

ORACLE
RPG



First Edition

SOLO GAMING TOOL

by oracle-rpg.com

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Oracle 1 **THE FATE ORACLE**

Fate Roll	Answer
6	Yes, and...
5	Yes
4	Yes, but...
3	No, but...
2	No
1	No, and...





Likelihood answer is "Yes"	Modifier
Almost certain	+3
Very Likely	+2
Likely	+1
50/50	0
Unlikely	-1
Very unlikely	-2
No chance	-3

NPC Reactions	Answer
6	Helpful
5	Friendly
4	Indifferent
3	Indifferent
2	Unfriendly
1	Hostile

Resolution Roll	Answer
6	Yes, and you gain inspiration
5	Yes
4	Yes, but your objective is incomplete
3	No, but you gain progress points
2	No
1	No, and you gain 1d4 setback points

Oracle 2

THE KEYWORD ORACLE

				
2	Choices, options, possibilities	Love, harmony, friendship	Change, adaptation, alteration	Progress, development, improvement
3	Sorrow, trauma, betrayal	Community, gathering, celebration	Teamwork, collaboration, effort	Vision, foresight, wisdom
4	Rest, recuperation, relaxation	Apathy, indifference, dissatisfaction	Power, leadership, influence	Celebrations, parties, gatherings
5	Arguments, hostility, conflict	Loss, grief, disappointment	Hardship, struggle, loss	Competition, rivalry, disagreement.
6	Moving on, departure, leaving behind	Nostalgia, history, the past	Help, charity, generosity.	Success, victory, triumph
7	Lies, trickery, cunning	Dreams, fantasies, illusions	Planning, patience, perseverance	Defense, protection.
8	Imprisonment, restriction, trapped	Abandonment, walking away, leaving behind	Skill, talent, expertise	Excitement, exhilaration, anticipation
9	Fear, anxiety, nightmares	Contentment, satisfaction, achievement	Success, achievement, reward	Perseverance, persistence, tenacity
10	Disaster, ruin, death	Happiness, enjoyment, fulfillment	Ancestry, tradition, legacy	Burdens, responsibilities, obligations
Jack	A child, teenager or unknown/mysterious NPC			
Queen	An adult or elderly female NPC			
King	An adult or elderly male NPC			
Ace	Draw a another card and consult Oracle 3			
Black Joker				
Red Joker				


Oracle 3 RANDOM EVENTS

				
2	A mysterious event	Religion	Death	A fortunate find
3	A necessary resource runs out	The need to hide	A group is in trouble	A catastrophe
4	Impending doom	Conflict	Help, for a price	A crime is committed
5	Shady dealings	Escort duty	Injustice	Something has been found
6	An ambush	A just cause gone wrong	A standoff	A social gathering
7	An abduction	A confrontation	Theft	Suspicious behavior
8	A work-related gathering	Destruction	Followed	A fight
9	A figure from the past	A character disappears	Meeting friends	Enemies appear
10	An unfortunate event	A rare or unique gathering	Asking for help	A character is harmed
Jack	A problem returns	Someone is where they shouldn't be	A mysterious new person	A new enemy
Queen	Official business	An influential person	An argument	A dangerous situation
King	A savior	Useful information from an unknown source	Fraud and deception	The promise of reward
Ace	A mysterious item	A scapegoat	An emotional gathering	A fall from grace
Black Joker	Draw another card			
Red Joker				




Oracle 4 CHARACTER ROLE

				
2	Criminal	Historian	Socialite	Fugitive
3	Healer	Mage	Mercenary	Law enforcement
4	Researcher	Military official	Leader	Celebrity
5	Scholar	Rebel	Mystic	Bounty hunter
6	Foreigner	Servant	Artist	Explorer
7	Merchant	Spy	Hunter	Prophet
8	Collector	Business owner	Outcast	Cultist
9	Agent	Artisan	Heretic	Innkeeper
10	Ambassador	Villain	Guard	Alchemist
Jack	Assassin	Gang leader/ member	Investigator	Farmer
Queen	Government official	Gambler	Aristocrat	Smuggler
King	Adventurer	Traveler	Apprentice/ Student	Wanderer
Ace	Judge	Performer	Emissary	Outsider
Black Joker	Draw a another card			
Red Joker				





Oracle 5 NPC PERSONALITY TRAITS

				
2	Stoic	Cheery	Sarcastic	Confident
3	Intolerant	Smug	Aloof	Generous
4	Friendly	Clever	Strong-willed	Agreeable
5	Cunning	Bold	Rude	Apathetic
6	Kind	Tenacious	Bitter	Critical
7	Pious	Cautious	Charming	Deceitful
8	Hardhearted	Hot-tempered	Angry	Conceited
9	Stern	Aggressive	Suspicious	Compassionate
10	Wary	Greedy	Violent	Crude
Jack	Cynical	Obsessed	Cruel	Elitist
Queen	Irritable	Secretive	Gloomy	Charitable
King	Nervous	Mischievous	Proud	Laconic
Ace	Dangerous	Paranoid	Relaxed	Brave
Black Joker	Draw another card			
Red Joker				

Oracle 6 CHARACTER GOALS


				
2	Build a relationship	Resolve a dispute	Seize power	Cause a dispute
3	Undermine a relationship	Make an agreement	Seek a truth	Collect a debt
4	Restore a relationship	Pay a debt	Create an item	Spread faith
5	Find a home	Protect a secret	Advance status	Defend a place
6	Travel to a place	Enrich themselves	Harm a rival	Help a friend
7	Removal of political leader	Protection from former compatriot	Refute a falsehood	Cause a dispute
8	Rebel against power	Regain honor stolen by someone else	Find a person	Prevent war or conflict
9	Escape the law	Protect family interests	Protect a person	Steal from former employer
10	Cure an ill	Avenge a wrong	Fulfill the commands of their patron	Protect an organization
Jack	Destruction of ancestral enemy	Fulfill a duty	Undermine the status quo	Cause dishonor/embarrassment to enemy
Queen	Find a person	Mystical knowledge/power	Protect the status quo	Find lost knowledge
King	Removal of spiritual leader	Secure provisions	Secure provisions	Rescue loved one
Ace	Escape from a dangerous enemy	Releasing an ancient evil	Seize power	Protecting the world from an ancient evil
Black Joker	Draw a another card			
Red Joker				

Oracle 7 ADVENTURE GENERATOR

	 Event-based adventure. Draw another card and consult Oracle 8.	 Item-based adventure. Draw another card and consult Oracle 9.	 NPC-based adventure. Draw another card and consult Oracle 4.	 Location-based adventure. Draw another card and consult oracle 15.
2	Become involved in	Attack to obtain	Escort	Assault
3	Stop	Transport	Sabotage efforts of	Capture and hold
4	Protect someone involved in	Hide	Rescue	Defend
5	Gather information about	Deliver to a location	Protect	Destroy
6	Circumvent	Deliver to a person	Find or locate	Help escape from
7	Investigate	Destroy	Capture or arrest	Find or locate
8	Infiltrate group involved in	Prevent delivery of	Escort	Spy upon
9	Assist	Find seller of	Kill/assassinate	Infiltrate
10	Conceal	Find buyer of	Bribe or negotiate with	Liberate
Jack	Destroy plans involving	Find or locate	Conceal	Rescue hostages from
Queen	Prevent	Destroy	Smuggle	Explore
King	Spy upon	Protect	Gather information about	Secretly return something to
Ace	Guard	Investigate	Protect the true identity of	Escort someone to
Black Joker	Draw another card			
Red Joker				

Oracle 8

THE SUBJECT OF AN EVENT-BASED ADVENTURE





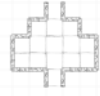







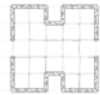

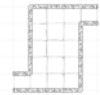









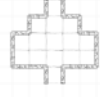

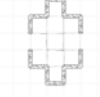

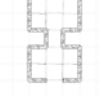

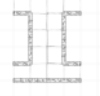

				
2	An archeological dig	An imprisonment	A catastrophe	A daring rescue
3	An arena or gladiatorial battle	A dangerous expedition	An abduction or attempted abduction	Finding a lost secret
4	An arrest	A stealthy assault	An attempt at vengeance	A disastrous incident
5	A trial	A military assault	A curse	A transformation
6	An assassination	A murder or attempted murder	An enchantment	Covert actions
7	Work in a dangerous area	A mystical event	A summoning	A cosmic event
8	A coronation or transfer of power	A swindle	A political conspiracy	A journey into an important area
9	A coup d'etat	A theft	An ominous ritual	A criminal act
10	A rebellion	A trailblazing attempt into a new area	A truce	An attack
Jack	A criminal conspiracy	Treachery	A plot	An exploration
Queen	The disruption of a ceremony	A magical experiment	Corrupt dealings	A sacrificial ritual
King	A duel	A prophetic event	A magical phenomenon	A raid on an area
Ace	An execution	Shady dealings	A dangerous discovery	The recovery of a lost item
Black Joker	Draw another card			
Red Joker				






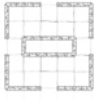
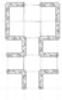


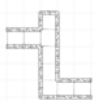
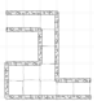
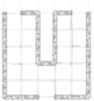


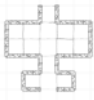


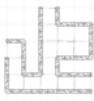
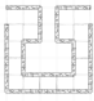

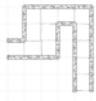

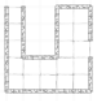





Oracle 9

THE SUBJECT OF AN ITEM-BASED ADVENTURE

				
2	Body or corpse	Ship	Important key	Sensitive information
3	Cargo	Statue	Prized possession	Forged documents
4	Unusual medallion	Idol	Historical object	A letter
5	Clue to an important event	Symbol of authority	Lost treasure	Dangerous item
6	Evidence of a crime	Prized animal	Famous tome	Magical knowledge/book
7	Evidence of innocence	Vehicle with unconventional cargo	Evidence of a dark secret	Exotic creature
8	Gold or wealth	Important or famous weapon	Government documents	Clue to an ancient mystery
9	Magic item	Invention	Trade agreement	A magical portal
10	Map to lost location	Famous artwork	Prophetic text	Proof of treachery
Jack	Message	Monster	Evidence of guilt	Seemingly mundane object
Queen	Mysterious sealed container	Jewelry or gems	Relic	Supplies
King	Ownership documents	Food or supplies	Artifact	Treasure map
Ace	Religious item	Illegal contraband	Weapons cache	Otherworldly item
Black Joker	Draw another card			
Red Joker				

Oracle 10 ROOM TILES

				
2				
3				
4				
5				
6				
7				
8				

				
9				
10				
Jack				
Queen				
King				
Ace				

Oracle 11 DUNGEON ROOM & WILDERNESS CONTENT

DUNGEON ROOM	Roll	Room Content
	01 - 16	Empty
	17 - 57	Monster
	58 - 78	Monster with treasure
	79 - 88	Trap
	89 - 91	Trap with treasure
	92 - 94	Unguarded treasure
	95 - 00	Special encounter

WILDERNESS AREA	01 - 16	Empty
	17 - 57	Monster
	58 - 78	Monster with treasure
	79 - 88	Environmental hazard
	89 - 91	Neutral NPC
	92 - 94	Friendly NPC
	95 - 00	Special encounter

Oracle 12 BATTLEMAP FEATURES

Roll	Terrain Features
1 - 20	Empty
21 - 40	1d4 small features
41 - 60	1 medium feature
61 - 80	1 medium feature and 1 small feature
81 - 00	1d4 linear features

1 - 5	Empty
6 - 11	1d4 small features
12 - 20	1 medium feature and 1 small feature
21 - 32	1d4 linear features
33 - 52	1d4 medium features and 1d4 linear features
53 - 76	1 large feature and 1d4 medium features
77 - 88	1 large feature and 1d4 linear features
89 - 00	1d4 large features

Legend

- Small feature:** 1 unit diameter. Examples: trees, rocks, smaller objects
- Medium feature:** 2-4 unit diameter. Examples: rows of trees, boulders, larger objects.
- Large feature:** 5-6 unit diameter or more. Examples: structures, buildings, very large objects.
- Linear feature:** 1 -4 units long. Examples: walls, fences, rows of objects.

Oracle 13 TRAP DESCRIPTIONS

				
2	A blade slices through the floor	A guillotine crashes down	Iron bar swings to hit the target	A small black pudding drops from above
3	Biting vermin are released	Boulders drop from above	Spikes shoot up from the floor	Oil on the floor is ignited
4	The floor collapses to reveal pit trap	The target steps on an acidic surface	Log swings to hit the target	A flammable gas ignites
5	Small needles are shot from a wall	The target steps on hidden caltrops	Portcullis swings to hit the target	A statue releases lightning bolts
6	Small tubes release a poisonous gas	A vortex of flames engulfs the target	Acidic quicksand	A withering spell trap injures limb
7	A segment of the roof collapses	A freezing trap catches a limb	Rolling ball crashes into the target	Pins coated in poison poke through the floor
8	Magical cold shoots at the target	The floor slams into the roof	Dropped into a pit filled with red-hot sand	A limb is trapped and crushed
9	A symbol releases a withering curse	The roof slams into the floor	Scythe swings from the ceiling	A ball of fire ignites
10	Acid drops from the ceiling	The floor tilts into boiling oil	Hunting snare catches a limb	Flames ignite from the floor underneath
Jack	Steps on hidden blades	A spiked grate drops on the target	Bear trap catches a limb	Magical jaws bite at the target
Queen	A hidden symbol that burns the target	A spell that causes intense pain	A hidden idol fires a heat spell at the target	Dropped into a pit of snakes
King	The floor tilts into a sliding trap	A spiked ball swings at the target	A trap door slides into vermin	A gas that causes intense pain
Ace	A jolt of electricity	The floor collapses into sentient ooze creature	A hidden gem releases a poison spell	Dropped into a pit of scorpions
Black Joker	Draw another card			
Red Joker				

Oracle 14 SPECIAL ENCOUNTERS

				
2	A mysterious altar	A trap for the unwary	A ritual gathering	A meeting of leaders
3	Observed from afar	An evil entity	A magical guardian	An outcast
4	A lair or creature pen	Guards on duty	A portal to somewhere else	A dangerous discovery
5	Unfriendly inhabitants	Hostile animals/pets	Legacy of an ancient ritual	An ancient secret
6	A strange glowing object	An enemy patrol	A sleeping enemy	A group of prisoners
7	An ominous gathering	Organized labor	A blocked or broken path	A meeting of enemies
8	Slain travelers	An abandoned mystical object	Signs of a horrible fate	A place of devastation
9	Friendly inhabitants	A hostile entity	An enemy lying in wait	An unknown artefact
10	A spiritual entity	A captive	A lone survivor	A summoning
Jack	A religious gathering	Hunted by an enemy	A secret meeting	A cursed object
Queen	A lone priest	A sacred site	A strange sealed container	Whispering voices
King	The emissary of a deity	Someone seeks your death	A magical barrier protecting an object	A friendly gathering
Ace	Corrupted by magic	Assistance is asked	Aftermath of a spell gone wrong	Your reputation precedes you
Black Joker	Draw another card			
Red Joker				

Oracle 15 LOCATIONS

				
2	Ruin	Building site	Criminal stronghold	Old cathedral
3	Mine	Smuggler's den	Hidden location	Subterranean cavern
4	Criminal hideout	Merchant convoy	Grove or plantation	Prison
5	Fort	Guarded ridge	Historical location	Destroyed village
6	Outpost	Mountain pass	Abandoned laboratory	Small town
7	A religious site	A settlement	Bridge	Ship
8	Camp	Inhabited swamp	Military encampment	City sewer
9	A safe-house	Temple	Fortress	Unexplained shipwreck
10	Gang territory	Battlefield	Crime ravaged neighborhood	Abandoned town
Jack	Abandoned hovel	Fortress	Shipping port	Underground vault
Queen	Laboratory	Underground location	City marketplace	Archaeological dig site
King	Tower	Ravaged site	Criminal hideout	Warehouse
Ace	Stronghold	Government building	Enemy encampment	Mansion
Black Joker	Draw another card			
Red Joker				