

PYTHIA ORACLE ON PAPER

ACTORS & PLOT

A simple script-to-chart conversion of some of the actor and plot generator routines available in *Pythia Oracle*.

katamoiran rpgs

This work is licensed under Creative Commons (CC-BY).



RELATIONSHIPS

Roll 4d10; the first two are the *Connection*, the third is how visibly the actor makes the sentiment known, and the fourth is how actively he pursues the connection.

Actor Connection Actor2 or Group **and expresses this** 5- overtly, 6+ covertly **and** 5- actively, 6+ passively.

Use the *Connections Passionate* chart if you want strong, driving connections. Use *Connection Close* for people who spend a lot of time in close proximity and who would need to function long-term together, like villagers or co-workers. Follow up with *Connection Emotion* if you want to get a sense of the actor's secondary or mixed emotions.

Use *Connection Group* for an actor's feelings and experiences with a larger group, like a cult, church, or army.

Use *Connection Emotion* for inanimate objects, habits, and places.

_____ and expresses this _____ and _____.

_____ and expresses this _____ and _____.

_____ and expresses this _____ and _____.

CONNECTIONS (PASSIONATE)

1	is sleeping with	2	is romancing	3	is seducing	4	is pursuing	5	is hunting
6	is working for	7	is conning	8	is bloodsworn to	9	is mortal enemies with	10	is rivals with
11	is afraid of	12	hates	13	loathes	14	loves	15	doesn't know of
16	knows a terrible secret about	17	is hiding a secret from	18	is partners in perversion with	19	is drinking buddies with	20	is an ex of
21	was discarded by	22	is using	23	is tricking	24	is a client of	25	is chasing after
26	is trying to ruin	27	owes money to	28	fears replacement by	29	is attempting to convert	30	is looking for
31	is maliciously slandering	32	is loyal to	33	is paranoid about	34	is justifiably paranoid about	35	is the next target of
36	is business partners with	37	is on a team with	38	is in a club with	39	is passingly familiar with	40	wants to ruin
41	is partners with	42	pretends to love	43	pretends to respect	44	pretends to dislike	45	quarrels with
46	took a blow for	47	has a passion for	48	has a passionate relationship with	49	is secretly seeing	50	is secretly working with
51	is secretly working against	52	is a secret admirer of	53	has an unrequited love for	54	is beneath the notice of	55	is held in contempt by
56	is mocked regularly by	57	was bested by	58	badly injured	59	was nearly killed by	60	was nearly killed over
61	has lost interest in	62	is bored with	63	is toying with	64	was insulted and humiliated by	65	wants to impress
66	wants the approval of	67	wants the love of	68	wants the forgiveness of	69	wants the understanding of	70	wants the respect of
71	opposes every goal of	72	is married to or devoted to	73	is close blood kin of	74	is distant blood kin of	75	hates but can't escape from
76	is in love with	77	is trying to ruin	78	was childhood friends with	79	grew up with	80	was childhood rivals with
81	came to blows with	82	respects the opinion of	83	disregards the value of	84	is afraid for	85	finds everything admirable about
86	seeks out the advice of	87	is a friend of	88	is married to	89	is trapped by	90	wants to free
91	puts up with	92	watches out for	93	was saved from harm by	94	was saved from dire peril by	95	sacrificed everything for
96	has an on-again, off-again romance with	97	was saved from embarrassment or social ruin by	98	is spreading scurrilous rumors about	99	finds everything objectionable about	100	was beaten over an imagined slight by

CONNECTION(EMOTION)

1-5	is ashamed of	6-10	hates and fears	11-15	is enraged by	16-20	is happy with	21-25	is thrilled by
26-30	wants to avoid	31-35	prefers to deal with	36-40	wants to destroy	41-45	wants to preserve	46-50	wants to fight
51-55	wants to make peace with	56-60	wants to use	61-65	wants to protect from users	66-70	wants to hide	71-75	wants to reveal
76-80	wants to own	81-85	wants to get rid of	86-90	needs but doesn't want	91-95	wants but doesn't need	96-100	cares about but fears

CONNECTION(CLOSE)

1-2	is afraid for	3-4	wants to impress	5-6	wants the approval of	7-8	wants the love of	9-10	wants the forgiveness of
11-12	wants the understanding of	13-14	wants the respect of	15-16	opposes every goal of	17-18	is married to or devoted to	19-20	is close blood kin of
21-22	is distant blood kin of	23-24	hates but can't escape from	25-26	is in love with	27-28	is trying to ruin	29-30	was childhood friends with
31-32	grew up with	33-34	was childhood rivals with	35-36	came to blows with	37-38	respects the opinion of	39-40	disregards the value of
41-42	is afraid of	43-44	worships	45-46	seeks out the advice of	47-48	is a lover or friend of	49-50	is married to or trapped by
51-52	wants to free	53-54	puts up with	55-56	watches out for	57-58	would be happier without	59-60	has a passion for
61-62	despises	63-64	would be richer if not for	65-66	was saved from harm by	67-68	was saved from dire peril by	69-70	was saved from social ruin by
71-72	took a blow for	73-74	sacrificed for	75-76	is loyal to	77-78	is disloyal to	79-80	is an ex of
81-82	is estranged from	83-84	is resentful of	85-86	is a crutch or linchpin for	87-88	was uplifted because of	89-90	appreciates
91-92	would be much worse off without	93-94	would be much worse off if not for	95-96	finds everything admirable about	97-98	finds everything objectionable about	99-100	was insulted and humiliated by

CONNECTION(GROUP)

1-4	is a high-ranking member of	5-8	is an escapee from	9-12	is a lapsed member of	13-16	is an ardent supporter of	17-20	is a fanatic of
21-24	seeks to undermine	25-28	seeks to join	29-32	seeks to disband	33-36	wants to avoid contact with	37-40	wants to be left alone by
41-44	wants the counsel of	45-48	is hunted by	49-52	pays lip service to	53-56	tithes regularly to	57-60	is oppressed by
61-64	was liberated by	65-68	believes in the cause of	69-72	owes a great debt to	73-76	swore an oath to	77-80	is being fooled by
81-84	is a member in good standing of	85-88	has a relative who is a high-ranking member of	89-92	has a relative they wish to free from	93-96	agrees with the methods but not the motives of	97-100	agrees with the philosophy but not the methods of

MOTIVES

Roll 5d10; the first is which *Motives* chart to roll on and the second and third are the element. The fourth and fifth together are the *Target Modifier* and *Target*; this indicates what faction the motive is aimed towards. Ignore the Target or Modifier if it doesn't make sense.

Roll two full motives for a well-rounded, potentially conflicted actor.

MOTIVES 5-

1	to consume out of necessity	2	to consume out of greed	3	to trade gossip	4	to protect home	5	to make a new friend
6	to serve a master	7	to preserve beauty	8	to have a polite chat	9	to maintain silence	10	to consume endlessly
11	to seduce to ruin	12	to procreate	13	to lure into a trap	14	to make a living	15	to find meaning in life
16	to repair a great wrong	17	to sacrifice suitable targets	18	to stop the invaders	19	to preserve life	20	to hoard shiny things
21	to make things right	22	to protect offspring	23	to deceive for personal gain	24	to create something creative	25	to stop a greater evil
26	to gain an edge over	27	to avoid passing on a curse	28	to watch over a ward	29	to learn about the world	30	to explore new places
31	to fall in love	32	to conquer	33	to ensnare	34	to see the world burn	35	to find excitement
36	to stir up mischief	37	to earn freedom	38	to mend that which is broken	39	to test the limits of skill	40	to test someone's mettle
41	to take from by force or guile	42	to discredit	43	to break free from	44	to destroy out of malice	45	to overthrow a ruler
46	to seduce for pleasure	47	to secure their safety	48	to be entertained	49	to be flattered and praised	50	to perfect a physical being
51	to be a hero	52	to seduce out of duty	53	to murder	54	to increase weapons	55	to find a companion
56	to find a cause	57	to be the best at something	58	to feel alive	59	to shirk a duty	60	to love 'em and leave 'em
61	to embarrass a rival	62	to seduce away from a cause	63	to scout out opportunities	64	to find the truth	65	to find true love
66	to destroy out of necessity	67	to bully the weak	68	to live like a tyrant	69	to live like a king	70	to taste a delicacy
71	to perform a great deed	72	to perform a masterwork	73	to escape a prison	74	to imprison someone	75	to enjoy solitude
76	to avoid others	77	to learn how to socialize	78	to learn a secret	79	to perform an appointed duty	80	to subvert an appointed duty
81	to pass on a curse out of spite	82	to gain ridiculous levels of wealth	83	to ruin someone more powerful	84	to seduce for nefarious purposes	85	to steal from by stealth or trickery
86	to obtain someone loved one	87	to create something of real value	88	to pass on a curse and be rid of it	89	to seduce to a cause or betrayal	90	to gain resources for the tribe
91	to placate an object of worship	92	to learn news of the outside world	93	to deceive for the greater good	94	to rebuild that which is destroyed	95	to get revenge for a petty slight
96	to get revenge for a deadly matter	97	to increase food stores	98	to get it simply to have it	99	to have a civilized chat	100	to taste the thrill of the forbidden

MOTIVES 6+

1-2	to find a great treasure	3-4	to get to the other side	5-6	to bestow a boon	7-8	to solve a puzzle or anomaly	9-10	to undo a terrible mistake
11-12	to entice to a dangerous task	13-14	to go on a perilous journey	15-16	to locate the missing	17-18	to encourage bravery	19-20	to be followed somewhere
21-22	to encourage love	23-24	to encourage lust	25-26	to scare off interlopers	27-28	to atone for a sin of omission	29-30	to atone for a transgression
31-32	to trade for treasure	33-34	to bestow a curse	35-36	to create more	37-38	to help someone else	39-40	to be free of a curse
41-42	to buy someone else	43-44	to prove worthy of an honor	45-46	to find a way in	47-48	to find a way out	49-50	to achieve success
51-52	to acquire knowledge for knowledge's sake	53-54	to achieve power peacefully and rightfully	55-56	to achieve power through force and guile	57-58	to trap interlopers to meet basic needs	59-60	to get someone else to assume the risk
61-62	to buy just a little more time	63-64	to indulge a craving	65-66	to be wise	67-68	to achieve status	69-70	to retrieve a mark of status
71-72	to be youthful	73-74	to improve beauty	75-76	to capture beauty	77-78	to find literal immortality	79-80	to find figurative immortality
81-82	to fulfil the pinnacle of an art	83-84	to have a civilized chat	85-86	to enslave for profit	87-88	to destroy art	89-90	to experience a way of life
91-92	to enslave as labor or cannon fodder	93-94	to prove the ends justify the means	95-96	to transmit a disease, contagion, or state of being	97-98	to be tutored in the ways of another culture	99-100	to acquire magic for magic's sake

TARGET MODIFIER

1-2	hero's	3-4	hero's	5-6	my	7-8	nearby	9-10	potential
-----	--------	-----	--------	-----	----	-----	--------	------	-----------

TARGET

1	everyone	2	kind	3	kin	4	enemy	5	hero
6	hero	7	hero	8	myself	9	heritage	10	anyone

PLOTS

Pick or roll a structure pattern, then fill in the blanks with elements from the suggested chart.

STRUCTURE PATTERNS

- 1 *Description Subject* wants *Object* but can't have it because of *Obstacle*, so will *Act1* in order to *Act2*.
_____ wants _____ but can't have it because of _____, so will _____ in order to _____.
- 2 The decision to *Act1* by *Description1 Subject1* sparks *Description2 Subject2* to *Act2*. This hurts *Description3 Subject3* who is *Ing Object*.
The decision to _____ by _____ sparks _____ to _____. This hurts _____ who is _____.
- 3 When *Description1 Subject1* moves to *Act1 Ing Object*, *Description2 Subject2* plans to *Act2*.
When _____ moves to _____, _____ plans to _____.
- 4 Can *Description Subject*, who just wants *Object*, avoid *Obstacle* and *Act*?
Can _____, who just wants _____, avoid _____ and _____?
- 5 Two rivals, *Description1 Subject1* and *Description2 Subject2*, both seek *Object*. *Description3 Subject3*, caught in the middle, is *Ing Object2* – and to *Act*.
Two rivals, _____ and _____, both seek _____. _____, caught in the middle, is _____ – and to _____.
- 6 *Description1 Subject1*, *Ing1 Object1*. *Description2 Subject2*, *Ing2 Object2*. Who will overcome *Obstacle1* and *Obstacle2* first?
_____, _____, _____. _____, _____. Who will overcome _____ and _____ first?
- 7 *Description1 Subject1* is obsessed with *Description2 Subject2*. Can *Description3 Subject3 Ing Object* overcome *Obstacle1* and *Obstacle2*?
_____ is obsessed with _____. Can _____ Object _____ overcome _____ and _____?
- 8 *Description1 Subject1* has completed a plan to *Act1*. Now all that stands between them and *Object1* is a *Description2 Subject2 Ing Object2* and *Description3 Subject3* who wants to *Act2*.
_____ has completed a plan to _____. Now all that stands between them and _____ is a _____ and _____ who wants to _____.
- 9 This story is about *Description1 Subject1 Ing1 Object1* and *Description2 Subject2 Ing2 Object2*. It starts with a plan to *Act1* and ends with an attempt to *Act2*. The theme is *Obstacle*.
This story is about _____ and _____. It starts with a plan to _____ and ends with an attempt to _____. The theme is _____.
- 10 The hero is *Description Subject*, who suffers from *Obstacle*. The story begins with *Event1*, climaxes with *Event2*, and ends with *Event3*.
The hero is _____, who suffers from _____. The story begins with _____, climaxes with _____, and ends with _____.

DESCRIPTION

1	surly	2	attractive	3	beautiful	4	ugly	5	handsome
6	hideous	7	deformed	8	maimed	9	scarred	10	pleasant
11	kind	12	charming	13	unhappy	14	sensual	15	naive
16	friendly	17	unfriendly	18	wealthy	19	poor	20	profligate
21	miserly	22	miserable	23	pathetic	24	vicious	25	violent
26	excitable	27	greedy	28	compassionate	29	selfless	30	repressed
31	louche	32	dissipated	33	weak	34	strong	35	fearless
36	fearful	37	haunted	38	happy-go-lucky	39	capable	40	calm
41	insolent	42	regal	43	stern	44	tempermental	45	mercurial
46	enraged	47	angry	48	infuriated	49	sorrowful	50	grief-stricken
51	depressed	52	optimistic	53	passionate	54	free-spirited	55	intense
56	obsessive	57	choleric	58	stolid	59	complacent	60	arrogant
61	haughty	62	bold	63	reckless	64	determined	65	guarded
66	paranoid	67	trusting	68	untrustworthy	69	tactless	70	disillusioned
71	graceful	72	outspoken	73	taciturn	74	reclusive	75	withdrawn
76	libertine	77	dissolute	78	energized	79	ennervated	80	immortal
81	stolid	82	florid	83	terrified	84	terrorized	85	traumatized
86	cheerful	87	fanatical	88	forceful	89	experienced	90	jaded
91	cynical	92	educated	93	manipulative	94	mighty	95	feared
96	conscientious	97	morose	98	creative	99	exuberant	100	agile

SUBJECT

1	mage	2	necromancer	3	sorcerer	4	wizard	5	diviner
6	seer	7	oracle	8	hunter	9	forester	10	poacher
11	ranger	12	outlaw	13	escapee	14	renegade	15	rogue
16	burglar	17	jewel thief	18	assassin	19	thug	20	deserving victim of a curse
21	highwayman	22	grave robber	23	archaeologist	24	innocent victim of a curse	25	deserter
26	scientist	27	academic	28	sage	29	rake	30	libertine
31	psychic	32	astrologer	33	vizier	34	chancellor	35	nobleman
36	gentleman	37	king	38	prince	39	queen	40	princess
41	madman	42	lady	43	knight	44	spirit	45	ghost
46	phantom	47	vampire	48	werewolf	49	monster	50	virgin
51	warrior	52	soldier	53	demon hunter	54	wanderer	55	traveler
56	maiden	57	lad	58	merchant	59	shopkeeper	60	innkeeper
61	traitor	62	hermit	63	warlord	64	sorceress	65	shaman
66	healer	67	priest	68	acolyte	69	monk	70	baron
71	duke	72	youth	73	peasant	74	bartender	75	harlot
76	spy	77	adventurer	78	cleric	79	bard	80	entertainer
81	dancer	82	singer	83	musician	84	actor	85	actress
86	playwright	87	blacksmith	88	tinker	89	barbarian	90	alchemist
91	innocent	92	artisan	93	artist	94	butler	95	servant
96	enforcer	97	mercenary	98	pilgrim	99	arcane dabbler	100	beast tamer

ACT

1-2	hire a surrogate	3-4	hire a patsy	5-6	hire muscle	7-8	hire a scholar	9-10	set a trap
11-12	prepare an ambush	13-14	send for an ally	15-16	scheme spitefully	17-18	post a reward	19-20	strike quickly
21-22	wait it out	23-24	act under cloak of night	25-26	seize an advantage	27-28	research	29-30	investigate
31-32	drown sorrows	33-34	get lost in	35-36	go for an extended trip	37-38	weather the storm	39-40	make sacrifices
41-42	order reprisals	43-44	encourage a rival	45-46	destroy a powerful artifact	47-48	establish a school	49-50	build something
51-52	answer a call to arms	53-54	fulfil a sacred duty	55-56	pursue vengeance	57-58	pursue love	59-60	make a desperate bargain
61-62	dispose of all witnesses	63-64	satisfy jaded tastes	65-66	survive at all costs	67-68	seduce <i>target</i>	69-70	betray <i>target</i>
71-72	enslave <i>target</i>	73-74	trick <i>target</i>	75-76	impress <i>target</i>	77-78	capture <i>target</i>	79-80	entrap <i>target</i>
81-82	coerce <i>target</i>	83-84	murder <i>target</i>	85-86	discard <i>target</i>	87-88	poison <i>target</i>	89-90	corrupt <i>target</i>

TARGET

1	foe	2	rival	3	prisoner	4	reluctant ally	5	willing accomplice
6	naive innocent	7	group of bystanders	8	madman	9	necromancer	10	sorcerer
11	wizard	12	escapee	13	seer	14	virgin	15	hunter
16	forester	17	poacher	18	ranger	19	demon	20	bandit
21	mystic	22	rogue	23	burglar	24	deserter	25	assassin
26	thug	27	beast tamer	28	highwayman	29	grave robber	30	archaeologist
31	anatomist	32	doctor	33	scientist	34	academic	35	innocent victim of a curse
36	professor	37	sage	38	psychic	39	astrologer	40	vizier
41	chancellor	42	nobleman	43	gentleman	44	king	45	prince
46	queen	47	princess	48	rake	49	lady	50	knight
51	spirit	52	ghost	53	phantom	54	vampire	55	werewolf
56	monster	57	servant	58	warrior	59	soldier	60	demon hunter
61	wanderer	62	traveler	63	maiden	64	youth	65	merchant
66	libertine	67	innkeeper	68	traitor	69	hermit	70	warlord
71	sorceress	72	shaman	73	healer	74	priest	75	acolyte
76	monk	77	baron	78	duke	79	serf	80	peasant
81	bartender	82	harlot	83	spy	84	adventurer	85	cleric
86	bard	87	entertainer	88	dancer	89	singer	90	musician
91	actor	92	actress	93	playwright	94	blacksmith	95	tinker
96	barbarian	97	alchemist	98	outcast	99	artisan	100	artist

OBJECT

1-2	wealth	3-4	treasure	5-6	power	7-8	an artifact	9-10	love
11-12	a love interest	13-14	a person who hates them	15-16	youth	17-18	immortality	19-20	fame
21-22	a delicacy	23-24	a rarity	25-26	the downfall of a rival	27-28	the death of an enemy	29-30	the disposal of a henchman
31-32	the disposal of a blackmailer	33-34	freedom	35-36	a place to call home	37-38	a lover	39-40	carnal pleasures
41-42	a reason to live	43-44	a child	45-46	an heir	47-48	a prize in their field	49-50	a rival's treasure
51-52	peace	53-54	forgiveness	55-56	revenge	57-58	the revelation of a secret	59-60	the burying of a sin
61-62	the disposal of an enemy	63-64	the ruin of an enemy	65-66	the love of a friend	67-68	to know the truth	69-70	to indulge
71-72	to rule	73-74	to cure a terrible disease	75-76	to make their mark	77-78	transformation	79-80	to improve
81-82	to experience everything	83-84	to build a city	85-86	to rescue a loved one	87-88	freedom for a loved one	89-90	freedom for all
91-92	to build something of lasting value	93-94	the resolution of a private matter	95-96	to make the world a better place	97-98	to prove a prophecy false	99-100	to prove a prophecy true

OBSTACLE

1-4	fame	5-8	infamy	9-12	poverty	13-16	wealth	17-20	death
21-24	loss of face	25-28	distance	29-32	age	33-36	omens	37-40	rivalry
41-44	a foe	45-48	a monster	49-52	traps	53-56	infirmity	57-60	past crimes
61-64	hidden secrets	65-68	vile perversions	69-72	dark secrets	73-76	a noble burden	77-80	a duty
81-84	immortality	85-88	good reputation	89-92	friend	93-96	honor	97-100	a sworn oath

ING

1	fleeing	2	fighting	3	enduring	4	hiding	5	resisting
6	seeking	7	pursuing	8	looking for	9	hunting	10	facing

EVENT

1-2	someone taking a bath	3-4	a betrayal	5-6	a wedding	7-8	a murder	9-10	a confessiona funeral
11-12	a meal between enemies	13-14	a romantic assignation	15-16	a natural disaster	17-18	an attempted poisoning	19-20	a fire
21-22	a heart broken	23-24	a dramatic reveal	25-26	revenge taken	27-28	a scandal breaking	29-30	a trial
31-32	a pleasant surprise	33-34	an unpleasant surprise	35-36	a vicious attack	37-38	a fight to the death	39-40	a fight for survival
41-42	someone is caught red-handed	43-44	the discovery of a long-lost relative	45-46	the discovery of a long-lost ruin	47-48	the discovery of a long-lost heir	49-50	a competition escalated to ridiculous degree
51-52	the loss of innocence	53-54	a secretive tryst	55-56	a bold move	57-58	the destruction of a foe	59-60	humiliation
61-62	gardening	63-64	tending to the wounded	65-66	an uncertain voyage	67-68	a terrifying ride	69-70	a flight in the dark
71-72	an escalating argument	73-74	confusion between twins	75-76	fierce infighting	77-78	two brothers come to blows	79-80	suspected infidelity
81-82	a birthday celebration	83-84	a murder in a locked room	85-86	a hunting accident	87-88	mistaken identity	89-90	the return of a black sheep
91-92	someone watching an event unfold	93-94	a covert flirtation at a fancy event	95-96	someone chasing someone else	97-98	a hidden ace played	99-100	someone scolding someone else

PLOTWEB

To generate a basic plot web, roll up one to four individuals, *Description1 Subject1 Connection Description2 Subject2*. Chain them, and connect the last to the first. You can also use a more complex pattern, with nine NPCs in a grid. Use > and < to indicate which way the emotion flows.

