following the rules
22. Bruce Lee Clone: Character competent in martial arts
23. Tortured Hero: Usually arrogant, broody, romantic
24. Career Criminal: They won't let handcuffs hold them
25. Caretaker: Taking care of others before themselves
26. Catalyst: Sets everything in motion and move forward
27. Childhood Friend: Close with the hero in childhood
28. Child Saviour: Child who is the chosen to save others
29. Chosen One: The only one who can defeat an evil
30. Chooser of the Chosen One: Often an older mentor
31. Christ-Figure: all-loving figure sacrifices themselves
32. Cinderella: Young, beautiful woman treated poorly
33. Class Clown: Acts silly and funny to make friends
34. Comic Relief: Break dramatic tension with small jokes
35. Complicated Past: Makes their motivations a mystery
36. Con Artist: Know how to get what they want
37. Contender: An underdog you can't help but root for
38. Coward: One who is afraid of coming to harm
39. Crazy Cat Lady: Has enough cats. Lonely, unhinged
40. Creepy Twins: Identical twins who appear unsettling
41. Damsel in Distress: Ill-fated woman waiting for rescue
42. Dark Jester: A joker hiding dark intentions in sarcasm
43. Deformed: Someone as "ugly"; treated like a monster
44. Devil Incarnate/Dark Lord: Archetype of devil figure
45. Devotee: Entirely devoted to leader or cause, fanatic
46. Divorced Dad: Usually has a child, looking for a date
47. Double Agent: Working against a faction from inside
48. Dreamer: More involved in dreaming than practicality
49. Dumb College Student: Only knows how to party
50. Easy Adapter: Able to adapt to any situation
51. Eccentric Foreigner: From a foreign land, weird
52. Elderly Master: Teaches a young person a tradition
53. Emotionally Repressed: Would repress themselves
54. Empath: Feels the pain of others and wants to help
55. Enabler: Supports other's decision despite belief
56. Eternal Klutz: Particularly clumsy. Fall in all traps
57. Everyman: Regular person to represent masses
58. Evil Matriarch: An older, evil influential woman
59. Experiment Gone Wrong: A mad scientist's creation
60. Explorer: Rarely happy in one place, adventurer
61. Femme Fatale: Uses her beauty and cunning
62. Final Girl: The resourceful girl who is the last alive
63. Friendly Rival: Rival competitor, also a motivation
64. Fallen: Attempts or succeed to turn good into evil
65. Guardian Grandparents: Guardians of a child
66. Audience representative: Relatable to the reader
67. Generic Horror Girl: Girl making every bad choice
68. Generic Slasher: The horror/slasher villain
69. Genius: Smart and logical, struggles with emotions
70. Gentle Giant: Friendly and warm, despite their size
71. Gentleman Thief: A thief but with good manners
72. Gifted Child: A child with extraordinary talents
73. Girl-Next-Door: Wholesome girl who is pretty
74. God: Spiritual being. Retains few human-like traits
75. Traditional Hero: Good guy, paladin, fights evil
76. Good Samaritan: Character who tries to do good
77. Good Time Traveler: Committed to fix time events
78. Grieving Widow: Grieving the loss of their spouse
79. Groupie: Someone who hangs around a band
80. Guide: Someone who guides a hero along journey
81. Hard-boiled Detective: Solves crimes by trying
82. Hard-worker: Hard hours for their betterment
83. Harsh Judge: Their decision is harsh and swift
84. Hedonist: Their life goal is the pursuit of pleasure
85. Hermit: A typically older man who lives alone
86. Hippy: Make peace, not war. Emphatic. Idealistic
87. Hopeless Romantic: They love the idea of love
88. Human-Like Creature: An alien, monster, a beast
89. Human Plot Device: Moves the plot forward
90. Hunchback: Treated like a monster but is good
91. Idiot Turned Hero: An awkward wannabe hero
92. Impostor/Pretender: On one side, or the other?
93. Innocent: Impacted by other's actions, a victim
94. Innovator: Their inventions will drive a golden era
95. Invasive Neighbor: Gossipy and intrusive to others
96. Jaded Lead: Lacks many of the useful qualities
97. Jock: Great at sports and usually loved by all
98. Joker: Funny, but ridicules others' insecurities
99. Journalist: Risk their lives to know everything
100. Leader: Commands respect from others

SUM – Stereotypes 2

1d100: read creatively, combine, and come up with interesting characters

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1. Liam Neeson: He will find you and he will kill you
2. Liar: Character who consistently can't tell the truth
3. Living Legend: One of extreme fame and influence
4. Logician: Runs purely off of reason and scoffs emotion
5. Loose Cannon: Law bringer off the rails, taking action
6. Lovable Pervert: Perverted character still in good light
7. Love Interest: Would do anything to win them over
8. Macho Action Guy: Strong, good-looking, good fighter
9. Mad Scientist: Does unconventional experiments
10. Mage/Shaman: Magical powers coming in aid
11. Maiden: Lovely woman with purity and innocence
12. Martyr: Willing to die for their beliefs or cause
13. Masked Superhero: Doesn't want their identity known
14. Masochist: Engages pain and suffering. Visionary?
15. Maverick: Independent loner who prefers to be alone
16. Mentor: An often older and wise supportive person
17. Messenger: A bearer of truth or news, good or bad
18. Messiah: A liberator of the oppressed and believers
19. Momma's Boy: Will listen to anything his mom says
20. Monk: Tries to act in accordance with their faith
21. Monster: Scary creature or person who poses a threat
22. Matriarch: Nurturing woman offers guidance. But evil?
23. Mr. Fix It: Insists he can fix anything, physical or not
24. Narrator: Storyteller, omnipresent, shares wisdom
25. Nature Lover: Loves to be in natural places, affinity
26. "Nice Guy": Selfish guy who swears he's nice but isn't
27. Non-Conformist: Rebel who does not believe in norms
28. Outcast: One who seems to never quite fit anywhere
29. Out-of-Towner: Mysterious stranger who is outsider
30. Overly Patient Wife: Puts up with difficult spouse
31. Conspiracy Theorist: Nothing is never a coincidence
32. Patriarch: An authoritative man at the head of a family
33. Peacemaker: To be the voice of peace and reason
34. Perfectionist: They can't let it go, stronger than them
35. Perpetual Traveler: Wandering in search of something
36. Philosopher: Asks profound questions about things
37. Pinning Friend: Who wants to be more than friends
38. Predator: Willing to feed on any who cross their path
39. Prey: A victim of a predator, sole focus is to survive
40. Prince on White Horse: Rescues a damsel in distress
41. Psychopath: No sense of morality or duty to others
42. Puppeteer: Pulling strings behind the scenes
43. Rags to Riches: Poor who comes into money by luck
44. Reluctant Hero: Never wanted to become important
45. Reluctant Monster: Doesn't want to be a monster
46. Rich Woman: With riches and influence and show it
47. Rightful Heir: Child who shrugs off their royal roots
48. Rightful King: Confronts an illegitimate ruler
49. Robin Hood: Takes from the rich to give to the poor
50. Romantic Runner-Up: Left behind after love triangle
51. Royal Usurper: Taken the throne illegitimately
52. Savant: Someone who is exceptionally talented
53. Scapegoat: One blamed for another's actions
54. Scrooge: Distant or outright aggressive to others
55. Secretive: Mysterious and has an unsaid secret
56. Servant/Slave: To serve against their own will
57. Shapeshifter: Not what they appear. Dangerous
58. Sherlock Holmes Type: Solve mysteries skills
59. Sickly: Constantly frail, or weak, in a struggle
60. Skeptic: Rejects or unconvinced of certain beliefs
61. Sleazy Politician: Engage in unethical practices
62. Soubrette: Young, frivolous and flirtatious woman
63. Southern Belle: Heavy accent, flirtatious manners
64. Role Model: Serves as a good parental figure
65. Star-Crossed Lovers: Romantic pair doomed to fail
66. Starving Artist: Poor but lots of passion and talent
67. Straight Man: Serious, makes the fool look worse
68. Student: Always trying to learn new things
69. Stupid Muscle: Little intelligence but helpful
70. Super Soldier: Engineered to be better than others
71. Surprise Genius: Unexpected to displays brilliance
72. Survivalist: Has great survival skills and training
73. Survivor: Somehow survives against any odds
74. Thrill-Seeker: They're here for a good short time
75. Time Traveler's Wife: Their love beyond time/space
76. Tortured Superhero: Fights because of life tragedy
77. Town Drunk: Instantly recognizable to everyone
78. Traditionalist: They would rather live in the past
79. Tragic Hero: Hero with a tragic flaw that goes bad
80. Trickster: Plays tricks and disobeys conventions
81. Troubled Teenager: Rebellious teen with rough past
82. Truth Seeker: Devoted to finding either a truth
83. Troubled Vet: Veteran who suffers war effects
84. Turncoat: Potentially a traitor, switches sides
85. Tyrant: Rules with an iron fist, disregards innocents
86. Henchman: Serves and follow a person of power
87. Unfortunate Orphan: Lost family in childhood
88. Unknown Threat: Lurking in the shadows
89. Unlikely Hero: Everyday person forced to act
90. Vampire: Preys on blood of others (literally or not)
91. Vigilante: Takes justice into their own hands
92. Visionary: Strives for change despite odds
93. Warrior: Defined by their courage and strength
94. Wannabe Hero: Looks up to an actual hero
95. Good Extremist: Goes too far in the name of good
96. Whiskey Priest: Do as he says, not as he does
97. Wicked Stepmother: Evil stepmother favor her own
98. Wicked Witch: Evil matriarch using foul magic
99. Wise Mentor: Wise and sharp teacher figure
100. Workaholic: Obsessed with work; has to be

SUM – Action oracle

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1d100: motives, desires, events, decisions, activities, intentions

What are they trying to do? – How will they do it? – What is the object for? – What did they do? – Why did they do it?

1. Achieve, succeed, triumph, press on, push, reinforce
2. Allow, grant, permit, authorize, enable, allow, let
3. Encourage, instigate, stimulate, excite, motivate
4. Believe, have faith, trust, be confident on, rely on
5. Call, rally, reunite, meet, group, summon, gather
6. Change, transform, evolve, mutate, alter, become
7. Claim, seize, capture, occupy, take, conquer
8. Continue, double the effort, press harder, push
9. Divide, separate, split, disjoint, break, tear, pull
10. Schedule, prepare, organize, arrange, plan, lead
11. Solve, figure out, answer, decipher, deduce, untangle
12. Follow, chase, pursue, track, spy, recon, shadow
13. Help, aid, assist, heal, support, care, treat
14. Hold, keep, defend, protect, stand, alert, alarm
15. Identify, recognize, associate with, reminds to
16. Strengthen, empower, reinforce, fortify, improve
17. Keep, hold on to, retain, stay, carry on with, sustain
18. Know, learn, understand, translate, note, journal
19. Soften, give little, alleviate, lessen, minimize
20. Conjure, spell, cast, recite, radiate, evoke, emanate
21. Make, create, define, construct, establish, produce
22. Need, require, want, demand, crave, desire
23. Offer, give, provide, present, gift, grant, trust
24. Buy, acquire, purchase, trade, obtain, haggle
25. Reach, make it to, go to, hike up, travel, extend
26. Reduce, shrink, bring down, turn down, diminish
27. Respect, love, regard, admire, have courtesy
28. Deal with, take care of, handle, manage, organize
29. Seem, show off, appear to be, act as, fake, brag
30. Envoy, message, dispatch, transmit, communicate
31. Serve, be in the service of, obey, follow, trust
32. Research, investigate, study, read, explore, seek
33. Take, steal, raid, sabotage, secure, confiscate, get
34. Travel, go to, advance, move, transport, teleport
35. Worship, adore, respect, be fanatic of, exaggerate
36. Accomplish, succeed, win, fulfil, achieve, deserve
37. Reveal, admit, give away, confess, tell, allow, show
38. Arise, grow, come to light, appear, emerge, stand up
39. Sell, trade, exchange, deal, get rid of, get done with
40. Attack, invade, strike, charge, assault, storm, siege
41. Empathize, sympathize, understand, commune
42. Begin, start, initiate, launch, set up, kick off, begin
43. Bluff, lie, deceive, betray, feint, cheat, manipulate
44. Break, damage, shatter, smash, crack, poison
45. Interrupt, cancel, intrude, stop, block, prevent
46. Command, give order, instruct, direct, mandate, lead
47. Catch, grab, hunt arrest, trap, hook, capture, bait
48. Challenge, defy, duel, disobey, dare, contradict
49. Charge, tax, bill, demand, impose, levy, collect
50. Condemn, judge, assess, denounce, convict, accuse
51. Slow down, delay, hinder, postpone, hold back
52. Clear, clean up, open up, free, empty, liberate
53. Close up, near, direct, reach out, approach
54. Close, wrap up, finish, complete, conclude
55. Comply, adhere, obey, stick to, follow rules
56. Avoid, evade, dodge, neglect, suppress, withstand
57. Contact, reach out to, communicate, talk to, refer
58. Cover, store, save, hide, keep safe, shelter
59. Pay for, afford, finance, remunerate, reward
60. Allocate, delegate, invest, instate, induct, bet, risk
61. Decide, choose, determine, resolve, settle, rule
62. Observe, watch, monitor, supervise, record, control
63. Depart, abandon, leave, withdraw, quit, take leave
64. Descend, go deep, fall, sink, slope, submerge
65. Describe, explain, report, express, chronicle
66. Disclose, reveal, divulge, spread, pass on, report
67. Dispatch, send, deploy, ship, transmit, consign
68. Drain, channel, pipe, conduct, repurpose, redirect
69. Ride, handle, operate, steer, navigate, mount, drive
70. Eliminate, remove, abolish, delete, destroy, banish
71. Banish, prohibit, expel, throw out, cast out, dismiss
72. Employ, hire, recruit, enlist, appoint, gather
73. Ask, request, question, discuss, argue, propose
74. Encounter, face, engage, confront, come across
75. Kill, destroy, assassinate, eliminate, suppress
76. Enhance, improve, intensify, magnify, strengthen
77. Ensure, make sure of, secure, warrant, guarantee
78. Expect, wait for, look for, await, look forward to
79. Express, say, share, comment, declare, announce
80. Favor, approve, benefit, esteem, like, support
81. Oppose, fight, disapprove, dislike, reject, react
82. Feel, detect, sense, experience, bear, handle
83. Fight, combat, struggle, dispute, challenge
84. Focus, concentrate, direct, centralize, channel
85. Hear, listen, pay attention, spot, observe, smell
86. Honor, respect, commemorate, glorify, commend
87. Immobilize, disable, cripple, paralyze, knockdown
88. Influence, persuade, convince, manipulate, seduce
89. Invite, gather, reunite, ask, bid, summon, invoke
90. Participate, join, be part of, cooperate, bond with
91. Perform, act, carry out, play, present, stage
92. Be praised for, be requested to, be needed for
93. Find, search, locate, track down, spot, trace
94. Prove, show, demonstrate, validate, confirm
95. Include, increase, incorporate, merge, aggregate
96. Realize, discover, uncover, find out, unmask
97. Remember, remind, recall, think, ideate, reason
98. Retrieve, bring back, recover, reclaim, reestablish
99. Work, build, tailor, craft, brew, cook, prepare
100. Provoke, taunt, intimidate, scare, frighten

SUM – Adjective oracle

V5
rev.2

1d100: descriptors, details, attributes, accessories, abilities

How does it look like? – What makes it so special? – Why did they want that? – Describe the president in one word

1. Abundant, plentiful, loaded, rich, wealthy, charged
2. Active, latent, lively, occupied, busy, crowded
3. Adventurous, dangerous, risky, daring, defiant
4. Afraid, scared, paralyzed, macabre, horrific, terrifying
5. Chemical, alchemical, biological, elemental, organic
6. Alien, outsider, unfitting, foreign, different, strange
7. Aquatic, liquid, watery, oceanic, wet, humid, flooded
8. Attacked, damaged, pillaged, hit, bullied, hurt
9. Barbaric, native, primitive, untouched, savage
10. Beautiful, charming, exotic, marvelous, spectacular
11. Blank, empty, inhabited, clear, void, desolated
12. Broken, damaged, dead, non-functional, useless
13. Careful, tidy, clean, delicate, maintained, cared for
14. Cautious, defensive, paranoid, watched, observed
15. Chaotic, messy, unattended, disastrous, abandoned
16. Divine, celestial, godly, sacred, holy, religious
17. Characteristic, local to this place, belonging, native
18. Clouded, foggy, hard to see, fuzzy, invisible
19. Corrupted, manipulated, utilized, misused, abused
20. Crazy, unpredictable, nonsensical, strange, random
21. Complicated, complex, difficult, cursed, impossible
22. Dark, unlit, black, obscure, dim, gloomy, scary
23. Deadly, dangerous, toxic, decadent, sick, poisonous
24. Armed, protected, defended, fortified, ready
25. Deep, buried, stashed, underground, underwater
26. Hot, dry, red, sunny, flat, drained, burning, on fire
27. Developed, detailed, carefully built, well-presented
28. Diplomatic, stylish, well-suited, elegant, presented
29. Distinct, different, exotic, unique, special, remarkable
30. Rocky, mountainous, solid, large, huge, gigantic
31. Dynamic, moving, agile, unstable, acrobatic, sneaky
32. Reachable, welcoming, inviting, hospitable, available
33. Empowered, enhanced, fortified, improved, upgraded
34. Encouraging, inspiring, leading, exemplary, driving
35. Enigmatic, confusing, curious, distinctive, revealing
36. Entertaining, fun, humorous, joyful, cheerful
37. Essential, important, key, relevant, strategic
38. Environmental, meteorological, atmospheric, natural
39. Expensive, rich, majestic, rare, valuable, shiny
40. Fatal, deadly, fearsome, invincible, immune
41. Foolish, dumb, unprepared, unprotected, vulnerable
42. Healthy, repaired, fixed, recovered, constructed
43. Disguised, concealed, secret, camouflaged, hidden
44. Historic, memorable, legendary, old, ancient
45. Hungry, lacking, needing, depending, thirsty
46. Idle, inactive, never used, turned off, disconnected
47. Impassable, impenetrable, inaccessible, impermeable
48. Inhospitable, inhuman, infested, cursed, damned
49. Irresistible, tempting, seductive, addictive
50. Isolated, lonely, separated, introvert, alone
51. Known, familiar, renowned, predictable, stable
52. Limited, insufficient, lacking, incomplete, missing
53. Little, small, minimal, reduced, shrunk, tiny
54. Loud, sound, talkative, noisy, distracting, musical
55. Loyal, respectful, legal, honorable, proud
56. Magical, mystical, wondrous, strange, wizardry
57. Mighty, powerful, strong, forceful, fierce, vicious
58. Monstrous, aberration, horrible, disastrous, twisted
59. Necessary, critical, crucial, required, needed
60. Negative, harmful, unwanted, undesired, avoided
61. Numerous, filled, quantity, together, grouped
62. Clever, intelligent, ingenious, smart, professional
63. Original, native, cultural, traditional, conventional
64. Pathetic, ridiculous, unfitting, weird, strange
65. Political, strategic, wealthy, designed, planned
66. Precarious, poor, lacking, poverty, unwanted
67. Quick, fast, agile, moving, nimble, sneaky
68. Ruin, forgotten, abandoned, destroyed, extinct
69. Safe, secure, silent, calm, quiet, trustworthy
70. Scattered, spread out, distracted, flattened
71. Selected, chosen, elected, voted, decided
72. Shady, illegal, immoral, uncomfortable, wrong
73. Eliminated, killed, destroyed, annihilated, executed
74. Snowy, frozen, still, shattered, cold, glassy
75. Abnormal, supernatural, different, atypical
76. Timed, temporary, time-consuming, demanding
77. Undead, revived, recovered, restored, repaired
78. Undiscovered, new, untouched, born, virgin
79. Wonderful, amazing, incredible, brilliant, flashy
80. Useful, handy, active, convenient, fortunate
81. Valuable, desired, promoted, expensive, pricey
82. Vast, extended, powerful, huge, broad, wide
83. Visited, concurred, popular, famous, remarkable
84. Weak, helpless, vulnerable, exposed, endangered
85. Plastic, artificial, composite, fictional, fabricated
86. Confined, obscured, forbidden, protected, illegal
87. Open, airy, flowed, accessible, reachable, elevated
88. Expanding, enlarging, growing, spreading
89. Wooden, strong, resistant, metallic, reflective
90. Written, recorded, archived, translated, journaled
91. Mechanical, complex, built, functional, synthetic
92. Explosive, delicate, reactive, inflammable
93. Civilized, urbanized, elegant, decorative, organized
94. Captured, taken, stolen, missing, kidnapped
95. Expelled, banished, forbidden, rejected, prohibited
96. Owned, private, personal, enslaved, hired, domain
97. Modern, technological, advance, revolutionary
98. Friendly, allied, cooperative, helpful, supportive
99. Depleted, used, utilized, tired, exhausted, wasted
100. Violent, enraged, angry, unstable, hysteric

SUM – Subject oracle

V5
rev.2

1d100: topics, matters, reasons, objectives, findings, macguffins
What were they fighting for? – What did they give? – What is the mission about? – What do they want?

1. People, civilian, masses, groups, population, voices
2. Protection, defense, preservation, sanctuary
3. Ability, quality, power, edge, implant, skill, maneuver
4. Advisor, counselling, chancellor, ambassador
5. Entertainment, joy, happiness, festivity, holiday, music
6. Promise, an oath, destiny, fate, a vow, pledge, belief
7. Aftermath, consequences, leftovers, outcomes
8. Agreement, a contract, an alliance, arrangement, deal
9. Archers, rifles, ammunition, long range, artillery, guns
10. Ambush, a strike, a coup, revolt, revolution, sabotage
11. Magic, weird science, esotericism, occult, alien
12. An appointment, a new ruler, coronation, ascension
13. Armor, armory, defense, equipment, shield, protection
14. Arrival of someone, people, newcomers, immigrants
15. Artwork, style, artists, culture, music, expression
16. Artifacts, objects of power, amulets, jewelry
17. Truth, innocence, compassion, empathy, support
18. An audience, conference, meeting, council, reunion
19. Barbaric, nomads, bandits, renegades, outlaws
20. Religion, divine, clerics, deities, gods, wrath, faith
21. Message, omens, communication, news, changes
22. Block, blockade, position, wall, barricade, cover
23. Bravery, courage, overcoming fear, valor, honor
24. Weapons, melee, two-handed, sword, axe, hammer
25. Monster, beasts, robot, machine, creature, being
26. Business, trade, commerce, exchange, a deal, ports
27. Campaign, operation, expedition, project, adventure
28. Rest, recovery, a safe place, a pause, hospitality
29. Carrier, courier, a messenger, a bearer, a runner
30. Mountains, hills, cliffs, altitude, elevation, hard, rock
31. Mockery, insult, offense, disrespect, assault, violation
32. Chance, an opportunity, advantage, a moment
33. Money, supplies, resources, wealth, assets, surplus
34. Machinery, engineering, infrastructure, platform
35. Chronicles, history, events, past, culture, legacy
36. City, village, town, settlement, housing, urbanization
37. Claim, rightfulness, possession, belongings, treasure
38. Cloud, visibility, fog, clear thoughts, ideas, sight
39. Command, mandate, orders, chain of duty, execution
40. Companions, allies, supporters, henchmen, assistant
41. Concealment, privacy, invisibility, transparency
42. Conflict, invasion, war, battle, large scale skirmish
43. Construction, building, structure, ruins, pillars, statue
44. Consumables, potions, drugs, toxins, alchemy
45. Conversation, dialogue, discussion, argument, reason
46. Corpse, death, mortality, undead, necromancy, ghost
47. Countryside, farms, agriculture, surroundings, nature
48. Couple, love, partner, passion, sex, jealousy, envy
49. Crew, brotherhood, fraternity, faction, family, cult
50. Kings, rulers, dictators, aristocrats, nobles, ministers
51. Curse, damnation, sickness, insanity, crazy
52. Army, troops, soldiers, mercenaries, recruits
53. Politics, secrets, rumors, scheming, betrayal
54. Danger, threat, hazard, emergency, jeopardy
55. Dark, darkness, dark side, evil, malevolence
56. Devastation, ravage, destruction, ruin, wreckage
57. Decision, choices, costs, consequences, matter
58. Declaration, announcement, statement, saying
59. Defeat, loss, failure, not enough, frustration
60. Desire, power, aspiration, dreams, wishes, ambition
61. Desolation, absence, loneliness, emptiness, void
62. Tools, knowledge, utilities, technology, means
63. Detection, perception, intuition, feeling, insight
64. Development, improvement, growth, expansion
65. Diplomacy, treaty, politics, influence, power
66. Disease, sickness, poison, venom, pandemic
67. Distraction, detour, a different way, lure, a trap
68. Door, gate, passage, bridge, portal, caves, tunnel
69. Opposition, enemies, adversities, misfortune
70. Drama, loss, sadness, emotions, regret, blame
71. Food, water, resources, minerals, materials
72. Dust, earth, sand, sandstorm, desert, mud, rocks
73. Elimination, assassination, killing, dagger, target
74. Empire, kingdom, country, state, civilization, reign
75. Energy, ritual, catalyst, magic, conjuration, sorcery
76. Enthusiasm, energy, activity, eagerness, anxiety
77. Escape, break out, prison, freedom, flee, free-will
78. Time, year, calendar, end of, period, era, age
79. Fear, scare, horror, terror, paranoia, sanity
80. Research, information, lore, knowledge, data
81. Fire, flame, heat, red, burning, summer, warmth
82. Roads, rivers, routes, bottlenecks, shortcut
83. Forest, Jungle, trees, green, plants, growth, life
84. Fortress, castle, outpost, keep, bunker, stand
85. Water, rain, swamp, cold, ice, snow, liquid
86. Plan, strategy, goal, objective, mission, idea
87. Friend, colleague, relationship, intimate, confidant
88. Person, contact, relative, someone, entity
89. Glory, victory, triumph, success, gains, benefits
90. Bacteria, virus, insects, vermin, drones, parasites
91. Domain, field, territory, land, province, region
92. Superiority, perfection, majesty, achievement
93. Harm, damage, blood, injuries, pain, suffering
94. Hatred, anger, vengeance, resentment, envy
95. Healing, heart, health, recovery, rest, body
96. Commander, mercenary, captain, general, soldier
97. Vehicles, transport, rides, mounts, aircraft, ships
98. Peace, tranquility, nature, harmony, balance
99. Illusion, lies, tricks, traps, thievery, theft, corruption
100. Hunger, thirst, starvation, breath, survival



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JeansenVaars

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Layout design by: Maria Ciccarelli (<https://www.mariaciccarelli.com>)

Solo RPG tools of my creation

Plot unfolding machine
Game unfolding machine
Storyteller's Prompty Questions
Transient Predictions

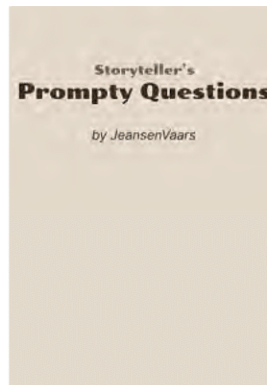
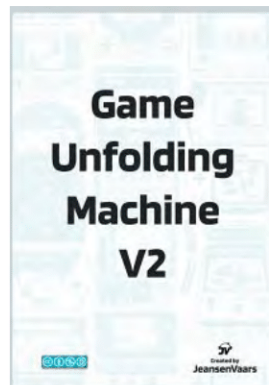
Solo RPG software of my creation

Mythic GME Tools - for Foundry VTT
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