The Mad Hermit

An Oracular Game

The Mad Hermit

This is an Oracle for determining what the hero or heroes of a story game can accomplish, and what they experience as they move through the story.

Each hero has Advantages and Failings. At the outset, roll for three Advantages and a Failing:

1-4	Agile Alert Attractive Beastwise Brutal Careful	Charming Commanding Competent Courteous Cunning (Culture)born	Deft Evasive Fast Forthright Influential Insightful
	Immune Ironhanded Keensensed Kind Learned Loving	Magical Medical Mighty Patient Perceptive Silvertongued	Spellproof Stalwart Stealthy (Terrain)born Wealthy (Weapon)trained
5-6	Brawn Books Blood Sweat Might Mystery	Swords Shields Lasers Feelings Words Deeds	Feasts Drinks Songs Laughter Tears Rage
	Monkeys People Tools Trades Money Art	Ships Horses Science Cunning Family Friends	Command Cajole Obedience Revolt Poison Cure

When a story leads your hero to a question (e.g., "Will I climb this wall?", "Will I get hurt by falling off??", "Will I kill this monster?", "Will I at least drive it away??"), roll two dice. Pick a die (and possibly adjust its result) according to the likelihood of a "yes" answer and the hero's relevant Advantage(s) or Failing(s), It is important to frame all questions so that an affirmative answer is good for the hero.

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← Failing Advantage →				
Very unlikely	unlikely	Even	Likely	Very likely
Lower - 1	lower	nearer	higher	Higher + 1

Interpret the die result according to the following table.

d6	Result	Twist	Timing	Mistake
If you roll 2 or 5 on both dice, then you get a Twist (once every 18 questions, on average). Roll 1d6 for the nature of the Twist and 1d6 for its Timing. If you roll 3 or 4 on both dice, then some kind of Mistake has been made (once every 18 questions, on average). Roll 1d6 for the nature of the Mistake. It relates directly to the current situation.				
1	No, and	Known NPC	Rumor	Identity
2	No	Known location	Memory	Condition
3	No, but	Known item	Near now	Location
4	Yes, but	New item	Near now	Direction
5	Yes	New location	Distant now	Ability
6	Yes, and	New NPC	Future	Intent
"And" amplifies, "but" dampens the outcome. "No, and" includes loss of the Advantage you used until your next rest.				

New items: roll 1d6 for type, 1d6 for quality.		
d6	Type	Quality
1	Weapon	Broken
2	Treasure	Decorative
3	Food	Crude
4	Drink	Utility
5	Clothing	Masterwork
6	Tool	Magical

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New locations: roll 2d6 twice for mood (reroll duplicate or contradictory results), roll 1d6 once for structure, 1d6 once or twice for terrain.			
d6	Mood (1-3 / 4-6)	Structure	Terrain
1	Peaceful / Angry	Castle / Office tower	Water / Marshland
2	Bustling / Subdued	Town	Grassland / Desert
3	Inviting / Forbidding	Forest / Carnival	Farmland
4	Ornate / Simple	Caverns / Casino	Forest
5	Safe / Dangerous	House / Hotel	Forest
6	Building / Ruined	Temple / Stadium	Mountains / Hills

New NPCs: roll 1d6 for attitude, roll 1d6 twice for personality (reroll duplicate or contradictoru results), roll for 1-4 Advantages and 0-2 Failings.			
d6	Attitude	Personality	Advantages / Failings
1	Hostile	Talkative	1 / 0
2	Wary	Taciturn	1 / 1
3	Disinterested	Grinning	2 / 1
4	Placid	Grim	3 / 1
5	Friendly	Pleasant	3 / 1
6	Helpful	Profane	4 / 2

Adventure Seeds and People		
D6	Seeds (1-3 / 4-6)	People (1-3 / 4-6)(1-3 / 4-6)
1	Death / Marriage	Servant; Pauper / Prince(ss); King, Queen
2	Birth / Party	Knight; Soldier / Merchant; Envoy
3	Loss / Creation	Lawyer; Priest / Doctor; Wizard
4	Journey / Betrayal	Builder; Brewer / Farmer; Herder
5	Agreement / Aggression	Hunter; Baker / Sailor; Tailor
6	Purchase / Theft	Tinker; Smith / Potter; Artist