

Risk Oracle

Use this when your character attempts something challenging with uncertain outcome.

Assess your **level of control** over the situation. When in doubt, use **precarious** (d6).

Roll a die based on control level:

- **Chaotic:** d4 (superstorm, psychic aberration, major predator)
- **Precarious:** d6 (unstable Deep Roads, hostile faction, resource scarcity)
- **Manageable:** d8 (routine caravan travel, minor salvage)
- **Predictable:** d10 (safe settlement activity, familiar tasks)
- **Stable:** d12 (complete control, home base)

Interpret the result:

- **1-2:** Situation is **very risky**. Make a **perilous check**.
- **3-4:** Situation is **risky**. Make a **check**.
- **5+:** Not risky. You simply do it.

Assessing Control Levels

Chaotic (d4):

- Navigating superstorm
- Confronting Weather Wraith
- Fighting wind serpent pack
- Day-side equipment failure during heat spike
- Geothermal eruption in progress

Precarious (d6):

- Negotiating with hostile faction
- Traversing unstable Deep Roads section
- Tracking predator through ruins
- Rationing last water tokens
- Repairing critical equipment under time pressure

Manageable (d8):

- Escorting caravan on clear route
- Routine salvage in explored ruins

- Trading with friendly settlement
- Navigating familiar twilight belt terrain
- Using psychic abilities within limits

Predictable (d10):

- Resupplying in safe settlement
- Repairing equipment with proper tools
- Communicating via comm crystal
- Resting in secure shelter
- Routine weather working

Stable (d12):

- Activities at home base
- No time pressure or threats
- Full resources available
- Complete knowledge of situation

Example Risk Oracle Use

Intent: "I want to navigate through the dust storm to reach Aurora Bastion before the gates close."

Assessment: Precarious (d6) — dust storm reduces visibility, but you know the general direction.

Roll: 4 → "Risky. Make a check."

Check: You roll your **Navigate** skill (currently d8). Result: 5 → Success!

Interpretation: "You push through the dust storm, wind compass guiding you. As the settlement walls loom through the haze, you hear the warning bells—gates closing in minutes. You sprint the last hundred meters and slip through just as the heavy doors grind shut."

Consequence: Reduce Navigate skill to d6. You're exhausted—mark 1 stress.

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