The GameMaster's Apprentice:
Science Fiction
Instructions

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Special Thanks

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INTRODUCTION

What this deck is

The GameMaster's Apprentice: Sci Fi deck is a set of tools meant to be helpful for anyone running a roleplaying game. The randomizers on the cards aren't linked to any particular game system or setting, but are intended to support any sub-genre of science fiction.

The general purpose of this deck is to create and arbitrate the sort of story ideas and decisions often made by a GameMaster, but which can sometimes be randomized--perhaps to make the decision more 'fair,' or maybe just to help the GM come up with something totally new.

Each of the 120 card faces in this deck contains a set of fourteen randomizers. While each randomizer has a specific purpose for which it was designed, I did my best to make the cards as flexible as possible. How each randomizer, or the deck as a whole, is used depends entirely upon the needs of the group, Game Master, or player using them.

I created these cards for many reasons, but the most important points can be boiled down into two functions. First, I wanted to make it easier (as a GM) to access random tables, and I find a deck of cards faster than hunting through books and comparing them to the results of dice rolls. Second, as my group's usual GM, I wanted a system that could let me play a solo game with the 'fairness' of an outside arbiter, while avoiding the limited options found in most computer- and game-book-based RPGs. With a bit of imagination, a sense of fun, and maybe a character sheet from a game system of your choice, this deck should let you play through an adventure entirely without a human Game Master.

What these instructions are

Because the GameMaster's Apprentice is meant to be flexible, there isn't a right or wrong way to use the cards. For the same reason, while these instructions describe each of the randomizers on the cards, I can't really tell you 'how' to use them; it will be up to you to determine your favorite ways to put them to work. My notes are a framework for you to work within. I'll give you some examples and explain my thinking, but if you're the sort of gamer who is interested in randomizer cards at all, chances are that you're already thinking of ways they might be helpful.

However, if you want a little push in the right direction, these instructions include suggestions aimed at gamers in several specific situations:

1) You're a GM looking to spice up your plans with new ideas.

2) You're running a game and need to generate some information on the fly.

3) You're a solo-player (or a group with no GM) and want to run a game with the cards as an engine.

What is on the cards: The Randomizer Breakdown

While more detailed descriptions of how I use these randomizers together come later, here is a brief overview of each of them, with a few suggestions for use.



1) Difficulty Generator
2) Likely Odds
3) Dice
4) Norse Runes
5) Elemental Symbols
6) Random Event Generator
7) Sensory Snippets
8) Tag Symbols
9) Scatter Die
10) Belongings
11) Names
12) Catalyst
13) Location
14) Virtue and Vice

1) Difficulty and Reaction Generator

This one is often referenced just as the Difficulty Generator, but it serves many purposes. Between the comedy and tragedy masks we have the results of a bell-curved 1-10 number generator. This is great for anything which is probably going to be "average:" the relative difficulty of picking a given lock, how friendly a random stranger is to the PCs, or even how powerful that random stranger happens to be. Most results will fall in the 5-6 or 4-7 range, so plan accordingly!

2) Likely Odds

When you need the answer to a Yes/No question, you can draw here for a "fair" random result. Yes, you could just roll a die and decide that 'evens' mean 'yes' and 'odds' mean 'no,' but that actually takes longer--and for me, at least, after I roll I can never remember whether odds were yes or no.

Also, the possible answers here include 'critical' results; the range is: YES!/Yes/No/NO!

The three sub-categories (Bad, Even, and Good) stand for how likely the answer is to be positive (YES! or Yes). 'Bad' means there is only a 25% chance of a positive answer; 'Even' gives a 50% chance; and 'Good' indicates a 75% chance of positive results.

3) Dice

Exactly what they appear to be--the results of randomly rolled dice, ranging from d4-d00. These are handy for a quick number without revealing what dice you are rolling, or when dice are inconvenient for some reason. However, they have one major flaw: dice pools. Unless you shuffle and redraw for each die in a roll, the draw isn't going to be as random as it should be; for one to three cards, the statistics will still be very random, but after that you should probably return all cards to the deck and shuffle.

4) Norse Runes

The 24 runes of Elder Futhark, commonly represented in fiction and fortune-telling as 'the' Norse runes, are here for when you feel like some symbolic interpretation. Like the more commonly-seen Tarot deck, these runes can serve to suggest ideas and concepts. Their presence is inspired by classic games like *Everway*, which use Tarot-like interpretation as a primary resolution mechanic. See the Icon Systems section, below, for more details.

5) Elemental Symbols

The four elements (at least, those most often seen presented in fantasy fiction) of Earth, Fire, Air, and Water have been imbued with cultural and cross-cultural connotations over the years. While you will probably not draw for them on their own very often, I use them to color my interpretations of the other randomizers, suggesting mood or style; "Disaster Strikes/City Suburbs" can mean something very different if flavored by Earth (an earthquake) rather than Fire (...a fire), for example.

6) Random Event Generator

Generating random situations is at the heart of the GameMaster's Apprentice. These three keywords (a verb, adjective, and noun) combine into one of 1.7+ million (if you draw a new card for each word) possible phrases; with the phrase and the current in-game situation in mind, you decide what the cards are suggesting happens next. For example, “Discover/Obscure/Sanctuary” could suggest the players just stumbled into a lost temple or a hidden panic-room, depending on your sub-genre. Just keep the context in mind and apply common sense!

7) Sensory Snippets

Four types of brief description exist on the cards: something to hear, see, feel (physically or otherwise), or smell/taste. A simple way to use these is to draw one card when the players do anything related to observation (searching a room, keeping watch at night, etc) and consider if any of the snippets apply. However, these can also be very useful when generating random content; what a person or place smells like can tell you a lot about them!

8) Tag Symbols

Here you find three out of ten images that exist in a different combination on each card (‘10 choose 3’ is the mathematical operation). These symbols can tell you a lot if you want to use them, but they are best when you have created a list for what they mean in a given situation.

For example, in an investigative game, each symbol might represent a different kind of discovery during a search for clues; in a fantasy dungeon crawl, they could be used with multiple tables to first populate a room with baddies (each symbol suggesting a monster, trap, or dungeon feature), and then their treasure trove (another table could show what value, type, or power level of loot is found for each symbol).

9) Scatter Die

This shows 8 directional arrows, a direct hit (explosion or star), and a miss (a single “-” dash line). Traditionally used for the direction a grenade misses in, it can also be used to map out random dungeons (showing the direction of the next door, with hits and misses being dead ends, staircases, or similar), tell you where that screaming sound is coming from, or anything else directional. This makes it useful in a solo dungeon-crawl scenario.

10) Belongings

Initially conceived of as a way to make pickpocketing and looting more interesting, the Belongings field can also be used as part of the random character generator. Each card has a different category listed first; the three examples that follow the category are just meant to help clarify the intent and give you some ideas! The categories should be setting neutral enough for you to use them in any situation.

11) Names

One of the simplest generators, and the one that started it all. Each card has three names, intended to represent a variety of real and fantastical naming conventions and cultures; and while the cultural setting of a game does indeed play a role in what names will be associated with what genders, the names are meant to include one probably-masculine, one probably-feminine, and one potentially-gender-neutral name per card.

12) Catalysts

The random event generator mentioned above is something I love, but it is intentionally vague and relies on interpretation. The Catalyst box is meant to be a much more specific (but, of course, more limited) way to trigger ideas for story seeds and random encounters. While there are only 120 different Catalysts, if you combine one with a Location and/or a Sensory Snippet or a Difficulty draw, you can still create a large number of different seeds.

13) Locations

Best used during prep or when the players hear about a distant location (because the one you draw may not mesh with the current location of the party if you use it when they are exploring), these can help you come up with places to adventure that you wouldn't have immediately thought of.

Because the Locations are specific enough to sometimes clash with an ongoing game's needs, consider modifying the drawn location with an adjective from the Random Event Generator, or a sensory snippet, to give it a fresh tone or further detail. "Orphanage" plus the adjective "Mystical" might become a home for wayward fey children, a place a young sorcerer has been hidden away, or simply fairy-tale-like in how awesome it is (perhaps being run by a fairy godmother turned to public service).

14) Virtue and Vice

These are primarily to help flesh out character personality, but any time you want to suggest a motivation (for a villain, hero, or random NPC), you can draw for one or the other (or both). For example, if someone hires the party to go clear out the nearby goblin camp, they might be motivated by revenge (Wrath), or desire for a particular treasure the goblins have (Envy), and the difference can be significant to your ongoing story if the players try to figure it out.

However, there is one mechanical issue here: while each individual Virtue and Vice appears equally throughout the deck, the combinations on the cards are not equally distributed, which is why they are on the cards in separate fields. What this means, practically speaking, is that if you draw one card for both the Virtue AND the Vice, you wind up with a result that slightly favors certain combinations--for true randomness, draw one card for each.

HOW TO USE THESE CARDS

However you want. Seriously, go to town. But if you want to hear how *I* use these cards, here are my thoughts.

"Fairness"

First, a note on fairness. Whether you are using the cards to generate a story for an upcoming session, randomizing answers on the fly, or running a solo game for yourself, you may sometimes be tempted to replace a card you draw with a second one. Or a third. Or a fourth...

Is this 'cheating?'

That depends.

The golden rule in these cases is that the cards should keep things fun and interesting, and should NEVER spoil your enjoyment of your game.

For some people, this will mean that redrawing the occasional card is totally fine, if the results would otherwise drag the story down. To help reduce the likelihood of this (since it still takes up time), I strongly recommend this guideline: If there is a possible result or option that will ruin the game, eliminate it BEFORE rolling a die or drawing a card. If character death would spoil your fun, replace that outcome with capture, maiming, loss of gear, or some other consequence, and THEN roll or draw. That way, you won't have to retcon anything.

However, for some people, the "real" danger of losing a character, or being sometimes unable to alter the outcome of an event, is important to the experience. If you fall into this category, I suggest you set a specific rule beforehand. Some games already include a karma/fate/plot/benny point system that lets players make rerolls, change the story, and so on; if your game does, make rules for yourself about how those points can or cannot let you redraw cards (or simply alter the results without redrawing). If your game doesn't have anything like that, perhaps consider allowing one redraw of one card per game session, in-game night, or chapter of a story--but whatever it is, make the rule first, and THEN start play.

As long as you are following your own rules, then there is nothing 'unfair' about how you use The GameMaster's Apprentice. And even if you break your own rules, I promise not to call you on it.

Genre and Tone

The GameMaster's Apprentice: Sci-Fi is intended to be a tone-neutral aid that can work for many sub-genres of Science Fiction. Whether your game is set in a space-opera, cyberpunk, or far future world, and whether your tone is grim, serious, or silly, the deck should be able to support your play.

However, the curse of neutrality is that it is, by nature, sometimes going to be too generic for your tastes. Alternatively, it may present something badly-tuned for what you wanted.

There are two fairly obvious solutions: either draw again, or reinterpret the card you drew.

Drawing again can be frustrating, and while I sometimes go that route, I suggest the second option as the better of the two.

The GameMaster's Apprentice is designed to give you direction and guidance, but it relies on you to at least fill in the gaps. If you draw a result that is inappropriate for a reason of genre or tone, but you want to 'play fair' and keep the card, simply go with the most similar, but appropriate, idea you can think of.

For example, if a card suggests that a character exploring a new planet smells 'Fresh Popcorn,' you could say to them, "You smell something rich, almost buttery, in the air." On the other hand, if the character is in a medieval marketplace and you don't think popcorn would be available, simply saying "The delicious smell of buttery treats fills market square" covers the same idea.

Also, if the basic idea of a card is plausible but a detail or the tone of the description was wrong, consider ignoring those details and drawing for an adjective from the Random Event Generator, a sensory snippet, or one of the other content modifiers to replace them.

Primary Systems

These are the things I most often use the cards for. They can be used on the fly, before play, or in any combination. Though they are all vital to using the deck as a solo game engine, that situation gets its own section, further below.

Generally, these systems require the use of more than one field from the cards, and not all fields are used equally (or at all) in the systems I describe. All of the systems are meant to work together, though, and you can combine and interweave them with any of the fields in any way you wish. Remember that these are all just *my* way; do as ye will.

Answering Yes/No Questions

The GameMaster's Apprentice is so-called because, like a true GameMaster, it can supply a lot of information about the game; this is one of the simplest and most common ways it does that.

If you need the answer to a Yes/No question, draw a card for the answer and look at the 'Even' Likely Odds field.

That's the easiest version, but it can get a bit more complicated if you want it to; you can decide that the critical results of YES! and NO! have particularly spectacular results, and you can refer to the 'Bad' Likely Odds if there's only a 25% chance of the answer being 'yes,' or to the 'Good' odds for a 75% chance of 'yes.'

There are many situations that might call for a draw here; let's talk about a few of them.

1. Player curiosity: If the players want to know the details of something you haven't planned, but which isn't critical to the game, consider drawing for it with whatever odds you think would make the game most fun for the players. Examples: Is the bartender bald? Is it a nice day out? Can I find a four-leaf clover?

2. Suddenly-necessary details: If the question has a potential impact on the game, but making the decision yourself would feel like you were cheating or biasing the result, you need to be a little more careful. Don't word the question in a way that ruins the game if you get the 'wrong' result, and carefully consider whether you should have Bad, Even, or Good odds of drawing a 'yes.' Examples: Does the guard happen to be looking in this direction? Is the backup generator fully fueled when the power gets cut? Is there a real doctor in this village?
3. Modifying cards: If you've just drawn for something else, and you have an idea that sounds a bit too implausible, or you have more than one strong idea of what could happen, then you can draw for an answer to clarify things. I do this a lot when building important NPCs or story seeds ahead of time. Examples: Does being Charitable and Fraudulent mean that this character is like Robin Hood? Does 'Destroy/Nearby/Government' mean the city government, as opposed to the kingdom, is overthrown? Does combining the Catalyst 'Naked Man' with the Location 'Museum' mean that there is one of those performance-art installations? If *No*, then I guess a patron is just VERY drunk....

Even in a planned game, using a pre-written adventure, I find plenty of opportunity to draw for Yes/No answers. Sometimes players are curious about details that would never have occurred to a GM to prepare for; sometimes they pursue a line of reasoning before the GM has a chance to sort it out; and, of course, sometimes the GM simply won't have prepared enough adventure for ambitious players.

Creating NPCs

Experienced GMs are probably accustomed to creating the NPCs they need for an adventure, but I find that I tend to fall into easy patterns and reuse tropes more often than not when my players decide to encounter an NPC I **didn't** need for the game, and thus did not spend time thinking about. There are a few standard barkeeps, stealthy rangers, and slightly-mad wizards that my adventuring parties just seem to keep running into....

So, to mix things up a bit (either when planning a game or when the party approaches someone for whom you have little detail), I use this quick method.

1. Draw a card for a Virtue and Vice combination (draw one card for each if you want to be truly random). This tells you a little about their basic motivations, but will have to be tempered by context.

2. Draw a card for Belongings, to see what sort of thing they either have on them or are strongly associated with (for example, a Military Weapon suggests the character may be a soldier, but if you encounter them as a prisoner in a dungeon, they probably don't have that weapon on them right now).

3. Draw a card for names, and pick one to go with the character; sometimes names can add to the picture, if they are particularly meaningful.

4. Try to fit the draws together in context, and you're done!

NPC Generation Optional Expansions:

Personality and appearance: Draw for Sensory Snippets, and consider all four on one card; pick one that calls out to you as appropriate. Often, the way someone smells or looks, or a sound or feeling you associate with them, will help flesh out a character significantly.

Random descriptor: Draw for an adjective (from the verb/adjective/noun trio of words in the Random Event Generator), and apply it to the character.

Reaction: If you want to randomly decide how the NPC reacts to the party, draw and look at the Difficulty and Reaction Generator; 5-6 is neutral, 1 is love at first sight, and 10 is a fight to the death--of course, the specific reaction at high or low levels should be adjusted to fit your situation, but you get the idea.

Power level: If you don't know how strong this NPC should be, you could again draw from the Difficulty Generator, and decide if this is an absolute or relative comparison. In a relative draw, 5-6 means they are about the same strength as the PCs, while 10 represents a massively more powerful character, and 1 someone very weak. In an absolute draw, 1 represents a starting-level character, 5-6 is mid-level, and 10 is a demigod.

Creating Random Events

I love writing plot-heavy adventures and stories for my players, but sometimes I get stuck, or I find myself unintentionally copying a pattern I know well, from fiction or previous games. I created the primary Random Event Generator as a way to solve those issues, as well as to help me run solo-games.

I've gone through several different iterations of the generator, experimenting with different combinations of randomizers, and the current version (a verb, adjective, and noun on each card) is the simplest and most effective I've come up with. Which isn't to say it is perfect--I'm always looking for the next, better idea--but it works well enough that between it and some of the decks' other fields, I've run complete solo campaigns without feeling either bored or that the story was incoherent (which is more than I can say for some campaigns I've planned out entirely on my own).

Here are the steps I follow the majority of the time:

1. Draw two cards, first for a verb, and then a noun. This produces results like "Discover Plan" or "Heal Treasure."

2. Consider the results in context. Any flashes of insight? In a game with an important artifact already broken, “Heal Treasure” could indicate the first clue in how to repair it; alternatively, it could indicate the discovery of some vast source of healing, like a fountain of regenerative water.

3. If nothing occurs to you, draw a third card for the adjective and apply it to the noun ("Discover Ancient Plan" or "Heal Terrifying Treasure"). If you prefer, you can of course draw for all three right away, but I find that sometimes the extra information actually diverts me from a more sensible course. Either way, be sure to consider the context!

4. Work the suggested event into the story in a way that makes sense--it doesn't have to occur instantaneously, or immediately nearby. “Destroy Government” could indicate a coup in the nearest city or kingdom, which would have an impact on the players only when they hear about it--they could return home to find it occupied, or encounter deserting soldiers on the road, or similar.

5. If I have an idea that I'm not sure about (usually because I think it might be either too unlikely, or it would be too helpful to my character in a solo game and I don’t want to feel like I’m cheating), I draw for a Yes/No answer to make up my mind.

6. If you were trying to create a random event on the fly, but nothing at all leaps out at you from the cards (or the only things you can think of would break the game/the story/your enjoyment), either redraw one or more cards or, officially, nothing happens--no random event occurs! Don't waste time agonizing over it.

Random Event Generator Optional Expansions:

Importance Level: If you want guidance about how important the event should be, draw for the Difficulty Generator. 5-6 indicate the event is as serious as a level-appropriate combat encounter (even if it isn't dangerous itself); higher numbers indicate more serious, game-changing results, while lower numbers indicate fluff, window-dressing, or minor descriptive vignettes.

Descriptions: Sometimes, the event's key words make more sense if you have a concrete description of something to start with. Draw a card and read all four Sensory Snippets to see if they spark any ideas; incorporate one or more of them into the event.

Catalysts: These can be used for random events in their own right, but since there are only 120 of them, you'll get more mileage out of combining them with the Random Event Generator. As with the Descriptions option above, you might need something concrete to spark an idea--so draw for a Catalyst and see what happens!

Creating Story Seeds

The difference between a random event and a story seed is one of scale, rather than necessarily one of technique. A random event is usually something you try to work into an ongoing story in a way that doesn't completely change it (because you don't want to *randomly* disrupt the plot); a story seed is where you can have more important, world-or-game-changing results, since you are launching a new tale, adventure, or even campaign.

I suggest two possibilities:

First, you could use the exact same steps as the Random Event Generator, above, but also draw for a Location and work it into the story (usually as either a starting place or a place the players must go to right away). Don't be afraid to let your imagination really run wild, since you don't have to work the event into an ongoing story!

Second, if that doesn't work and you want some more particular information without drawing a ton of cards:

1) Draw three cards and set them in a row.

2) Read all three sets of Catalysts and Locations. Pick one of each, in whatever combination seems best (even if they are both on the same card). This describes the kicking-off point for the story, and may tell you a good deal about what is to come.

3) Read the Sensory Snippets on the first card; pick one or more to use and apply them to the Catalyst/Location combo. This should help you add some detail to what is going on.

4) Look at the Virtue and Vice combinations on each card; pick one set to represent the character who first gets the players involved (they could be a victim, antagonist, or quest-giver); also pick a Belongings set and a Name for them from within the options presented, and use the Sensory Snippets on the second card to flesh them out a little more.

If that tells you what you need to know, jot down the details and go with it! If you want more specifics, with these things in mind, ask Yes/No questions and draw for answers to flesh the seed out a bit.

Story Seed Optional Expansions:

-Villain, Victim, Visitor: Skip Step 4 above and draw additional cards expressly to create a villain, then a victim, and then a 'visitor' (a friend or acquaintance for the PCs). This gives you a lot more randomness and also can really launch a story rich with detail.

-Tag Symbols: Especially if you are already planning on using them with a table you have created, the Tag Symbols (the three icons in circles, next to the scatter die) can give you some interesting detail. If you haven't got a table to use, there is a an example of one in the Tag Symbols section below.

-Style: Draw an Elemental symbol and plan on the first part of the game having a play-style focus based on the result: Fire = Combat, Water = Intrigue, Earth = Mystery, Air = Exploration.

The Little Engine: Running NPCs or encounters on the fly

In order to keep things moving, sometimes I use the cards to make decisions quickly, even when I could make them myself just as easily. If you want to use the cards to run an NPC or make decisions about how an encounter plays out, I suggest you can use the Difficulty Generator and Likely Odds fields to sort out many issues very quickly.

Because you are acting as the GM and just drawing cards for some additional support, this is probably the easiest way to use them. You can veto any nonsensical results, redraw if you wish, and just move on whenever you need to, so I actually find myself drawing for ‘suggestions’ practically every time a player asks a question, just to see if the results are more interesting than whatever I had planned.

However, one important tip is to let common sense reign. If you are starting with a blank-slate NPC, almost any action or decision of theirs can be explained; but once they have an established personality and goals, answers usually suggest themselves, and you won’t need to draw any more.

A few other tips for deciding what happens when you have an unplanned NPC or encounter on the field:

1) Naturally, you can start by drawing Difficulties for how powerful or hostile the NPC or situation is, and Likely Odds to answer questions about them.
2) If you have no idea where to start, draw a card and look at the Sensory Snippets; use at least one of them to generate something (the sound of chains might indicate an arrest being made).
3) Draw for the Tag Symbols (see the next section, on the icon systems) and use the results to indicate what is going on; the example table in that section could work for this.

As an example, let's say the party camps for the night in a forest, and you want to have something happen that night, but you can only think of the same things you've done before: They are startled awake by something that turns out to be harmless; bandits or other monsters attack; or a weary traveler shows up. So, instead, you draw the Tag Symbols, and get a Skull (Impending loss), Shield (Protection), and Target (A distant goal).

If you can't think of any other 'impending loss,' to me that often reads as danger of some kind (because danger begets loss). So some kind of danger, plus protection and a distant goal... while you could interpret this is many other ways, my mind goes to a sudden change in the weather that indicates an onrushing storm (possibly even a hurricane, tornado, or magical disaster). The party sense the weather changing, and they know that the only safe haven within miles is a distant... cave? Or perhaps they can see a run-down mansion at the top of that distant hill, and they just might be able to make it there in time to shelter safely....

That sounds much more interesting than another bandit attack.

Icon Systems

While the text fields of the cards are relatively simple to interpret, the images in the icon fields might take a little more practice, at least in some cases. If you find that the images and symbols are unhelpful, just remember: There is no wrong way to use the cards, so do what you want--and that includes skipping parts of them entirely.

Norse Runes

I usually bring these into the game when I want yet another, different way to randomize the details, tone, or direction of something. They aren't necessary for any of the core systems of the GameMaster's Apprentice, but you could use them in any game to give you suggestions, or you could base a narrative game system entirely around them as a primary mechanic.

To modify or enhance your content the way I usually do, draw one card and apply its meaning to the current situation as sensibly as you can. If you want to do more with them, you'll need to treat them like Tarot cards: a set of symbols that need to be interpreted in combination with each other and the current situation.

The Elder Futhark alphabet is itself very old, but (as far as I can learn) other than one or two runes and words that poems and inscriptions indicate had symbolic uses (such as carving them onto amulets or swords), there isn't actually any solid evidence for their original use being fortune telling in the modern manner (which is basically an invention of the late 20th century, and was intentionally based on Tarot-style interpretations).

So, because there is no 'original meaning' to draw on, and to avoid violating anyone's copyright, the version I give here is my own, and is based loosely on versions I've been introduced to by those better versed in those modern runic systems than I am. If you prefer to give the symbols different interpretations, that is entirely up to you!

The First Eight (Freyja's Aett)

	Fehu	**Livestock/Wealth:** Property, prosperity, fertility, increase, social success. **In-Game:** Treasure found, quest rewards doled out, or a great opportunity for success (meeting or helping someone powerful, an easy quest, etc).
	Uruz	**Auroch/Wild Ox:** Energy, health, strength, tenacity, and courage. **In-Game:** A character of great physical prowess; a situation that requires strength or courage; an ability that boosts health, energy, or strength.
	Thurisaz	**Thor/Giant:** Reactionary, defensive destruction. Instinct, willpower, and regeneration; lightning, electricity. **In-Game:** A powerful but protective force or character; lightning or electrical power; an actual giant; thorns, or armor that damages attackers.
	Ansuz	**Ancestral Spirit/A God:** Revelation, insight, communication, truth, power of words and names; divine intervention. **In-Game:** Contact from a spirit or god; priest or cleric; temple; holy relic.
	Raido	**Wagon/Journey:** Travel, evolution, moving forward, gaining perspective. **In-Game:** A quest! A journey for the sake of some greater objective, leveling up or gaining power, learning an important secret, or other forms of evolution.
	Kenaz	**Beacon/Torch:** Creativity, inspiration, harnessed power, world-changing ability. **In-Game:** Gaining powers, creating new technology, discovering or researching something powerful. Artifacts, ancient forces, etc.
	Gebo	**Gift/Exchanges:** Generosity, balance, contracts, relationships, partnerships. **In-Game:** A good deal, a boon in exchange for fair work, the beginning of a new team, relationship, or business venture; charity.
	Wunjo	**Joy/Happiness:** Harmony, spiritual reward, pleasure, comfort, glory. **In-Game:** A reward in the form of a spiritual boon, the gaining of fame and glory, or luxuries and pleasures, as opposed to treasure or power.

The Second Eight (Heimdall's Aett)

	Hagalaz	**Hail/Weather:** Uncontrollable forces, such as nature, the unconscious mind; crisis that comes before harmony. **In-Game:** Terrible weather or other natural (or unnatural) disaster strikes; powers or abilities are blown out of control; devices or artifacts malfunction.
	Naudiz	**Need/Distress:** Resistance, requirements to be met, endurance, patience, survival, a trial or test. **In-Game:** A random encounter or other situation that delays the quest; being forced to deal with bureaucracy or red-tape; the discovery that your almost-complete quest requires an extra step, waiting, or backtracking.
	Isaz	**Ice/Frustration:** Mental blocks; confusion needing to be unravelled; cannot progress until more knowledge is gained. **In-Game:** A puzzle, riddle, or confusing situation casts doubt on what the next step must be. A question must be answered, a guide must be found, or similar.
	Jera	**Good Year/Harvest:** Effort realized, fruitful results, an end to stagnancy, hope, earned success, cycles of time and life. **In-Game:** Some kind of recent effort pays off (or pays off MORE); the next step is made clear, or a roadblock is removed.
	Eihwaz	**Yew Tree/Reliability:** Dependability, trustworthiness; defense and protection; honesty; well-chosen goals that will be accomplished. **In-Game:** Something low-level in importance is accomplished easily or even automatically; friends and allies come through for you.
	Perthro	**Dice Cup/Mystery:** Chance, secrets, hidden things, the occult; initiation, sense of destiny; setting out on the path. **In-Game:** Discover of a mystery or a secret; magical or unknowable powers get involved; it seems the character(s) have a destiny that is yet to be realized, be it political, spiritual, or arcane.
	Algiz	**Elk/Protection:** Shield, shelter, defense, wards against evil, a guardian; connection to the gods or higher states of being. **In-Game:** A place of shelter is discovered, or a protector offers their services; rescued in the nick of time, or saved by what seems to be some kind of divine force.
	Sowilo	**The Sun/Life-Force:** Success, honor, life, positive changes, victory; cleansing fire, power. **In-Game:** Good triumphs over evil, either within a person's warring loyalties/psyche, or in terms of the quest itself; something evil is redeemed, or at least set on that path.

The Third Eight (Tyr's Aett)

	Tiwaz	**Tyr/Leadership:** Authority, justice, rationality, success in competition of all kinds, self-sacrifice. **In-Game:** A just authority gets involved, or the characters are granted authority; legal or competitive victory; or self-sacrifice is required, but will complete an epic quest.
	Berkano	**Birch Tree/Birth:** Fertility, birth, growth, liberation; renewal, new beginnings, love, family, connections. **In-Game:** Romantic or personal relationships are advanced, or second-chances are given, prisoners pardoned, or similar.
	Ehwaz	**Horses/Travel:** Physical transportation; slow but steady progress; teamwork, trust, ideal marriage or partnership. **In-Game:** Travel or vehicular problems are overcome; trust is built; an already-ongoing partnership or relationship proves to be more successful than first imagined.
	Mannaz	**Mankind/The Self:** The individual, intelligence, forethought, skill, ability; the human race, social order, friends and enemies. **In-Game:** Personal skill or cunning wins the day; one person is isolated and forced to work alone to solve a problem; or society gets involved, and status, nobility, and privilege come into play.
	Laguz	**Water/Regeneration:** Healing, rest, renewal; dreams, the underworld, the imagination. **In-Game:** Something allows the characters to heal and rest. Dreams and desires and ultimate goals might be unexpectedly advanced. It is even possible that someone is 'brought back from the dead' (literally or metaphorically).
	Ingwaz	**Monarch/Seat of Power:** Control and power, answering to nobody; authority without implying justice. **In-Game:** An absolute ruler gets involved, possibly causing problems (especially if the characters refuse to do what they want).
	Dagaz	**Dawn/Day:** Awakening, clarity, breakthrough; discovery, a new venture, transformation for the better; hope, security. **In-Game:** A new opportunity or quest, or the solution to an old problem is suddenly found. A mystery may be solved (or at least partially untangled).
	Othala	**Birthright/Home:** Inheritance, property passed down, house, home, spiritual heritage, fundamental rights, source of safety, that which is most important. **In-Game:** A character's bloodline, family, estate, or inheritance is brought into play. Alternately, these things may be threatened by a physical, legal, or spiritual force.

Tag Symbols

My love of random lists should be pretty obvious, so the fact that the Tag Symbols are for using a random list to pick results from another random list should be unsurprising (List-Ception? Yo dawg, I heard you liked tables? Wow, such random, so tables?). With 120 card faces, each card face shows a unique combination of symbols, and every possible combination is represented.

If you have a pre-generated list that shows what each icon means in a given situation, drawing for the Tag Symbols is a good way to introduce a combination of elements to a scene, and it ensures that you always get three different results from your list. Whether you are creating the treasure horde for a dragon, deciding what sorts of things a detective finds while investigating a crime scene, or selecting plot elements to work into the Story Seed you are creating, the Tag Symbols can keep things interesting.

Of course, this all requires that you create a table ahead of time. Here's an example.

Tower 	Significant obstacle; probably static in nature.	**Moon** 	Confusion or misunderstanding.
Crown 	An important individual, with power over you.	**Sword** 	Conflict; not always physical.
Heart 	Family, friendship, or romance.	**Shield** 	Protection; not always physical.
Skull 	Impending loss, predictable but hard to avoid.	**Target** 	A new goal; a distant or dynamic objective.
Sun 	Clarity or revelation.	**Wand** 	Powerful technology or magic.

On the other hand, if you don't want a table at all, then you can still use the Tag Symbols; you just need to be quick on your mental feet. Acting as a relatively simple set of 10 runes, the Tag Symbols can be drawn for a symbolic interpretation; for example, if you want to spruce up a random event and draw a Skull, you might decide to add the undead, the discovery of a corpse, or a sudden sickness to the situation.

Elements

The 'classic' four elements, Air, Fire, Earth, and Water, are represented on the cards here; I was inspired to include them partly as a nod to old games like *Everway*, which boiled everything down to an interpretation of these ideas. I most often find use for them as modifiers to other things; an NPC who gets Fire might be energetic and aggressive, while one who gets Air could be curious and constantly moving. A random encounter flavored with Earth might indicate earth-associated themes (defense, nature) or a more literal idea (an earthquake, an earth elemental).

What I view as a 'standard' interpretation of the meanings of the four elements can be found below, but you should feel free to ignore that in favor of your own views.

Air 	Movement, curiosity, exploration; life in its most dynamic form. Chaotic but friendly; social.
Fire 	Aggression, energy, destruction; empowered but unchecked. Chaotic and dangerous; combat.
Earth 	Survival, determination, defense; slow but steady and impervious. Orderly and unchanging; health.
Water 	Intelligence, knowledge, eloquence; adaptable and understanding. Orderly but shifting; intellect.

Scatter Die

The concept of a scatter die comes from wargaming, when a character throws a grenade or missile that has a strong chance of missing slightly. The die tells you if the missile lands in a given direction away from the target, or (at least in this case) in a complete miss or dead-on-target hit. The miss is indicated by a single dash ('-'), and the direct hit by a tiny explosion of arrows.

Other ways to use the Scatter Die might include:

1. Creating a dungeon or similar area (with directions indicating passages, and misses and hits indicating stairs, dead ends, or similar).
2. Mapping out a tactical set-up, indicating the disposition of enemy forces.
3. Selecting a random player to target with an effect (based the 'direction' they have from the GM, as if the card is placed down in the center of the table).
4. To indicate time of day, treating the arrow as a the hour hand of a clock; a miss might indicate Midnight or Dusk and the hit might suggest Noon or Dawn.

THE DECK AS A GAME ENGINE

Taken together, the same systems I use to make decisions or randomize content in a traditional GM-and-party RPG can be used to run a GM-free game. This may not be everyone's cup of tea, but if you like choose-your-own-adventures or game books like the classic *Lone Wolf* series, these cards can help you build an adventure!

Of course, there are some big differences. Using the cards as a literal apprentice GM means that you have to supply questions for them to answer, add details to the direction the cards give you, and so on; but what you get in return is a game that not only continues well past when a game book would come to an end, but which can literally take you in any direction, on any quest, and to any result you can imagine.

I think the added effort is well worth the results.

Making "fair" decisions

I've already discussed what 'fair' means to the GameMaster's Apprentice, but this becomes even more important when dealing with a GM-free game. Whether you are running solo or with a group of friends, decide how to handle interpretations and redraws before you start play--even if that means you just shrug to yourself and think, "Meh, I think it's fine to redraw if I want to."

The real trick is to be sure that no one in the group will feel cheated or disappointed at any time; find out your preferences before you start, and plan accordingly!

Starting a Game

Step 0 is to begin with a character you will have fun playing. If you already have an adventure in mind (whether personally made up, or taken from a published module), be sure it fits that adventure; if not, make the character first, and then make an adventure that fits *them*! If necessary, use the Story Seed generator, above, and throw yourself into the game!

It really is as simple as that. Describe the setup, and then ask yourself, *“What do I do now? What happens next?”*

Playing a GM-Free Game: What Happens Next?

With the GameMaster's Apprentice as a GM, things work most smoothly if you treat the deck like it really is a new GM and you want to help them get the hang of things, while still having a fun time yourself: you **ask the deck 'leading questions' and then deal with the results.**

If you have no idea what should happen, you can always ask *"What happens next?"* and generate a story seed or random event.

On the other hand, if you walk into a 10'x10' square room in a dungeon, you can probably be more specific. *"Are there monsters guarding treasure here?"* works pretty well.

But what if you ask that and get a No?

Rather than try and ask question after question after question, I suggest you default to this rule: Ask a question about what you think is the most likely OR best-for-the-story result, and if the answer is 'no,' either go with the next most obvious/story-related option, or generate a random event and use it as guidance.

So, in this instance, if the cards say that No, there are no monsters guarding treasure in this 10'x10' square room, the next most obvious thing is for it to be simply empty--which could mean it is trapped. Roll perception!

Or, if there are indeed monsters, go with the most likely kind and use your game system's rules to determine how powerful they are and what loot they might have. If you are running a pre-written adventure, use their notes; if not, you can (for example) draw a Difficulty to decide how tough the combat should be, and have the monsters either act in the most obviously pragmatic way, or draw Yes/No answers to decide what they do.

Speaking of combat... in some parts of a game, dealing with a large group of players is fairly simple; most combat systems already use turn order and initiative to handle questions of who gets to act when. However, in situations where no GM exists to move the story forward, and yet no clear initiative order exists, the fact that the narrative control resides with the players could lead to some intra-party conflict. Consider these suggestions:

1) Everyone should either have equal say in what happens, or have agreed to another arrangement ahead of time. There is a big difference between *letting* someone ask all the leading questions, and *having* someone ask all the leading questions.

2) The goal is to have fun, so while using the GameMaster's Apprentice as a GM, only ask questions that the whole group can accept its answers to.

3) If you discover a need for rules to govern who asks questions and in what order, write them down and follow them until you agree to change them.

And there is one more important detail to keep in mind, whether you are playing solo or with a party: If someone has an idea for what should happen, or they want to jump forward in time to move on, and it just sounds right to everyone involved, there is no reason to force a draw. **Just say it happens, and move forward from there.** Perhaps it costs an out-of-game resource, or you modify it with a draw just to see what happens, but there is no harm in moving the game in the direction the players want, or ‘fast forwarding’ time to skip the boring parts of the story. This is the equivalent of telling the GM, “I know it might change the game, but what if we’d rather skip this bit and spend play time on...?”

The Basic Loop: The Heart of the Engine

Once the game is started and you have a basic idea of how to use the deck as a GM, you can move ahead as the plot demands. You can follow a pre-written adventure, or you can make it up as you go along. But, either way, I like to mix things up with what I call 'the basic loop' of play.

A large part of playing a role playing game, for me, is the interaction between the shifting challenges and the player or players facing them. If the challenges become predictable or stale, they become boring... and even with the randomizers to make my 'random encounters' and plot twists more interesting, if I am the one deciding exactly when to draw for a random encounter or a plot twist, that doesn't exactly seem exciting to me.

So, in order to keep things interesting, I follow these rules:

1) At the beginning of a game (or scene, if you feel like changing it mid-game), select a method for Tension (see below)
2) Whenever you draw for a Likely Odds result to answer a Yes/No question, ALSO look at the Difficulty Generator.
3) If the Difficulty is lower than the current Tension, a Random Event occurs, and you have to draw for it and resolve it right away.

This way, the game changes in ways I as a player couldn't predict--BUT, because the Random Events still involve interpretation, I can avoid spoiling the fun of the game by preventing results that would be silly, stupid, or boring.

So how do we decide what the Tension rating is? I have three methods I bounce between.

The first is a static number. If I just want to keep things simple, I select a number based on how likely things are to go crazy in this scene (and then it changes at each scene break). A day of rest in a guarded temple might be a 1 or a 2, while if anyone says "I have a bad feeling about this..." it gets ramped up to a 7 or an 8.

My second method is a scene-by-scene build. Starting with a 1 for the first scene of a session, the number increases at each scene break until you have more than one random event in a given scene. At that point, it decreases back down to 1. This method makes it easy to start out 'safely' and keeps the rising level of chaos in check (though you can reset the Tension less often to keep things at a frenetic pace).

The third method I use is a draw-by-draw build. This is, in many ways, my favorite version. At the start of the session, the Tension is 1. After each draw for the Likely Odds that fails to trigger a random event, the Tension increases by 1; when a random event is triggered (at most every 11 draws), the Tension drops back to 1. This method may be the hardest to track mentally, but for me is the most satisfying--it results in a fairly high number of random events, but if you give yourself the freedom to let some of them be helpful or merely cosmetic (adding flavor to the game, but not acting as disasters), then this high volume of them keeps things interesting without destroying the plot.

Tracking plot and character developments

When playing a GM-free game with the GameMaster's Apprentice, I suggest keeping written notes about the randomly-generated plot elements. These can help you not only remember what happened, but can make it much easier to tie the plot together (as we'll talk about in the next section).

If you generate an NPC, note down the details you create, even if at first they don't seem relevant in the long run. For settings, encounters, and similar, note descriptions and sensory information; perhaps they will combine to mean something more to you later on.

And if you really find your stories picking up in excitement, consider keeping a narrative journal for them. Fleshing out the tale both makes it more interesting, and also helps you keep track of possible hooks for continued adventures!

While this may seem more relevant in an intentionally plot-heavy game--mystery, investigation, or similar--keeping detailed notes can also serve hack-n-slash games very well. Who have you been hacking, and what about their friends? If you turned left at that last sewer junction, but then hit a dead end, can you just go back and take a right instead? Notes, maps, and drawings can add significantly to the thrill of a game.

Wrapping up a plot

Let's talk briefly about how to end a story.

The first rule is, of course, that no matter what the end actually is--whether the players 'win' or 'lose,' or just stop--it shouldn't ruin anyone's fun. Winning and losing can both ruin a game if handled badly. Just ask the teams responsible for triple-A video game trilogies that rely on story decisions and player choice to 'influence' the end result....

Which means: when creating the 'final encounter' or revealing the solution to a mystery, **anything that would spoil the game is automatically off the table** even before you draw a card. If a random event suggests betrayal, but the only possible traitor would be a silly choice in a serious game, skip it; if the draw indicates that the big bad in a gritty drama that has been building to an epic fight is actually a whiny little goblin with no real power, skip it unless you can make it fit the tone.

Also, importantly, if you find yourself already in possession of an idea for what should happen at the conclusion to a game, and you feel like anything else would be disappointing, then start there! Yes, I do mean that you should assume that you are right... but then ask: "And what *else* is going on?" Draw a random event or a set of tag symbols and use them to modify your assumptions.

This works for mysteries as well as hack-n-slash games. Take the clues generated over the course of the game and try to put them together ("We found scales, claw marks, and a smell of sulphur--it could be a dragon!"), decide how likely you are to be correct and also what the next most likely option is ("This is a fantasy world, so it probably is a dragon, yeah.... but it COULD be a demon!"), and then draw Yes/No. If you were right, great! If not, go with the second option.

And then, in either case, ask yourself, "But what *else* is going on?" and again draw a random event or a set of tag symbols to modify your situation, providing additional detail.

FINAL WORDS

Just a few things I haven't covered, or which bear repeating!

Adventure Guides

Adventure Guides are short, targeted genre support supplements that are meant to work with the deck, to either get you started or to enrich your experience, depending on your needs. They supply several basic things, including notes on the genre, suggestions for partially-built story seeds and characters, and tables to supplement the deck (including examples of the tag symbol charts and various uses for them). If you're having trouble figuring out how to use the cards in practice, these can be a help. They will be available as PDFs from the same source(s) as the GameMaster's Apprentice deck.

Genre Mashups

I built the base GameMaster's Apprentice deck to be genre-neutral, but that doesn't necessarily mean it is always the best fit for a situation. Thanks to incredible Backer support, there will be genre-specific decks and Adventure Guides to follow the release of the base deck. These are naturally going to provide tailored results, but you can also combine them in unusual ways! Combining the Sci-Fi deck with the Fantasy Adventure Guide could produce adventures suitable for a world of strange wonders and lost technology; combining the Age of Sail deck with the Sci-Fi Adventure Guide might lend itself to the adventures of a Star Navy.

Of course, the Adventure Guides aren't actually required to use one deck with a different genre of game; just tailor the results on your own initiative if you prefer. Personally, I try to avoid needing an extra set of reference tables, so rely on the deck alone as much as possible!

Make your own materials!

Why stick with my tables? These are for **your** games! Either in combination with the Adventure Guide tables and starters that you have, or beginning entirely from scratch, you can easily create a custom Adventure Guide suited for your setting and play-style of choice. Grab one of the standard Adventure Guides to take a look at the outline, and then have at it!

Backer Names

Once again, thanks so much! Without these backers, and the approximately 250 others, The GameMaster's Apprentice would never have made it this far!

And, if you ever need even more names to draw upon, consider this list as a set of suggestions.

1soni, Aaron Killeen, Adam Benedict Canning, Akiazoth, Albey Amakiir, Alice Peng & Brandon Powers, Andrea Hinkle, Andreas Walters - Metal Weave Games, Andrew C, Andrew Eakett, Andrew Ring, Andrew Stobie, Arkane Loste, Armin Sykes, Arun Shankar, Atzix, Barl0we, Benjamin & Lauren Rieker, Brent Lyon, Brian Horstmann, Brian Iraheta, Brian Ostrander, Caleb Burley, Carly Robertson, Charles Brokaw, Charles Kersey, Chris Pickler, Christopher Ruthenbeck, Cody A. Campbell, Craig S Janssen, Dan Cetorelli, Dan Suptic, David Carrus, David Korabell, Davis Silverman, Dennis Appell, Devin La Salle, Eben Alguire, Eddie Meshach Sells, Eden Brandeis, Erik "Kiraki" Schaeffer, Ewan A Dougall, Galit A., George & Brenda Anderson, Gnome Archivist, Greg G., HavenWorth, Hershco, Hilary B. Bisenieks, Ian McLaughlin, Harbinger of Plague, James 'Great Old One' Burke, James "Dregg" Carpio, Jay Baris, Jazzy Bear Brown, Jeremy Tuck, John Kane, Joseph Schutte, Josh Chunick, Josh Wilson (sohjsolwin), Joshua Jones, Katrina Clark, Keith Preston, Kenny the Solo Roleplaying Sage, Kjaskar Swafnildson, Kyle J. Wilson, Laura Pinson, Lauren McLemore, Lord Marlith, Lucas Bell, MadLad Designs, Mark Cox-Palmer, Mark Leymaster of Grammarye, Mark the Encaffeinated ONE, Matthew White, Matthias 'Yolgie' Holzinger, Myles Corcoran, Nathan Gilliam, Neil J. Roberts, Nicholas Hutchind, Nicholas Stice, Paul de Haan, Paul Goddard, Penni Walker, Pete Petrusha, Philipp Dopichaj, Pier Antonio BIANCHI, recrispi, Rick Sardinas, Robert Sweeney, DM, Roy Romasanta, Sasaki Chasofito, Scott Pinnow, Sean, Sean Chvatal, Sean West Money, ShadowCub, Simone Maisen, Snider, Sophia Brandt, Stanley Jack Slater, Stefan Leonhardt, Stelio Passaris, Stephen Stalker, Steven K. Watkins, Suzette Mariotti, Talares, Teppo Pennanen, The John Blair, The Roach, Thor, Tim Thompson (Streetmonk Studios), Timothy J. Watkins, Tina & John Tipton, Troy Small, Tuomas Kuusniemi, Umberto Lenzi, Vincent Arebalo, Virginian John, William D. Sharpe III


LIKELY ODDS
2
BAD No
EVEN Yes
GOOD Yes
Create
Empowered
Journey
The clank of chain...
Glinting metal...
You sense a disturbance...
An atmosphere heavy in methane...
BELONGINGS 01
Domestic papers: 'bot operation manual, shopping lists, notes.
NAMES 04
Chen
Aisha
Ominar
CATALYST 02
A naked person.
VIRTUE 05
Chastity
LOCATION 03
Station.
VICE 06
Envy
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1/120


LIKELY ODDS
6
BAD No
EVEN Yes
GOOD No
Find
Hopeless
Dispute
Grinding gears...
Flowers with rainbow petals...
Sweat breaks out...
Wet fur...
BELONGINGS 01
Hair care: Hairbrush, electrostatic hair controls, spray-on dye.
NAMES 04
Piotr
Nkechi
Quinn
CATALYST 02
Interspecies romance.
VIRTUE 05
Loyalty
LOCATION 03
Restaurant.
VICE 06
Envy
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10/120


LIKELY ODDS
6
BAD No
EVEN Yes
GOOD YES!
Fail
Prodigious
Relief
A stifled curse, followed by a crash...
A weapon held casually...
Space contracting around you...
Heady whiffs of permanent marker...
BELONGINGS 01
Artwork: Rolled painting, expensive statuette, holo-sculpture.
NAMES 04
Frey
Clara
FelixG
CATALYST 02
Untrustworthy friends.
VIRTUE 05
Loyalty
LOCATION 03
Training ground.
VICE 06
Treachery
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100/120


LIKELY ODDS
7
BAD Yes
EVEN No
GOOD Yes
Learn
Eldritch
Mentor
Footsteps on metal grating...
Movement beneath the surface...
A tear trailing down your cheek...
Stale feet...
BELONGINGS 01
Investment: Mining rights, ownership shares, terraforming plans.
NAMES 04
Akachi
Zhen
Bale
CATALYST 02
Enemies declare peace.
VIRTUE 05
Chastity
LOCATION 03
Torture room.
VICE 06
Treachery
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101/120


LIKELY ODDS
3
BAD Yes
EVEN Yes
GOOD Yes
Communicate
Ironic
Evidence
Wet, choking coughs...
An illuminated control panel...
A passionate kiss...
Savory delights...
BELONGINGS 01
Incredible disguise: Replacement eyeballs, realistic face, DNA faker.
NAMES 04
Celio
Clementina
Malefar
CATALYST 02
A breakthrough!
VIRTUE 05
Temperance
LOCATION 03
City.
VICE 06
Treachery
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102/120


LIKELY ODDS
4
BAD No
EVEN No
GOOD YES!
Sneak
Amusing
Advice
Awed whispering...
Flashing emergency lights...
Crushed in a bear hug...
The mildew of abandoned space...
BELONGINGS 01
Personal secrets: Secret Society membership, password, identity change.
NAMES 04
Chanda
Malati
Vosta
CATALYST 02
Alien eggs implanted.
VIRTUE 05
Charity
LOCATION 03
Refugee camp.
VICE 06
Treachery
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103/120


5
LIKELY ODDS
BAD No
EVEN No
GOOD Yes
9 3 6 70 16 2 8 6
Rearrange
Helpful
Solution
The whum-whum of a projected...
A shining map of stars...
Hit your funny bone...
Abrasive, eye-watering bleach...
BELONGINGS 01
Lie detector: Vocal analyzer, polygraph machine, mental probe.
NAMES 04
Piripi
Xiu
Tanis
CATALYST 02
Piracy!
VIRTUE 05
Diligence
LOCATION 03
Abandoned world.
VICE 06
Treachery
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9
LIKELY ODDS
BAD No
EVEN No
GOOD No
9 3 6 10 12 2 9 2
Trap
Graceful
Pandemic
Something slithering...
Rising into the sky...
Knocked to the ground...
Apples and plums...
BELONGINGS 01
Personal scandal: Illicit affair, illegal genemodding, slaver connections.
NAMES 04
Niemahn
Upasana
Atropos
CATALYST 02
Severe deja vu.
VIRTUE 05
Mercy
LOCATION 03
Shop.
VICE 06
Treachery
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6
LIKELY ODDS
BAD No
EVEN No
GOOD Yes
0 1 80 5 7 2 3 9
Replace
Fraudulent
Wilderness
A booming, unnaturally loud voice...
Glowing, slitted eyes...
Your ears suddenly pop...
A poorly-terraformed dustbowl...
BELONGINGS 01
Contact info: Fence's name, relation to highly placed official, friend of a star.
NAMES 04
Saul
Durga
Volos
CATALYST 02
Your clothes stolen.
VIRTUE 05
Compassion
LOCATION 03
Oasis.
VICE 06
Treachery
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7
LIKELY ODDS
BAD No
EVEN No
GOOD Yes
2 1 6 20 14 4 12 9
Degrade
Drained
Freedom
Low-battery warning chirps...
A strange city in the distance...
Squirming under your skin...
Toasting nuts...
BELONGINGS 01
Access pass: Secured border, military base, corporate facility.
NAMES 04
Gopala
Tamora
Dismas
CATALYST 02
Lost a bet.
VIRTUE 05
Humility
LOCATION 03
Colony.
VICE 06
Treachery
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4
LIKELY ODDS
BAD No
EVEN No
GOOD Yes
5 1 4 60 17 3 11 4
Defenestrate
Sacrilegious
Investment
Multi-species conversations...
Brightly-colored skin...
A wave of dizziness and nausea...
A clinical, hospital quality...
BELONGINGS 01
Smuggled goods: Illegal tech, dangerous drugs, stolen corporate secrets.
NAMES 04
Burley
Seema
Mortiferous
CATALYST 02
An old acquaintance.
VIRTUE 05
Honesty
LOCATION 03
Citadel.
VICE 06
Treachery
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4
LIKELY ODDS
BAD Yes
EVEN Yes
GOOD Yes
4 3 1 40 9 2 2 4
Bless
Stealthy
Ward
Muffled, stealthy footsteps...
A cloud of gas moving with purpose...
A cold coming on...
Fresh linens...
BELONGINGS 01
Biohazard: Diseased corpses, radioactive waste, bio-weapon.
NAMES 04
Salil
Leah
Arthen'nis
CATALYST 02
Malfunctioning abilities.
VIRTUE 05
Courage
LOCATION 03
Undiscovered land.
VICE 06
Wrath
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8
LIKELY ODDS
BAD NO! 50
EVEN Yes 8
GOOD Yes 1
4 1 4 1 1 3
Fix
Distant
Contract
A synthesized voice...
A crack runs through the...
A crunch underfoot...
Coppery blood...
BELONGINGS 01
Eye care: Replacement sensor array, glasses, HUD contacts.
NAMES 04
Xiang
Talia
Janus
CATALYST 02
A former captain calls.
VIRTUE 05
Chastity
LOCATION 03
Bar.
VICE 06
Envy
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6
LIKELY ODDS
BAD No 90
EVEN Yes 18
GOOD No 9
2 1 5 8 3
Wish
Temporary
Leader
Murmuring in a unknown language...
Suspended in a tank...
Your muscles burn...
The elderly...
BELONGINGS 01
Posh invite: Royal ball, diplomatic dinner, secret initiation.
NAMES 04
Alonso
Igraine
Pestilous
CATALYST 02
Back from the dead.
VIRTUE 05
Loyalty
LOCATION 03
Warehouse.
VICE 06
Wrath
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7
LIKELY ODDS
BAD No 30
EVEN No 6
GOOD Yes 10
3 3 5 8 2
Eliminate
Traumatic
Purity
Low noises of appreciation...
A palace in the sky...
Lifted off the ground...
Energy-cell discharge...
BELONGINGS 01
Blessing: Incredible power, secret government tech, alien intervention.
NAMES 04
Damodar
Mridula
Keyele
CATALYST 02
Villain vs villain fight.
VIRTUE 05
Chastity
LOCATION 03
Ship.
VICE 06
Wrath
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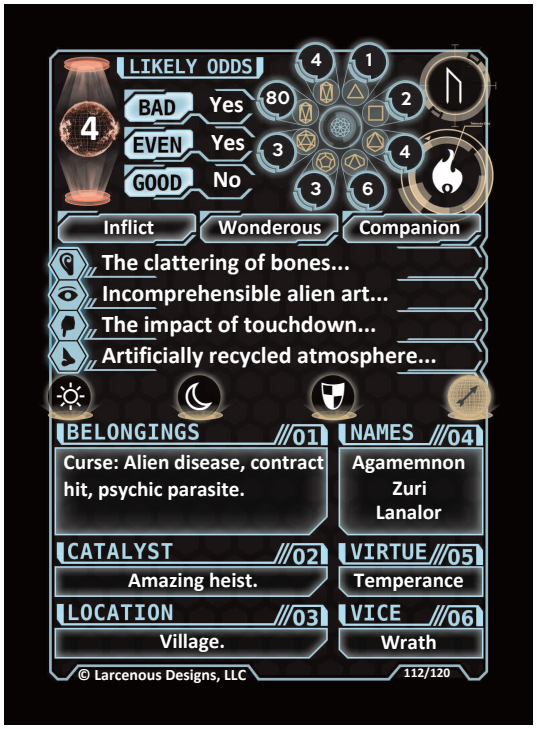
4
LIKELY ODDS
BAD Yes 80
EVEN Yes 3
GOOD No 3
4 1 2 4 3 6
Inflict
Wonderous
Companion
The clattering of bones...
Incomprehensible alien art...
The impact of touchdown...
Artificially recycled atmosphere...
BELONGINGS 01
Curse: Alien disease, contract hit, psychic parasite.
NAMES 04
Agamemnon
Zuri
Lanalor
CATALYST 02
Amazing heist.
VIRTUE 05
Temperance
LOCATION 03
Village.
VICE 06
Wrath
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5
LIKELY ODDS
BAD No 00
EVEN No 11
GOOD No 10
7 1 2 7 5
Prevent
Broken
Tension
A cryotank whooshing open...
A half-seen figure beckons...
So full you can't move...
A trace of spice...
BELONGINGS 01
Fairy-tale gift: A baby, a look at possible futures, lordhood.
NAMES 04
Xolani
Kasira
Noxar
CATALYST 02
...is your father!
VIRTUE 05
Charity
LOCATION 03
Freighter.
VICE 06
Wrath
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5
LIKELY ODDS
BAD No 20
EVEN No 19
GOOD Yes 7
9 2 4 5 7 1
Antagonize
Ancient
Relative
The skittering of chitinous claws...
Roiling, oily smoke...
Like you could eat a horse...
Putrid flesh...
BELONGINGS 01
Sufficiently advanced: Inhuman enhancements, true A.I., Ancient One tech.
NAMES 04
Agni
Kaylee
Alimentar
CATALYST 02
Shore party vanishes.
VIRTUE 05
Diligence
LOCATION 03
Desert.
VICE 06
Wrath
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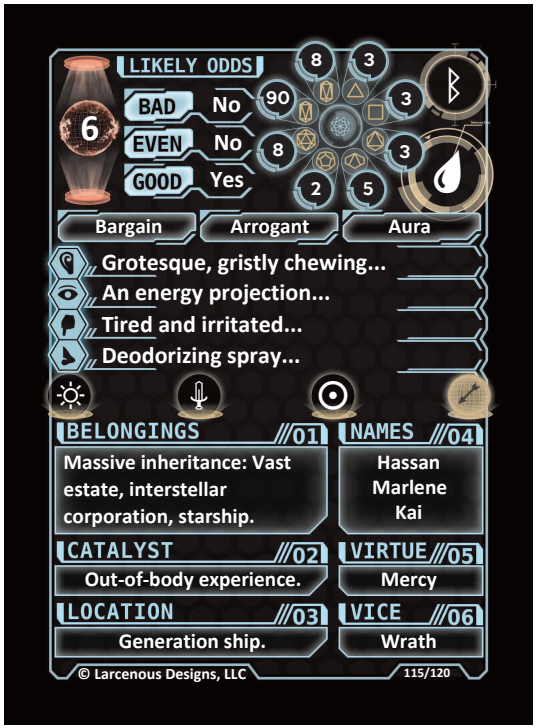
LIKELY ODDS
6
BAD No 90
EVEN No 8
GOOD Yes 2 5
8 3 3 3
Bargain
Arrogant
Aura
Grotesque, gristly chewing...
An energy projection...
Tired and irritated...
Deodorizing spray...
BELONGINGS 01
Massive inheritance: Vast estate, interstellar corporation, starship.
NAMES 04
Hassan
Marlene
Kai
CATALYST 02
Out-of-body experience.
VIRTUE 05
Mercy
LOCATION 03
Generation ship.
VICE 06
Wrath
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LIKELY ODDS
7
BAD No 20
EVEN Yes 7
GOOD No 5 2
0 3 6 6
Judge
Hopeful
Haven
The hiss of escaping gas...
A venerable tree reaches high...
Lighthearted and cheerful...
Sage incense...
BELONGINGS 01
Arcane weapon: Soul-stealer, mind-controller, gravity cannon.
NAMES 04
Arcturus
Werknesh
Benefous
CATALYST 02
Someone proposes.
VIRTUE 05
Compassion
LOCATION 03
Mono-biome world.
VICE 06
Wrath
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LIKELY ODDS
5
BAD No 30
EVEN No 16
GOOD Yes 3 10
3 1 1 6
Pardon
Benevolent
Daemon
The creaking and groaning of...
A massive, horned skull...
A phlegmy cough wracks your body...
Engine coolant...
BELONGINGS 01
Ultimate quest: Divine command, trace of alien life, ancient prophecy.
NAMES 04
Dhaval
Zahra
Auspicar
CATALYST 02
A broken heart.
VIRTUE 05
Humility
LOCATION 03
Monument.
VICE 06
Wrath
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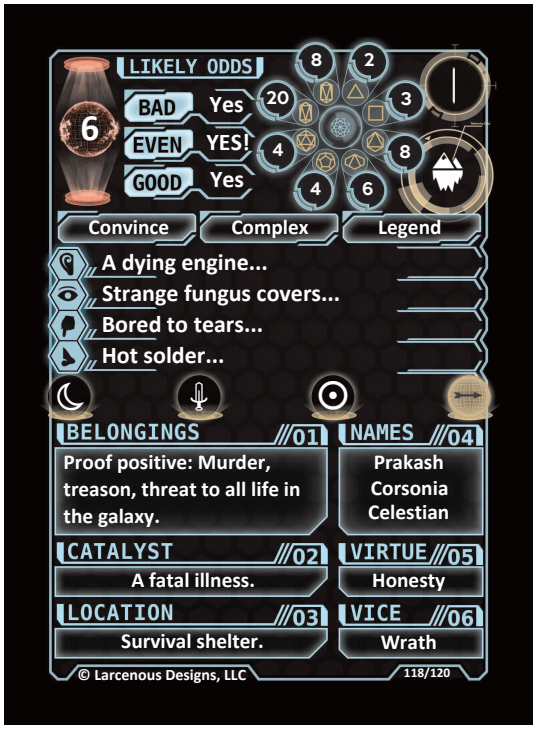
LIKELY ODDS
6
BAD Yes 20
EVEN YES! 4
GOOD Yes 4 6
8 2 3 8
Convince
Complex
Legend
A dying engine...
Strange fungus covers...
Bored to tears...
Hot solder...
BELONGINGS 01
Proof positive: Murder, treason, threat to all life in the galaxy.
NAMES 04
Prakash
Corsonia
Celestian
CATALYST 02
A fatal illness.
VIRTUE 05
Honesty
LOCATION 03
Survival shelter.
VICE 06
Wrath
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LIKELY ODDS
8
BAD No 90
EVEN No 16
GOOD Yes 10 7
6 2 1 5
Meet
Impressive
Power
The constant rush of vehicles...
Ancient and blocky architecture...
Blind, stinking drunk...
Rancid oil...
BELONGINGS 01
Valuables: Diamond jewelry, iconic collectables, prototype tech.
NAMES 04
Akash
Tia
Radiance
CATALYST 02
Wake up in jail.
VIRTUE 05
Courage
LOCATION 03
Junkyard.
VICE 06
Wrath
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LIKELY ODDS
6
BAD Yes 40
EVEN YES! 18
GOOD Yes 8 5
7 2 6 8
Return
Irksome
Skill
A bestial roar...
A child's toy sits...
A mass-altering field envelopes you...
Rank sweat and sour bodies...
BELONGINGS 01
Snacks: Fresh fruit, bag of trail mix, nutrient chips.
NAMES 04
Hakeem
Veda
Scarus
CATALYST 02
Unusual inheritance.
VIRTUE 05
Temperance
LOCATION 03
Shipyards.
VICE 06
Envy
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LIKELY ODDS
4
BAD No
EVEN Yes
GOOD Yes
Uncover
Disasterous
Estate
Slurred speech...
Row upon row of glyphs and sigils...
Overcome by memories...
Noxious chemicals...
BELONGINGS 01
The Unknowable: Eldritch truth, horrible secrets, unthinkable realities.
NAMES 04
Wasswa
Elaine
Hunter
CATALYST 02
Adopted by an animal.
VIRTUE 05
Loyalty
LOCATION 03
Barracks.
VICE 06
Wrath
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120/120


LIKELY ODDS
7
BAD No
EVEN No
GOOD Yes
Gather
New
Tourist
A slow tap, tap, tap...
A spreading pool...
Surging power emanates...
Soy-and-lentil protein cakes...
BELONGINGS 01
Treats: A sweet roll, cookies, imported candies.
NAMES 04
Chukwuma
Morgaine
Cardea
CATALYST 02
Followed in the street.
VIRTUE 05
Charity
LOCATION 03
Workshop.
VICE 06
Fear
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LIKELY ODDS
5
BAD Yes
EVEN No
GOOD YES!
Heal
Holy
Romance
A slow auto-translator speaking...
A drone moves swiftly...
A push from behind...
Beer and piss...
BELONGINGS 01
Light reading: Interplanetary romance novel, gossip waves, blog posts.
NAMES 04
Gafar
Ophelia
Enric
CATALYST 02
Assassination!
VIRTUE 05
Diligence
LOCATION 03
Cabin.
VICE 06
Fear
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LIKELY ODDS
4
BAD No
EVEN Yes
GOOD Yes
Merge
Obvious
Vault
An electrical hum...
A vision of those long dead...
Warm, realistic synthetic skin...
Ancient, dry dust...
BELONGINGS 01
News media: News from the colonies, digi-reader subscription, newsblogs.
NAMES 04
Kenta
Asuka
Mallix
CATALYST 02
Strange sensor readings.
VIRTUE 05
Mercy
LOCATION 03
Engineering.
VICE 06
Fear
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LIKELY ODDS
5
BAD No
EVEN Yes
GOOD YES!
Lose
Erratic
Technology
Frantic pounding...
Trapezoidal corridors, stretching on...
Movement in your pocket...
Recently applied polish...
BELONGINGS 01
Common medications: Low-O2 supplement, colonist vaccine, universal antibiotic.
NAMES 04
Trenloe
Imogen
Allegiar
CATALYST 02
War!
VIRTUE 05
Compassion
LOCATION 03
Cantina.
VICE 06
Fear
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LIKELY ODDS
5
BAD No
EVEN No
GOOD No
Follow
Pandering
Affliction
Scrape... scrape... scrape....
Garish and clashing colors...
Shuddering beneath you...
Hover-car backdraft...
BELONGINGS 01
Expensive meds: Medicinal flowers, alien therapy, gene-suppressing pills.
NAMES 04
Ahmed
Adanna
Dorgen
CATALYST 02
Meteor storm!
VIRTUE 05
Humility
LOCATION 03
Lockup.
VICE 06
Fear
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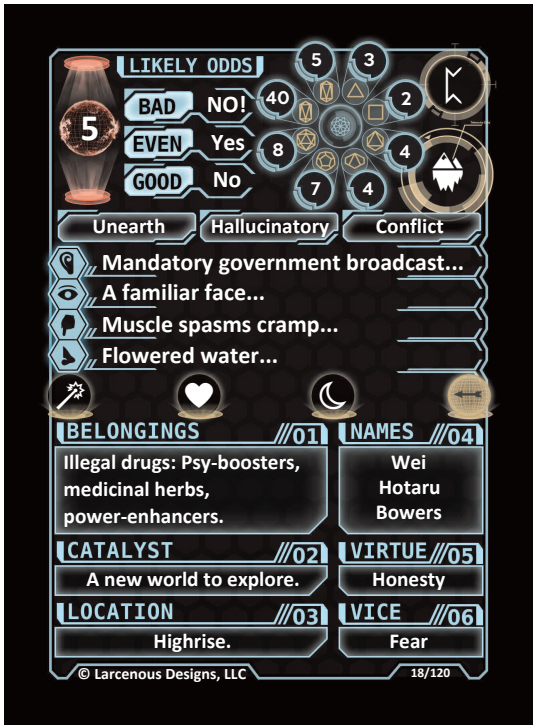
LIKELY ODDS
5
BAD NO!
EVEN Yes
GOOD No
Unearth
Hallucinatory
Conflict
Mandatory government broadcast...
A familiar face...
Muscle spasms cramp...
Flowered water...
BELONGINGS 01
Illegal drugs: Psy-boosters, medicinal herbs, power-enhancers.
NAMES 04
Wei
Hotaru
Bowers
CATALYST 02
A new world to explore.
VIRTUE 05
Honesty
LOCATION 03
Highrise.
VICE 06
Fear
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LIKELY ODDS
6
BAD Yes
EVEN Yes
GOOD Yes
Take
Disruptive
Agent
The ventilation system going silent...
The flash of an energy weapon...
A surprising pinch...
Industrial grease...
BELONGINGS 01
Climbing gear: Grapple-gun, gravbelt, microtooth grip-gloves.
NAMES 04
Jiang
Ndidi
Cartogga
CATALYST 02
Witness to a crime.
VIRTUE 05
Courage
LOCATION 03
The back room.
VICE 06
Fear
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LIKELY ODDS
6
BAD No
EVEN NO!
GOOD No
Absolve
Psychological
Civilization
A scream...
A splash of inhuman blood...
Soot makes your eyes itch...
Rubber and plastic...
BELONGINGS 01
Small change: Offworld coins, small bills, nearly empty credit chip.
NAMES 04
Shakeel
Gawahir
Zooma
CATALYST 02
Quarantine broken!
VIRTUE 05
Temperance
LOCATION 03
Monastery.
VICE 06
Envy
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LIKELY ODDS
6
BAD No
EVEN No
GOOD Yes
Defeat
Gaudy
Defense
Seals pressurizing...
Flames in the distance...
Bile rising in your throat...
Burning hair...
BELONGINGS 01
Communications: Comm-badge, earpiece, emergency beacon.
NAMES 04
Chinwe
Brandi
Marisee
CATALYST 02
Cryosleep ends early.
VIRTUE 05
Loyalty
LOCATION 03
Carrier.
VICE 06
Fear
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20/120


LIKELY ODDS
8
BAD No
EVEN Yes
GOOD Yes
Alter
Diabolical
Trap
Tick, tock, tick, tock...
Thick fog...
A stomach-tilting lurch...
The awful scent of burning plastics...
BELONGINGS 01
Travel accessories: Auto-translator, boarding pass, grav compensators.
NAMES 04
Masaru
Hajar
Bren
CATALYST 02
Civilians in danger.
VIRTUE 05
Chastity
LOCATION 03
Gardens.
VICE 06
Fear
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21/120


LIKELY ODDS
4
BAD No
EVEN No
GOOD No
Reward
Frightful
Ship
Shuffling steps...
Pockmarked by weapon scars...
An electrical jolt...
The chaotic scents of the city...
BELONGINGS 01
Small game: Dice in a cup, playing cards, handheld electronics.
NAMES 04
Bongani
Shakti
Mabon
CATALYST 02
Dangerous alien animal.
VIRTUE 05
Temperance
LOCATION 03
Hive.
VICE 06
Fear
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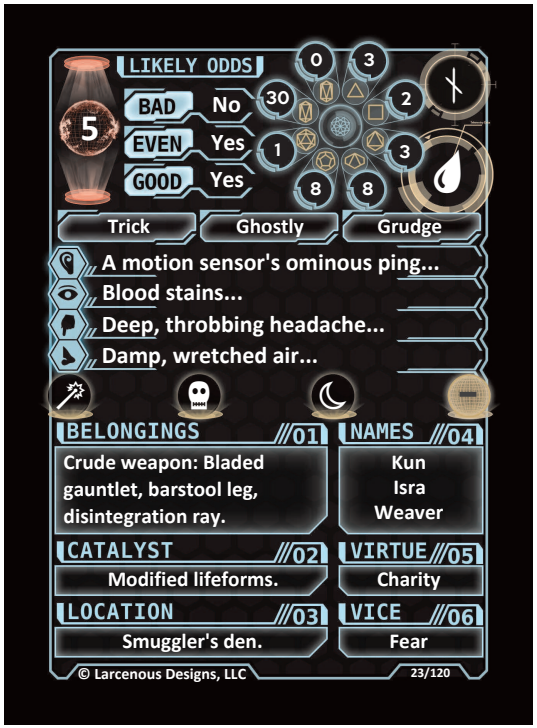
LIKELY ODDS
5
BAD No
EVEN Yes
GOOD Yes
Trick
Ghostly
Grudge
A motion sensor's ominous ping...
Blood stains...
Deep, throbbing headache...
Damp, wretched air...
BELONGINGS 01
Crude weapon: Bladed gauntlet, barstool leg, disintegration ray.
NAMES 04
Kun
Isra
Weaver
CATALYST 02
Modified lifeforms.
VIRTUE 05
Charity
LOCATION 03
Smuggler's den.
VICE 06
Fear
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LIKELY ODDS
6
BAD No
EVEN Yes
GOOD No
Release
Unlikely
Wreckage
Impacts on a kinetic barrier...
Blinking lights...
A rush of adrenaline...
Petrichor--rain on dry earth...
BELONGINGS 01
Hunting weapon: Alien bolt-thrower, rifle, energy spear.
NAMES 04
Kade
Jia
HavenWorth
CATALYST 02
A ship disappears.
VIRTUE 05
Diligence
LOCATION 03
Mausoleum.
VICE 06
Fear
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LIKELY ODDS
4
BAD No
EVEN Yes
GOOD Yes
Distract
Elusive
Locals
Marching feet...
A darting shape...
Crawling inside your mind...
Moldering vegetation...
BELONGINGS 01
Fancy accessory: Synth-leather gloves, silvered cane, ruby monocle.
NAMES 04
Bahadur
Chibueze
Wurabungee
CATALYST 02
A distant explosion.
VIRTUE 05
Mercy
LOCATION 03
Massive creature.
VICE 06
Fraud
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LIKELY ODDS
4
BAD Yes
EVEN No
GOOD Yes
Weaken
Impending
Rebellion
Faint buzzing...
Bloodshot eyes...
Droplets splatter you...
Pheromonal perfume...
BELONGINGS 01
Disgusting trash: Used handkerchief, skin sheddings, biohazard bag.
NAMES 04
Burke
Hoshi
Meklin
CATALYST 02
Out of fuel!
VIRTUE 05
Compassion
LOCATION 03
Forge.
VICE 06
Fraud
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LIKELY ODDS
5
BAD No
EVEN Yes
GOOD No
Punish
Defiant
Illness
Heavy breathing...
Stormy clouds...
Clamped tight around your wrists...
Frying electronics...
BELONGINGS 01
School work: Simulation chem-lab, e-textbooks, half-built 'bot.
NAMES 04
Hisham
Basira
Katinka
CATALYST 02
Odd weather.
VIRTUE 05
Humility
LOCATION 03
Giant tree.
VICE 06
Fraud
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LIKELY ODDS
6
BAD No
EVEN No
GOOD Yes
Regenerate
Despondent
Superstition
Running feet, closer and closer...
A heap of scrap...
Your very DNA being rewritten...
The vanilla of ancient books...
BELONGINGS 01
Lighting: Bioluminescent crystals, flashlight, hoverlamp that follows you.
NAMES 04
Kaede
AnnaNoelle
Skeld
CATALYST 02
Saddled with a newbie.
VIRTUE 05
Honesty
LOCATION 03
Battleground.
VICE 06
Fraud
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LIKELY ODDS
8
BAD NO! 60
EVEN YES! 2
GOOD No 8
2 2 5 4 8
Destroy
Anachronistic
Government
Projected weaponry igniting...
High, boney ridges...
Sweaty and feverish...
New leather...
BELONGINGS 01
Music: Alien music box, digital player, archive of personal compositions.
NAMES 04
Tama
Naomi
Telum
CATALYST 02
Wanted posters of...!
VIRTUE 05
Courage
LOCATION 03
Asylum.
VICE 06
Fraud
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LIKELY ODDS
8
BAD No 80
EVEN No 19
GOOD Yes 11
5 2 4 4 2
Reveal
Cautious
Captivity
A recorded message plays back...
Visible only by the stars it blots out...
Cybernetic implants activating...
Zesty citrus...
BELONGINGS 01
Petty jewelry: Costume rings, living bracelet, holographic earrings.
NAMES 04
Binyamin
Jasmine
Alcippe
CATALYST 02
Shifted in time.
VIRTUE 05
Charity
LOCATION 03
Headquarters.
VICE 06
Envy
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LIKELY ODDS
5
BAD NO! 00
EVEN Yes 3
GOOD Yes 11
6 2 2 5 8
Discourage
Unholy
Creature
Fervent preaching...
A gathering crowd...
Cuffed in the side of the head...
Sharp ozone...
BELONGINGS 01
Craft tools: Computer repair, robot modding tools, genemod kit.
NAMES 04
Hideaki
Jalila
Bile
CATALYST 02
Offer you can't refuse.
VIRTUE 05
Loyalty
LOCATION 03
Orphanage.
VICE 06
Fraud
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LIKELY ODDS
3
BAD No 00
EVEN Yes 6
GOOD Yes 12
0 4 3 6 5
Decimate
Infinite
Crime
An airlock cycling...
Strangely-shaped ears...
Too slippery to hold...
Baking chocolate...
BELONGINGS 01
Art supplies: Paints and brushes, drawing tablet, holo-projector.
NAMES 04
Eberardo
Hinata
Larek
CATALYST 02
Inaccurate star charts.
VIRTUE 05
Chastity
LOCATION 03
Tenements.
VICE 06
Fraud
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LIKELY ODDS
6
BAD NO! 20
EVEN Yes 17
GOOD No 10
7 2 5 2 4
Grow
Uncertain
Path
An insistent drumming...
Exposed circuitry...
Muscles seize up...
Strong alcohol...
BELONGINGS 01
Writing supplies: Pens and ink, digital thesaurus, AI editor.
NAMES 04
Theo
Izumi
Tylan
CATALYST 02
Hint of conspiracy.
VIRTUE 05
Temperance
LOCATION 03
Street.
VICE 06
Fraud
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LIKELY ODDS
7
BAD NO! 00
EVEN Yes 18
GOOD No 10
6 2 1 1 10
Cleanse
Awkward
Belief
A deep thrumming...
Vibrant red and blue flutters...
The urge to sneeze...
A sterile clean-room...
BELONGINGS 01
Pet supplies: Animal call, location-chip tracker, fleakiller nanites.
NAMES 04
Dario
Elysia
Creden
CATALYST 02
Rumors of treasure.
VIRTUE 05
Charity
LOCATION 03
It's no moon...
VICE 06
Fraud
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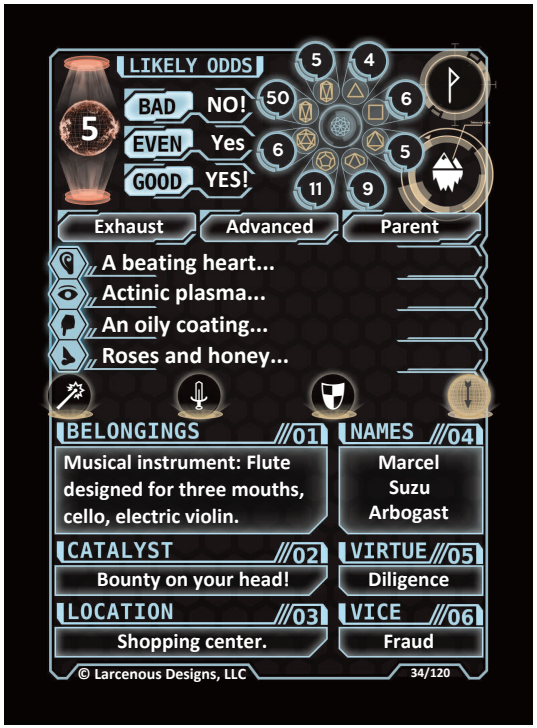
LIKELY ODDS
5
BAD NO! 50
EVEN Yes 6
GOOD YES! 11
5 4 6 5 9
Exhaust
Advanced
Parent
A beating heart...
Actinic plasma...
An oily coating...
Roses and honey...
BELONGINGS //01
Musical instrument: Flute designed for three mouths, cello, electric violin.
NAMES //04
Marcel
Suzu
Arbogast
CATALYST //02
Bounty on your head!
VIRTUE //05
Diligence
LOCATION //03
Shopping center.
VICE //06
Fraud
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LIKELY ODDS
4
BAD No 00
EVEN No 13
GOOD Yes 3
7 2 4 1 9
Restore
Physical
Foe
Weapons powering on...
It grows dark...
Rubbery coils around your neck...
The heady aroma of wine...
BELONGINGS //01
Small pet: Alien lizard, ferret, miniature giant space hamster.
NAMES //04
Thaldon
Vimala
Encaf1
CATALYST //02
Plague spreads.
VIRTUE //05
Mercy
LOCATION //03
Cafe.
VICE //06
Fraud
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LIKELY ODDS
4
BAD No 50
EVEN No 2
GOOD Yes 4
0 4 5 1 4
Bestow
Metaphorical
Temple
Pained cries...
Dingy and dusty...
A sudden vacuum...
A disinfectant tang...
BELONGINGS //01
Lucky charm: Alien fossil, four-leaf clover, a loved one's picture.
NAMES //04
Gilberto
Ogechi
Meadows
CATALYST //02
Vehicle breaks down.
VIRTUE //05
Compassion
LOCATION //03
Social club.
VICE //06
Fraud
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LIKELY ODDS
6
BAD No 70
EVEN Yes 5
GOOD No 3
9 3 6 4 6
Interrupt
Material
Tool
The snicker-snack of slicing blades...
Faint lines carved into...
An unseen presence...
Synthetic alcohol...
BELONGINGS //01
Threat: Ominous video recording, alien culture's death mark, beheaded doll.
NAMES //04
Daiki
Zubaida
Kelldarn
CATALYST //02
Hero-worship.
VIRTUE //05
Humility
LOCATION //03
Ship's exterior.
VICE //06
Gluttony
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LIKELY ODDS
7
BAD No 30
EVEN Yes 12
GOOD Yes 6
8 2 1 2 7
Explore
Aberrant
Ability
The sizzle of an energy field...
Flashy clothing...
Inertial fields shifting...
Fresh-brewed tea...
BELONGINGS //01
Writing project: Unfinished code segment, draft of a play, philosophical essay.
NAMES //04
Uzochi
Sonal
Averance
CATALYST //02
New religion founded.
VIRTUE //05
Honesty
LOCATION //03
Supply depot.
VICE //06
Gluttony
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LIKELY ODDS
5
BAD Yes 00
EVEN Yes 3
GOOD YES! 11
4 1 3 1 10
Steal
Fair
Monument
A distinctive ca-click...
Simple, streamlined uniforms...
Leathery wings beat against...
Nutmeg and warm spices...
BELONGINGS //01
Religious object: Prayer book, holy symbol, pamphlet.
NAMES //04
Ayumu
Daniyah
McFarland
CATALYST //02
Rising fame.
VIRTUE //05
Courage
LOCATION //03
Secret society.
VICE //06
Gluttony
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LIKELY ODDS
4
BAD No
EVEN No
GOOD Yes
Trespass
Inconvenient
Research
Glass clinking...
Advanced breathing apparatus...
A frigid draft...
Substitute coffee-like liquid...
BELONGINGS 01
Personal papers: Emails, legal summons, cybernetics license.
NAMES 04
Madalitso
Aakruti
Karreban
CATALYST 02
Database breached.
VIRTUE 05
Diligence
LOCATION 03
Nebula.
VICE 06
Envy
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LIKELY ODDS
6
BAD No
EVEN Yes
GOOD Yes
Identify
Malevolent
Child
Annoyingly cheerful artificial voice...
Gaudy ornaments...
The controls shake in your hands...
Rotting meat...
BELONGINGS 01
Camp gear: Enviro-controlled tent, bug repellent field, thermal sheet.
NAMES 04
Abdul
Ebele
Atzix
CATALYST 02
Growing infamy.
VIRTUE 05
Loyalty
LOCATION 03
Resort.
VICE 06
Gluttony
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LIKELY ODDS
8
BAD Yes
EVEN No
GOOD Yes
Attempt
Timid
Lies
Demanding tones...
Glowing holograms...
Unpleasantly lumpy mattress...
The reek of vomit...
BELONGINGS 01
Stimulant: Tea leaves, stay-awake patch, stimpack injector.
NAMES 04
Mitul
Nandita
Anicon
CATALYST 02
A sudden eclipse.
VIRTUE 05
Chastity
LOCATION 03
Hall.
VICE 06
Gluttony
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LIKELY ODDS
5
BAD Yes
EVEN NO!
GOOD No
Assuage
Theoretical
Despair
Sloshing liquid...
Synthetics beneath torn skin...
The pinpricks of an auto-medic...
Minifactory printing exhaust...
BELONGINGS 01
Fortune-telling: Mind altering drug, 'magic' sphere, message from the future.
NAMES 04
Lisandro
Youko
Ravni
CATALYST 02
Religious persecution.
VIRTUE 05
Temperance
LOCATION 03
Rally.
VICE 06
Gluttony
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LIKELY ODDS
6
BAD Yes
EVEN Yes
GOOD Yes
Ponder
Spiritual
Wealth
Haunting, alien melodies...
A glimpse into strange realms...
Sand and dirt in your eyes...
Thick, ashy smoke...
BELONGINGS 01
Ghost-hunting gear: Holy symbol, modified scanning device, EMF detector.
NAMES 04
Tsubasa
Nwanneka
Haeran
CATALYST 02
Cultural prejudice.
VIRTUE 05
Charity
LOCATION 03
Archives.
VICE 06
Gluttony
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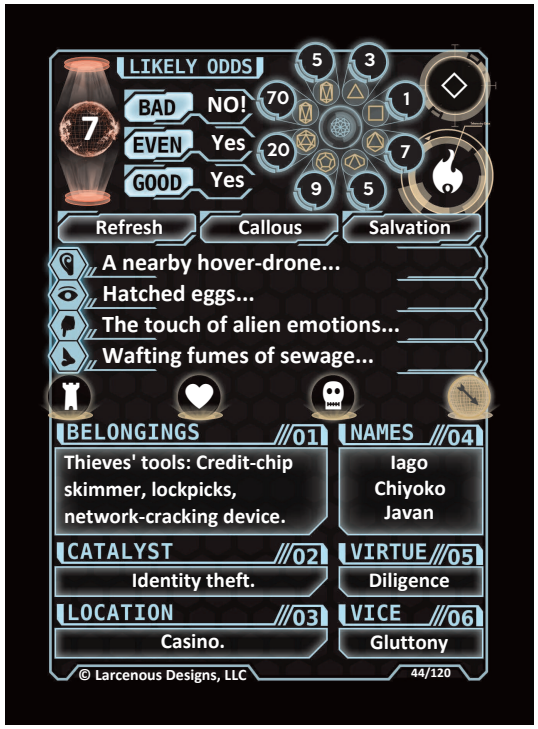
LIKELY ODDS
7
BAD NO!
EVEN Yes
GOOD Yes
Refresh
Callous
Salvation
A nearby hover-drone...
Hatched eggs...
The touch of alien emotions...
Wafting fumes of sewage...
BELONGINGS 01
Thieves' tools: Credit-chip skimmer, lockpicks, network-cracking device.
NAMES 04
Iago
Chiyoko
Javan
CATALYST 02
Identity theft.
VIRTUE 05
Diligence
LOCATION 03
Casino.
VICE 06
Gluttony
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LIKELY ODDS
4
BAD No
EVEN No
GOOD Yes
Beguile
Restrained
Lookout
Horrible grinding and gnashing...
The air hazy with industrial smog...
Disturbingly fleshy ground...
A riot of conflicting scents...
BELONGINGS //01
Weapon care: Symbiont food, cleaning kit, maintenance manual.
NAMES //04
Kuro
Cyristal
Straf
CATALYST //02
Lost ship reappears.
VIRTUE //05
Mercy
LOCATION //03
Sportsfield.
VICE //06
Gluttony
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LIKELY ODDS
6
BAD No
EVEN Yes
GOOD Yes
Halt
Eternal
Underling
Harsh static...
Vivid rainbow hues for hair...
An all-too-real dream...
Sizzling sausage-esque product...
BELONGINGS //01
Travel aid: Hyperspace nav-chart, compass, digital guide.
NAMES //04
Jaime
Atieno
Cenvex
CATALYST //02
Colony vanishes.
VIRTUE //05
Compassion
LOCATION //03
Archaeological site.
VICE //06
Gluttony
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LIKELY ODDS
7
BAD Yes
EVEN NO!
GOOD Yes
Argue
Medical
Goodness
Zap...
A face concealed by tinted glass...
As insubstantial as mist...
An overheating engine...
BELONGINGS //01
Weather gear: Water-recycling desert suit, poncho, self-warming boots.
NAMES //04
Nishant
Ridwana
Kovan
CATALYST //02
Cranky old folks.
VIRTUE //05
Humility
LOCATION //03
Accident site.
VICE //06
Gluttony
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LIKELY ODDS
5
BAD No
EVEN Yes
GOOD Yes
Confuse
Arcane
Container
The trill of a boatswain's whistle...
An unnatural shimmer in the air...
Air pressure suddenly dropping...
Newly terraformed land...
BELONGINGS //01
Child's toy: Stuffed animal, colored ball, puzzle hypercube.
NAMES //04
Limbikani
Mayu
ShadowCub
CATALYST //02
Royal request.
VIRTUE //05
Honesty
LOCATION //03
Flying island.
VICE //06
Gluttony
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LIKELY ODDS
5
BAD No
EVEN No
GOOD No
Travel
Unclear
Training
Shattering glass...
Many piercings and studs...
Slick, plastic surfaces...
Alien sweat and body odor...
BELONGINGS //01
Sports equipment: Health-monitoring shirt, knee pads, hoverball.
NAMES //04
Nkosana
Malaika
Nakajima
CATALYST //02
Caught red-handed.
VIRTUE //05
Courage
LOCATION //03
School.
VICE //06
Greed
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LIKELY ODDS
3
BAD Yes
EVEN No
GOOD Yes
Remember
Repulsive
Stockpile
Distant revelry...
Crackling arcs of electricity...
Cold steel presses...
Nervous sweat...
BELONGINGS //01
Foodstuffs: Travel rations, energy bars, nutrient replacement capsules.
NAMES //04
Lim
Adaeze
Sarosh
CATALYST //02
Atmosphere degrading.
VIRTUE //05
Mercy
LOCATION //03
Gymnasium.
VICE //06
Envy
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5
LIKELY ODDS
BAD Yes
EVEN Yes
GOOD No
Forget
Minor
Knowledge
Terrified squealing...
Glistening wetly...
Drastically increased gravity...
The stink of death...
BELONGINGS 01
Scientific data: Research notes, samples in tubes, planetary surveys.
NAMES 04
Mostafa Lan Foldan
CATALYST 02
It's a trap!
VIRTUE 05
Loyalty
LOCATION 03
Guard station.
VICE 06
Greed
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1
LIKELY ODDS
BAD No
EVEN No
GOOD Yes
Avenge
Feral
World
Rapidly approaching sirens...
Shining chrome...
A rumble in the ground...
Weirdly enticing alien cuisine...
BELONGINGS 01
Cooking supplies: Dried goods, measuring tools, offworld spices.
NAMES 04
Thabo Itumeleng Resnik
CATALYST 02
Alien tech unearthed.
VIRTUE 05
Chastity
LOCATION 03
Concert.
VICE 06
Greed
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6
LIKELY ODDS
BAD Yes
EVEN YES!
GOOD Yes
Strengthen
Disappointing
Food
The whine of hovercraft...
A slowly morphing tattoo...
A burst of frost and ice...
A fantastical menagerie...
BELONGINGS 01
Awards: Symbolic pin, medal of honor, marksman badge.
NAMES 04
Nezia Kalo Ekim
CATALYST 02
Kidnapped!
VIRTUE 05
Temperance
LOCATION 03
Backstage.
VICE 06
Greed
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8
LIKELY ODDS
BAD No
EVEN No
GOOD Yes
Delay
Temporal
Game
Screeching tires...
Spiked and dyed hair...
A mental fog lifts, leaving you...
Seafood of uncertain origin...
BELONGINGS 01
Brain teaser: Book of riddles, number grid, self-evolving puzzle.
NAMES 04
Qamar Masego Zayin
CATALYST 02
Travel snafu.
VIRTUE 05
Charity
LOCATION 03
Market.
VICE 06
Greed
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6
LIKELY ODDS
BAD Yes
EVEN No
GOOD Yes
Detect
Treacherous
Deity
A harsh alarm klaxon...
Elegant weapons of a civilized age...
Dry blasts of furnace air...
Burning candles...
BELONGINGS 01
Espionage gear: Spy drone, pen-camera, commtech interceptor.
NAMES 04
Thoko Pratibha Brill
CATALYST 02
Hunters are hunted.
VIRTUE 05
Diligence
LOCATION 03
Museum.
VICE 06
Greed
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7
LIKELY ODDS
BAD No
EVEN Yes
GOOD Yes
Deactivate
Amicable
Death
A snatch of song...
A mechanized power-suit...
A vicious, stabbing pain...
Gunsmoke...
BELONGINGS 01
Hacking equipment: Voiceprint replicator, ICE breaker, omnihack nanogel.
NAMES 04
Tendaji Kashi Prost
CATALYST 02
Quarantined!
VIRTUE 05
Mercy
LOCATION 03
Campus.
VICE 06
Greed
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LIKELY ODDS
6
BAD No
EVEN Yes
GOOD NO!
Spoil
Aggressive
Puzzle
Raucous laughter...
An augmented-reality overlay...
Slowed by a kinetic barrier...
Polluted water and dead fish...
BELONGINGS 01
First aid: Spray-on skin, ointments, medical scanner.
NAMES 04
Umberto
Pemphero
Joroll
CATALYST 02
Strange hallucinations.
VIRTUE 05
Compassion
LOCATION 03
On the water.
VICE 06
Greed
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LIKELY ODDS
7
BAD No
EVEN No
GOOD Yes
Plan
Fundamental
Hive
Docking clamps activating...
Polished marble...
Constricting around your neck...
Hydroponic growth suspension...
BELONGINGS 01
Small trinket: Carved memento, pewter figurine, ...lousy T-Shirt.
NAMES 04
Duncan
Rei
Phobis
CATALYST 02
Drafted!
VIRTUE 05
Humility
LOCATION 03
Popular hangout.
VICE 06
Greed
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LIKELY ODDS
6
BAD No
EVEN Yes
GOOD No
Violate
Hostile
Device
Rain drumming against...
A mass of tangled wires...
Sudden weightlessness...
Dry hay...
BELONGINGS 01
Illegal weapon: Cellular disruptor, blackjack, injection pen.
NAMES 04
Chetan
Aditi
Bearkiller
CATALYST 02
Losing power fast.
VIRTUE 05
Honesty
LOCATION 03
Command center.
VICE 06
Greed
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LIKELY ODDS
7
BAD No
EVEN No
GOOD Yes
Assist
Urban
Love
A series of explosions...
The surface reacts to your touch...
Pulling your hair...
Whatever passes for food here...
BELONGINGS 01
Media kit: Official statements, logos, press releases.
NAMES 04
James
Desta
Bailey
CATALYST 02
A miracle occurs.
VIRTUE 05
Courage
LOCATION 03
Under water.
VICE 06
Greed
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LIKELY ODDS
9
BAD No
EVEN Yes
GOOD No
Injure
Brazen
Foreigner
The beep-boop chatter of 'bots...
Slowly tracking searchlights...
Your hair stands on end...
Bland nutrient paste...
BELONGINGS 01
Beverages: Filtration canteen, flask, thermal bottle.
NAMES 04
Emeka
Madison
Rowan
CATALYST 02
Vindictive authorities.
VIRTUE 05
Compassion
LOCATION 03
Exploration vessel.
VICE 06
Envy
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LIKELY ODDS
3
BAD No
EVEN Yes
GOOD Yes
Abjure
Intact
Servant
The thin piping of a flute...
A marvel of stained glass...
Luxuriant carpet beneath bare feet...
The foam bed of a coffin-hotel...
BELONGINGS 01
Collectors' items: Geosamples, coins, alien animal teeth.
NAMES 04
Lochan
Yamuna
SohjSolwin
CATALYST 02
Lost!
VIRTUE 05
Loyalty
LOCATION 03
Disaster site.
VICE 06
Greed
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3
LIKELY ODDS
BAD Yes 60
EVEN Yes 12
GOOD Yes 7 6
2 3 4 5
Silence
Heroic
Scum
The rapid-fire clatter of typing...
Dark crystals glinting in candlelight...
Tangled in safety webbing...
Still-warm bread...
BELONGINGS 01
Keys: ID ring, RFID access card, password database.
NAMES 04
Faizel
Anupama
Balder
CATALYST 02
Threatening message.
VIRTUE 05
Chastity
LOCATION 03
Drifting wreck.
VICE 06
Lust
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4
LIKELY ODDS
BAD Yes 10
EVEN No 14
GOOD Yes 4 3
1 4 6 2
Control
Artistic
Evil
Childlike giggling...
Movement outside a viewport...
Barbs catch your clothing...
Drying paint...
BELONGINGS 01
Hobby gear: Scrapbook, miniature's paint kit, model spaceships.
NAMES 04
Parth
Zola
Thanas
CATALYST 02
Food supplies ruined.
VIRTUE 05
Temperance
LOCATION 03
Prison.
VICE 06
Lust
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5
LIKELY ODDS
BAD No 70
EVEN No 6
GOOD YES! 3 8
7 2 2 7
Observe
Rare
Murder
The blasts of energy weapons...
A malicious grin...
Stabbing into your foot...
Salty ocean spray...
BELONGINGS 01
Vehicle maintenance gear: Harness repair kit, repair drone, digital reader.
NAMES 04
Jaidev
Mei
Melus
CATALYST 02
Dependent in danger.
VIRTUE 05
Charity
LOCATION 03
Caverns.
VICE 06
Lust
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6
LIKELY ODDS
BAD No 10
EVEN No 13
GOOD YES! 12 6
7 2 6 8
Improve
Desperate
Prison
Beautifully inhuman poetry...
Rodents scurry across...
A comm-link vibrates...
Swampy mud...
BELONGINGS 01
Fancy gift: Alien alcohol, chocolates, living crystal fragments.
NAMES 04
Venkat
Djamila
Shandar
CATALYST 02
Social faux pas.
VIRTUE 05
Diligence
LOCATION 03
Mineshaft.
VICE 06
Lust
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8
LIKELY ODDS
BAD No 70
EVEN Yes 15
GOOD No 8 7
5 2 1 6
Humiliate
Opportune
Secret
Low moaning...
Wriggling and worm-like...
Chapped lips...
The inside of a trash compactor...
BELONGINGS 01
Costume: Party mask, fandom cosplay, holographic outfit.
NAMES 04
Armak
Sharilyn
Jzera
CATALYST 02
Accidental attack.
VIRTUE 05
Mercy
LOCATION 03
Arena.
VICE 06
Lust
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5
LIKELY ODDS
BAD NO! 70
EVEN Yes 14
GOOD Yes 2 10
6 4 5 8
Entertain
Momentary
Portal
Voices chanting...
Anxiously checking their watch...
Skin too cold to be human...
Tainted atmosphere...
BELONGINGS 01
Family memento: Old letters, antique pocket watch, VR recordings.
NAMES 04
Abhay
Siobhan
Mathazar
CATALYST 02
A portal opens.
VIRTUE 05
Compassion
LOCATION 03
House.
VICE 06
Lust
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LIKELY ODDS
6
BAD Yes
EVEN No
GOOD Yes
Destabilize
Abandoned
Sustenance
A crack of thunder...
Pristine, pressed garments...
The burn of an energy blast...
Cut grass...
BELONGINGS 01
Event access: Tickets to opening night, party invite, VIP area wristband.
NAMES 04
Mohammed
Sabeen
Creed
CATALYST 02
Major route blocked.
VIRTUE 05
Humility
LOCATION 03
Cathedral.
VICE 06
Lust
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LIKELY ODDS
8
BAD No
EVEN Yes
GOOD Yes
Guide
Deceptive
Flame
The roar of an engine...
A pulsing orb...
Smooth, tough bioceramics...
Something vaguely narcotic...
BELONGINGS 01
Letter of credit: Bonds, blank check, account authorization.
NAMES 04
Kalidas
Nadra
Abira
CATALYST 02
Lost all memory.
VIRTUE 05
Honesty
LOCATION 03
Farmhouse.
VICE 06
Lust
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LIKELY ODDS
9
BAD No
EVEN No
GOOD YES!
Foil
Fallen
Network
One loud, abrupt splash...
Pulsating disturbingly...
A sudden impact...
A whiff of medical nanogel...
BELONGINGS 01
Treasure map: Puzzle-locked star chart, clever riddle, unlisted jump coordinates.
NAMES 04
Joaquin
Indira
Kyofunoko
CATALYST 02
Personality shift.
VIRTUE 05
Courage
LOCATION 03
Court.
VICE 06
Lust
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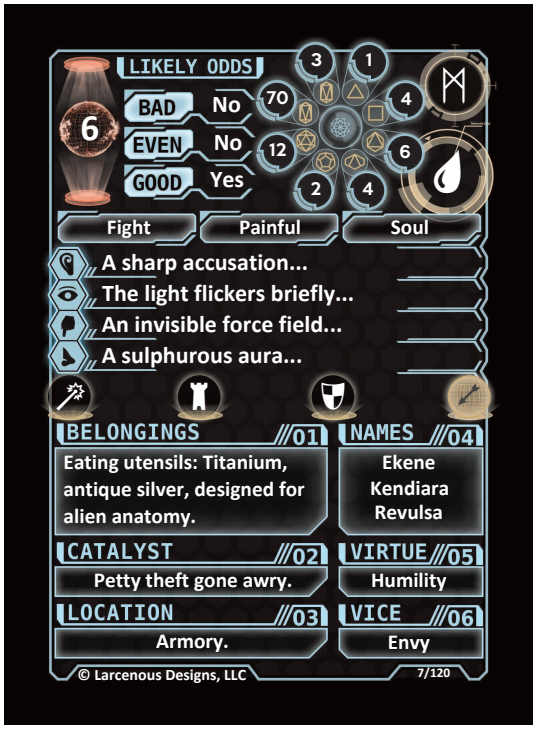
LIKELY ODDS
6
BAD No
EVEN No
GOOD Yes
Fight
Painful
Soul
A sharp accusation...
The light flickers briefly...
An invisible force field...
A sulphurous aura...
BELONGINGS 01
Eating utensils: Titanium, antique silver, designed for alien anatomy.
NAMES 04
Ekene
Kendiara
Revulsa
CATALYST 02
Petty theft gone awry.
VIRTUE 05
Humility
LOCATION 03
Armory.
VICE 06
Envy
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LIKELY ODDS
4
BAD No
EVEN Yes
GOOD Yes
Shatter
Recent
Health
Retching and vomiting...
A map of strange stars...
Damp, clinging clothing...
Rock powdered by impact...
BELONGINGS 01
Ceremonial weapon: Ritual dagger, parade sword, stylized energy rifle.
NAMES 04
Bishop
Babirye
Monnryder
CATALYST 02
A favor called in.
VIRTUE 05
Loyalty
LOCATION 03
Wedding.
VICE 06
Lust
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LIKELY ODDS
5
BAD Yes
EVEN NO!
GOOD Yes
Ambush
Delicious
Reputation
A single beep...
Snarling, with flecks of spittle...
Pulsing inside your chest...
Faint hints of coconut...
BELONGINGS 01
Scent: Incense sticks, perfume bottle, BO-cleaning bacteria.
NAMES 04
Gulshan
Ming
Aetherus
CATALYST 02
Tourists get in the way.
VIRTUE 05
Chastity
LOCATION 03
Funeral.
VICE 06
Lust
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LIKELY ODDS
4
BAD No 90
EVEN No 18
GOOD No 9
Decrease
Scientific
Treasure
A communicator pings...
An unfamiliar life form...
Eye-stinging drips of sweat...
A gangrenous, festering wound...
BELONGINGS //01
Fake ID: Passport, vehicle license, shipowner's documents.
NAMES //04
Riku
Chausiku
Morikai
CATALYST //02
A strike or protest.
VIRTUE //05
Temperance
LOCATION //03
Festival.
VICE //06
Lust
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LIKELY ODDS
6
BAD Yes 10
EVEN Yes 10
GOOD No 7
Disturb
Precise
Barrier
Pounding, discordant music...
Far too many eyes...
Fizzy water...
Clean breeze...
BELONGINGS //01
Cheater's game: Weighted dice, marked cards, game hack.
NAMES //04
Tatenda
Wafiya
Carroll
CATALYST //02
Abducted!
VIRTUE //05
Charity
LOCATION //03
Outpost.
VICE //06
Pride
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LIKELY ODDS
7
BAD No 40
EVEN No 3
GOOD Yes 6
Enslave
Personal
Chaos
A reverberating echo...
Masked and robed...
A cold, wet nose pokes you...
Like every other pre-fab structure...
BELONGINGS //01
Plants: Alien cuttings, vegetable seeds, modified crop samples.
NAMES //04
Gwandoya
Demi
Starrion
CATALYST //02
Being spied on.
VIRTUE //05
Diligence
LOCATION //03
Town.
VICE //06
Pride
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LIKELY ODDS
5
BAD No 40
EVEN Yes 11
GOOD Yes 9
Hide
Ambitious
Structure
The sound of drums...
Gun-mounted lamps cut the dark...
Slimy goo...
Cat piss...
BELONGINGS //01
Tools or Weapons: Prybar, fire axe, plasma-welder.
NAMES //04
Jack
Amala
Sparviere
CATALYST //02
Equipment sabotaged.
VIRTUE //05
Mercy
LOCATION //03
Offices.
VICE //06
Pride
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LIKELY ODDS
5
BAD No 60
EVEN No 4
GOOD Yes 10
Allow
Angelic
Trial
Mocking snickers...
A suspicious hesitation...
Numb teeth...
Corporate secrets and ambition...
BELONGINGS //01
Fresh game: Some kind of lizard, gutted fish, six-legged mammal.
NAMES //04
Caleb
Simone
Zaq
CATALYST //02
Stranded in the wild.
VIRTUE //05
Compassion
LOCATION //03
Factory.
VICE //06
Pride
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LIKELY ODDS
5
BAD Yes 40
EVEN Yes 18
GOOD Yes 7
Deviate
Immaculate
Vehicle
An ominous chuckle...
Chitinous biomachinery...
Boiling from the inside...
Spoiled milk...
BELONGINGS //01
Horrible evidence: Acidic goo and melted bones, poison, psychic impressions.
NAMES //04
Zephania
Amina
Ronan
CATALYST //02
Mentor slain!
VIRTUE //05
Humility
LOCATION //03
Train.
VICE //06
Pride
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LIKELY ODDS
3
BAD NO!
EVEN YES!
GOOD Yes
Imitate
Bygone
Agreement
The rattle of dice...
A trickle of water runs along...
Bones breaking...
A border-world ranch...
BELONGINGS 01
Trade goods: Rare elements, hyperadaptive crops, bio-reactive fabrics.
NAMES 04
Brijesha
Lamya
Ouson
CATALYST 02
A traitor discovered.
VIRTUE 05
Honesty
LOCATION 03
Luxury cruiser.
VICE 06
Pride
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LIKELY ODDS
3
BAD No
EVEN Yes
GOOD Yes
Mesmerize
Famous
Team
A cheering crowd...
A runner carrying a messenger bag...
Cloth like gossamer...
That new-ship smell...
BELONGINGS 01
Baby care: Diapers, formula, virtual nanny advice-giving program.
NAMES 04
Jumaane
Ismene
Kamala
CATALYST 02
New species found.
VIRTUE 05
Courage
LOCATION 03
Volcano.
VICE 06
Pride
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LIKELY ODDS
7
BAD No
EVEN Yes
GOOD No
Divide
Orderly
Council
Movement in the air ducts...
A red, unblinking camera-eye...
Bursts of mental data...
Alien dust and pollen...
BELONGINGS 01
Handy tools: Multitool, diagnostic sensor, cheap repair kit.
NAMES 04
Eingar
Padma
Haukoos
CATALYST 02
A tragic accident.
VIRTUE 05
Honesty
LOCATION 03
Temple.
VICE 06
Envy
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LIKELY ODDS
6
BAD No
EVEN No
GOOD Yes
Exterminate
Consuming
Goal
Fire crackles...
The symbol of an obscure religion...
A mechanical vibration...
Intense vinegar...
BELONGINGS 01
Odd trinket: Unusual crystal, weightless metal sphere, old coin.
NAMES 04
Vipul
Minerva
Drethul
CATALYST 02
Ship crashes.
VIRTUE 05
Loyalty
LOCATION 03
Jungle.
VICE 06
Pride
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LIKELY ODDS
7
BAD No
EVEN No
GOOD Yes
Unseal
Maniacal
Student
The ping-ping-ping of cooling metal...
Your HUD flickers and glitches...
Slightly tipsy...
Rotten eggs...
BELONGINGS 01
Restorative: Military-grade healing nanogel, poison antidote, medical symbiote.
NAMES 04
Casimiro
Kamaria
Amon
CATALYST 02
Weapons ineffective!
VIRTUE 05
Chastity
LOCATION 03
Medical ward.
VICE 06
Pride
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LIKELY ODDS
4
BAD No
EVEN Yes
GOOD No
Isolate
Slovenly
Work
The familiar technological buzz of...
Writhing tentacles...
The thrill of fear...
Freshly purified air...
BELONGINGS 01
Deadly substance: Gene altering retrovirus, grey goo, weaponized plague.
NAMES 04
Bartlebee
Gowri
Aviragus
CATALYST 02
Witness to a cover-up.
VIRTUE 05
Temperance
LOCATION 03
Mess hall.
VICE 06
Pride
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LIKELY ODDS
5
BAD No
EVEN No
GOOD No
Deny
Active
Dream
Tall grass and underbrush rustling...
Hideously serrated teeth...
A metal grating presses into...
The odd, dusty scent of snake-skin...
BELONGINGS 01
Legal documents: Privateer's commission, contract, trade agreement.
NAMES 04
Kato
Bala
Beldaraan
CATALYST 02
Teleportation accident.
VIRTUE 05
Charity
LOCATION 03
Library.
VICE 06
Pride
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LIKELY ODDS
5
BAD Yes
EVEN No
GOOD YES!
Move
Artificial
Time
An automated distress call repeats...
Yet another identical pre-fab...
A moment of deja-vu...
The dank of a tomb...
BELONGINGS 01
Jewelry: Gold necklace, emerald ring, synth-pearl earrings.
NAMES 04
Sandeep
Fen
Orvar
CATALYST 02
A lookalike appears.
VIRTUE 05
Diligence
LOCATION 03
Hanger bay.
VICE 06
Pride
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LIKELY ODDS
3
BAD No
EVEN No
GOOD Yes
Join
Bewildering
Prophecy
A cacophony of animal calls...
Carrying their young...
A gut-wrenching acceleration...
An overpowering, musky odor...
BELONGINGS 01
Rare tomes: Illuminated manuscript, ancient texts, signed copies.
NAMES 04
Kirabo
Gwendolyn
Damocles
CATALYST 02
A horrific nightmare.
VIRTUE 05
Mercy
LOCATION 03
Laboratory.
VICE 06
Sloth
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LIKELY ODDS
3
BAD No
EVEN Yes
GOOD Yes
Exchange
Religious
Fear
The pounding of heavy artillery...
Pursued by armed men...
Your stomach drops...
Overcrowding and desperation...
BELONGINGS 01
Military weapons: Power-sword, assault rifle, sonic cannon.
NAMES 04
Chris
Makena
Limbo
CATALYST 02
Dreams coming true.
VIRTUE 05
Compassion
LOCATION 03
Camp.
VICE 06
Sloth
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LIKELY ODDS
10
BAD YES!
EVEN No
GOOD YES!
Discover
Widespread
Weapon
A one-sided conversation...
Flanked by servants and guards...
The tingle of matter-transportation...
An oncoming storm...
BELONGINGS 01
Portable assistant: Domestic drone, virtual intelligence, wearable eyecomp.
NAMES 04
Kalyan
Darshana
Droog
CATALYST 02
Galactic conflict!
VIRTUE 05
Humility
LOCATION 03
Embassy.
VICE 06
Sloth
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LIKELY ODDS
2
BAD No
EVEN No
GOOD YES!
Pacify
Mental
Font
The whump of spinning blades...
A glass case filled with...
A friendly purr against your leg...
Bureaucracy and red tape...
BELONGINGS 01
Stealth devices: Cloak-belt, soft-soled shoes, memory eraser.
NAMES 04
Karl
Manyara
Rissy
CATALYST 02
A passerby collapses.
VIRTUE 05
Honesty
LOCATION 03
Military vessel.
VICE 06
Sloth
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LIKELY ODDS
5
BAD Yes 70
EVEN No 18
GOOD Yes 9 8
1 2 3 8
Befriend
Tragic
Truth
The crash of waves on rocks...
Stainless steel instruments...
A sudden loss of balance...
Smoke and blood...
BELONGINGS 01
Royal decree: Arrest warrant, official pardon, declaration of war.
NAMES 04
Omar
Ngaire
Garick
CATALYST 02
Awaken in a hospital.
VIRTUE 05
Courage
LOCATION 03
Quarantine zone.
VICE 06
Sloth
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LIKELY ODDS
5
BAD No 80
EVEN No 4
GOOD Yes 2 10
0 4 2 6
Curse
Profitable
Scheme
BANG...
Swarming points of light...
A warm breeze...
The dry wind of a desert planet...
BELONGINGS 01
Cosmetics: Color-changing contacts, eye liner, skin-altering genecare.
NAMES 04
Huan
Sunitha
Ion
CATALYST 02
Fire!
VIRTUE 05
Courage
LOCATION 03
Satellite.
VICE 06
Envy
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LIKELY ODDS
6
BAD Yes 40
EVEN Yes 13
GOOD No 1 3
9 2 5 2
Corrupt
Curious
Mystery
An inhuman babbling...
A magnificent, ornate weapon...
A mind-link established...
Crisp, icy wind, smelling of snow...
BELONGINGS 01
Deed: Colony plot, multi-species metropolis condo, a battered ship.
NAMES 04
Sib
Nuo
Hazard
CATALYST 02
Framed!
VIRTUE 05
Loyalty
LOCATION 03
Alien vessel.
VICE 06
Sloth
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LIKELY ODDS
7
BAD No 70
EVEN YES! 19
GOOD Yes 5 6
9 2 3 5
Avoid
Terrible
Contraband
A drunken scuffle...
Sleek lines, all speed and strength...
Aching feet...
A cloak-field's distinctive smell...
BELONGINGS 01
Exotic pet: Imported animal, electronic life, gene-gineered creature.
NAMES 04
Shiro
Kiri
Serpentine
CATALYST 02
Locked in with a beast.
VIRTUE 05
Chastity
LOCATION 03
Moon.
VICE 06
Sloth
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LIKELY ODDS
4
BAD No 90
EVEN No 1
GOOD Yes 11 1
2 1 1 7
Condemn
Infamous
Peace
A warning growl...
Hovering above the treetops...
Sticky with congealing blood...
Thin air, high atop a structure...
BELONGINGS 01
Treasure: Gold bars, skill-enhancing implants, cryptocurrency wallet.
NAMES 04
Kavi
Lakshmi
Seraphin
CATALYST 02
New ability manifests.
VIRTUE 05
Temperance
LOCATION 03
Other dimension.
VICE 06
Sloth
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LIKELY ODDS
2
BAD Yes 00
EVEN NO! 16
GOOD Yes 4 9
9 3 1 3
Raise
Permanent
Emotion
Exclamations of pleased surprise...
Ornately carved gargoyles...
A pressure on your ears...
A public toilet...
BELONGINGS 01
Armor: Ballistic energy field, riot gear, armored power-suit.
NAMES 04
Albey
Rajani
Arcite
CATALYST 02
Drugged into a stupor.
VIRTUE 05
Charity
LOCATION 03
Base.
VICE 06
Sloth
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5
LIKELY ODDS
BAD No 90
EVEN No 6
GOOD Yes 11
3 2 1 3 3
Seal
Rural
Obstacle
Someone slurping greedily...
A finely-tailored suit...
The weird of a data-jack connecting...
Moss and old earth...
BELONGINGS //01
Defense: Radiation suit, environmental field, psychic armor.
NAMES //04
Sipho
Nuan
Jarl
CATALYST //02
DNA altered.
VIRTUE //05
Diligence
LOCATION //03
Mega-city.
VICE //06
Sloth
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5
LIKELY ODDS
BAD No 50
EVEN NO! 2
GOOD Yes 8 9
1 1 3 5
Execute
Unfair
Resource
Impish, maniacal giggling...
A glowing wrist-band...
Eyes watching you...
An alluring cologne...
BELONGINGS //01
Emergency gear: Heart starter, long-range comm unit, deployable shelter.
NAMES //04
Baldev
Maia
Viper
CATALYST //02
Zapped by an artifact.
VIRTUE //05
Mercy
LOCATION //03
Science vessel.
VICE //06
Sloth
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6
LIKELY ODDS
BAD No 00
EVEN No 2
GOOD Yes 7 10
4 1 2 3
Confront
Vague
Resurrection
An orchestra of unearthly skill...
Landing in a cloud of dust...
Someone following close behind...
Shifting floral scents...
BELONGINGS //01
Assassin's weapons: Trained venomous creature, silenced pistol, ceramic knife.
NAMES //04
Odhiambo
Shani
Calam
CATALYST //02
Translator broken.
VIRTUE //05
Compassion
LOCATION //03
Asteroid belt.
VICE //06
Sloth
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7
LIKELY ODDS
BAD Yes 80
EVEN Yes 14
GOOD Yes 2 8
8 1 2 6
Begin
Dormant
Nightmare
A sudden quiet...
A slow, stately procession...
Stinging acidic spray...
Fetid breath tainted with offal...
BELONGINGS //01
Arcane knowledge: Alien martial arts, Secret Society info, recent discovery.
NAMES //04
Guo
Anisa
Virulus
CATALYST //02
Hit by a stray shot.
VIRTUE //05
Humility
LOCATION //03
Pressure dome.
VICE //06
Treachery
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6
LIKELY ODDS
BAD No 30
EVEN Yes 5
GOOD Yes 3 7
2 4 6 3
Warn
Nearby
Monster
Grunting and snorting...
A sweet smile...
Awake but paralyzed...
Garlic...
BELONGINGS //01
Ancient artifact: Cultural relic, archaeological find, ruins of civilization.
NAMES //04
Rangi
Marjani
Malignar
CATALYST //02
--loop. Caught in a time--
VIRTUE //05
Honesty
LOCATION //03
Forest
VICE //06
Treachery
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7
LIKELY ODDS
BAD No 60
EVEN Yes 4
GOOD No 4 4
1 1 5 1
Poison
Haphazard
Beast
Merchants hawking their wares...
Artificial flowers...
Ice in your veins...
Sand and fruit drinks...
BELONGINGS //01
Expensive accessory: Personal AI assistant, silk cravat, electronic tattoo.
NAMES //04
Raghu
Sarala
Tane
CATALYST //02
Incident at trade summit.
VIRTUE //05
Courage
LOCATION //03
Island.
VICE //06
Treachery
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