Parou's Simple Oracle Sheet - Introduction

How to use

Using Parou's Simple Oracle Sheet, short PSOS, is easy. All you need to do, whenever you have a question that could be answered with a yes or no, roll a 12-sided die on the „Yes or No" table depending on likeliness for it to be a yes or no.

You can determine the likeliness by analysing the situation in which you are asking the question and taking in all the factors known to you. An enemy trying to rob you is unlikely to just say yes, when you are commanding them to leave. In this case, you should roll on the „unlikely" column.

If the factors are unclear or not enough to warrant a likely or unlikely situation, you can just roll on the even column.

If the die lands on an „Unclear" result, you might either roll again or use this as a motivation to play around with your scene and see it as a character not being able to make a clear decision.

Random Events

When you are rolling for a yes or no answer, there is a possibility that your die lands on a 1 or 12. These two fields are specifically marked in a different background color. If your result is a 1 or 12, you should roll an additional die on the „Random Event" table. Something unexpected is going to happen in your current scene.

You can freely make up what the „Event" notated at your result row means in relation to the game you are playing, but it should generally be something previously unexpected or make up a challenge for the characters in the scene.

Introducing Characters

Whenever you are introducing new characters to the scene, or a „Random Event" is prompting you to roll for an NPC that wasn't there before, you can roll on the „Who?" table and use the descriptors equal to your result to get a rough idea of the character that you can build upon.

It is often a good idea to additionally roll on the „Why?" table for further ideas on their intentions, as well as the „Activity" table if it's still unclear what exactly they are doing.

Objects and their Purpose

Any locations or even characters usually bring some kind of objects with them. Maybe they are environmental objects, weapons, potions, or all the other kinds of items.

Whenever you are introducing a new item to the scene or a character is trying to find out more about one, you can roll on the „What?" table to determine what the object looks or feels like to the characters observing it. For further descriptors, you can additionally roll on the „Why?" table and interpret the result like you would for a character.

You can sometimes use the „What?" table in combination with characters as well.

Parou's **Simple Oracle Sheet**

Yes or No
„Is there a trap in this room?", „Do the bandits try to rob me?"   (Additional [Random Event] on 1 or 12)

d12	Even	Unlikely	Likely
1	No	No	No
2	No	No	No
3	No	No	No
4	No	No	Unclear
5	No	No	Unclear
6	Unclear	No	Yes
7	Unclear	No	Yes
8	Yes	Unclear	Yes
9	Yes	Unclear	Yes
10	Yes	Yes	Yes
11	Yes	Yes	Yes
12	Yes	Yes	Yes

Who?
„Who is this new person?"

d12	NPC (Enemy / Ally)
1	an angry Ally
2	a scared Enemy
3	a desperate Person
4	a scared Ally
5	a desperate Enemy
6	an angry Enemy
7	an angry Person
8	a scared Person
9	A desperate Ally
10	an important Person
11	a powerful Person
12	a scheming Person

What?
„What does this subject look/feel like?"

d12	Descriptor
1	Dangerous
2	Valuable
3	Mysterious
4	Old
5	New
6	Magical
7	Mystical
8	Destroyed
9	Rare
10	Harmless
11	Repaired
12	Common

Why?
„What is the intent of this subject?"

d12	Intent
1	Need
2	Fight or Oppose
3	Offer or Quest
4	Sacrifice or Offering
5	Relation
6	Help or Trade
7	Explain
8	Destroy
9	Collect or Recover
10	Request
11	Demand
12	Protect

Activity
„What is the subject doing?"

d12	Activity
1	Fighting
2	Resting
3	Creating [What?]
4	Searching [What?]
5	Selling [What?]
6	Holding [What?]
7	Protecting
8	Controlling [What?]
9	Plundering
10	Supporting
11	Demanding
12	Giving

Random Event
„Oh no, we are ambushed by Goblins!"

d12	Subject	Event
1	Object	[What?] needs to be returned to [Who?]
2	NPC	[Who?] appears and wants [Activity]
3	NPC	[Who?] wants to [Why?] [What?]
4	Object	[What?] found, it's purpose seems to be [Why?]
5	NPC	[Who?] found dead with a [What?]
6	Object	Cursed [What?] found, the curse is [Why?]
7	Area	Exploration lead to new area that is [What?]
8	Ally	An ally is trying to [Why?] [Who?	What?]
9	Enemy	An enemy is trying to [Why?]
10	NPC	[Who?] is exposed to danger due to [Why?]
11	Enemy	An enemy is [Activity]
12	Ally	An ally is [Activity]