

JV's SCENE DESIGNER 2.0

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[HTTPS://JVHOUSE.XYZ](https://jvhouse.xyz)

ROLL 3 TIMES D10 AND INTERPRET

This oracle will help you come up with a scene.

d10	Type	Challenge	Factor
1	Complication or Twist	Knowledge	Scene relevant
2	Negative setting event	Endurance	Scene relevant
3	Flaw or Weakness exposed	Athletic	Scene relevant
4	Plot opposition	Craft	Particularly difficult
5	Trait or Edge helps	Intelligence	Provides advantage
6	World building	Perception	Provides advantage
7	Positive setting event	Social	Requires assistance
8	Plot progress	Specialist	Requires assistance
9	Plot progress	Combat!	Long or Staged
10	Plot progress	Combat!	Long or Staged

CLARIFICATION

NEGATIVE OR POSITIVE SETTING EVENT

Playing Zombie Apocalypse? Bad means zombies! Good means finding healing herbs in a warehouse.

FLAW/WEAKNESS/TRAIT/EDGE

Paranoid character? They hear a strange noise... Are they members of the police? Citizens ask desperate help!

WORLD BUILDING

Party banter, taking a break, a moment, a slice of life, it rains.

SCENE RELEVANT OR ADVANTAGE

An important clue lies behind a challenge. A future benefit.

LONG OR STAGED

Dramatic tasks, team effort. Roll 1d4 extra challenges.

ADVICE

WHAT IS IT FOR

The Scene Designer can help with writer block, when you get stuck or when you are not sure what happens between the Shire and Mount Doom. It focuses on what kind of challenge stands between your PCs and their goal, and reminds you about their flaws, traits, the world and that not everything is solved by combat.

WHEN TO USE

If you have a clear idea about where your game is going, and how the story is evolving, don't force yourself to use the Scene Designer religiously on every scene! Give your own ideas priority and use this one on demand. Originally thought for solo RPG, but can work for group games too.

EXAMPLES

WORLD BUILDING – ATHLETIC – ADVANTAGE

On the way, the PC spots something strange on the top of a tree. It seems to be an alien of some sort... (needs to climb to learn more). If successful, they will learn how this species protects its babies.

COMPLICATION – CRAFT – ADVANTAGE

The engine of the Spaceship started making weird noises, sensors report some problem (needs fixing, but fixing it might give a chance of improving its turboboost for next mission)

TRAIT HELPS – PERCEPTION – DIFFICULT

Since Marta is a botanic expert, only she may spot that special flower that contains a healing-toxin that might be able to cure Adam

HOW TO USE

Adjust to your playstyle. Use it partially or completely. You can even apply the challenges in scenes that you wouldn't expect, like Endurance test during a Diplomatic mission because of a poisoning attempt. With Mythic GME, use it in Scene Alteration checks or when you don't know what is the most logical next scene.

QUEST DESIGNER

The Scene Designer can be used to come up with quests or hooks too. Instead of reading the results as a specific scene, you can interpret it as a mission.

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