

JV's DESIGNER ORACLES

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SCENE DESIGNER (3D10)

d10 Type	d10 Challenge	d10 Factor
1 Complication or Twist	1 Knowledge	1 Scene relevant
2 Negative setting event	2 Endurance	2 Scene relevant
3 Flaw or Weakness exposed	3 Athletic	3 Scene relevant
4 Plot opposition	4 Craft	4 Particularly difficult
5 Trait or Edge helps	5 Intelligence	5 Provides advantage
6 World building	6 Perception	6 Provides advantage
7 Positive setting event	7 Social	7 Requires assistance
8 Plot progress	8 Specialist	8 Requires assistance
9 Plot progress	9 Combat!	9 Long or Staged
10 Plot progress	10 Combat!	10 Long or Staged

COMPLICATIONS DESIGNER (2D20)

d20 Target	d20 Circumstance	d20 Target	d20 Circumstance
1 Environment	1 Missing/Gone/Lost/Forgotten	11 Enemy	11 Mistaken/Error/False/Wrong
2 Environment	2 Explosive/Dangerous/Sensitive	12 Enemy	12 Leaked/Discovered/Known
3 Environment	3 Blocked/Hidden/Trapped	13 Enemy	13 Erratic/Unreliable/Failing/Insufficient
4 Environment	4 Arrived/Recent/New	14 Someone	14 Disrupted/Modified/Artificial
5 Ally	5 Dead/Destroyed/Unrecoverable	15 Someone	15 Surprising/Altered/Unexpected
6 Ally	6 Broken/Damaged/Injured	16 Something	16 Younger/Older/Newer/Obsolete
7 Ally	7 Flooded/Overflowed/Exceeded	17 Something	17 Sick/Hazardous/Poison/Toxic
8 Ally	8 Sabotaged/Captured/Taken	18 Information	18 Prepared/Armed/Expecting
9 Enemy	9 Corrupted/Twisted/Insane	19 Information	19 Unprepared/Unarmed/Unexpected
10 Enemy	10 False/Fake/Lying/Treason	20 Information	20 Delayed/Timed/Wait

COMBAT DESIGNER (1D20)

d20 Circumstance	d20 Circumstance
1 More enemies than expected	11 Bystanders or Innocents
2 Enemy has unexpected weapons or skills	12 Moving or Unstable Ground
3 Hazard or Traps on the Field or Target	13 Atmospheric or Environment difficulties
4 Help or information required	14 Tactical Technology or Mechanical Device in the Field
5 Elevation or underground Terrain	15 Vehicle or Machine for use
6 Difficult Terrain	16 Secret Passage or Shortcut may be discovered
7 Unexpected Help arrives	17 Stealth Enemies
8 Unexpected Enemy arrives	18 Enemy is getting healed
9 Distracting Force or Multitasking is Needed	19 Physical effort Required
10 Time Limit	20 Mental effort Required

MOTIVATIONS DESIGNER (1D6)

d6 Source	d6 Source
1 Physiological	4 Esteem
2 Safety	5 Self-Actualization
3 Affiliation	6 Transcendence

BEHAVIOR DESIGNER (1D6)

d6 Disposition	d6 Disposition
1 Helpful	4 Not helpful
2 Something to give	5 Selfish
3 Requests proposal	6 Annoyed