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**Plot
Unfolding
Machine**



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PUM – The basics

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The Plot Unfolding Machine (PUM) is a **Game Master Emulator** that allows you to play any tabletop RPGs without a dedicated gamemaster driving the game.

How does one play without a GM?

Easier said than done, you set the pitch for the game, then take the role of your characters to explore it.

The catch is that certain decisions and outcomes are handed to a GM emulator, so players become subject to surprise and are not taking all responsibility for the development of the game. By asking **questions**, and using **beats**, you let PUM hint to you with how the game develops, without any spoilers beforehand.

For example, you may propose that your characters visit the King for an audience, but PUM then indicates that there is an interruption in between, in the vague form of a “crisis”; you can read that as bandits in your way looking for trouble. PUM could also determine whether the King is having a good or a bad day today, forcing your PCs to be careful with their words.

How does PUM compare to other tools?

- PUM helps to come up with situations and scenes. Other tools rely on you to define what your PCs see or find, and require more effort to drive the game.
- PUM is more precise than other GM emulators, giving you narrower results that require less effort to interpret. It can for instance, answer how or why.
- PUM introduces plot nodes to help prepare your game, and then make use of such elements.
- PUM is rules-light and can be used in any genre, game, or setting. Learn once, and play many. It can also be customized to your play-style preferences.

What is needed to play?

Either digital, or pen & paper tools are needed to play, plus a set of **d10** dice to roll the random tables.

You decide how you play: In your head, writing the game as a novel, voicing it out, or any other method.

PUM is played with two parts: an **oracle sheet** with random tables for asking questions, and a **plot sheet** with the essential plot unfolding mechanics. There are different alternative plot sheets you can use, and also an extended list of plot nodes if you like.

When to use PUM?

PUM is originally designed to be used along a Tabletop RPG (like D&D or Savage Worlds), where PUM takes care of the world and story, and the RPG system handles the characters and game mechanics. PUM can also be played without a system, focusing just on the story.

If you like “playing to find out”, PUM helps you come up with ideas for challenges, locations, characters, and other elements on the fly. It is also capable of answering your, or your main characters’ questions, and trigger plot twists.

Genre-wise, PUM can play any theme, such as adventure, political, horror, or mystery games. It is also designed to be played with a tabletop RPG that tackles characters' actions and their outcomes. Any system should work well with PUM, so pick one you enjoy.

Another use case of PUM is to play together with friends, while nobody takes the master role. Players ask and hand over the questions to PUM, as a neutral referee of what happens, and players take turns to interpret the story.

Mechanics overview

PUM is a two-sections sheet that you can print to play or use digitally with your favorite tools.

The first side is the **Oracle Sheet**: As you play throughout the game, you may have several questions you decide to delegate to PUM. The oracles in this sheet can answer in yes or no, or openly, by giving you clues to read as answers.

The second side is the **Plot Sheet**: It includes all the main mechanics needed to unfold a plot; this means solving a single issue that your PCs want to address. You have many plot sheets to choose from, which offer different play styles!

When playing, it all happens in **scene beats**, where you declare what your PCs find, see, hear, or feel, and then you decide what your PCs do about it. What PUM does in between, is answer your questions, bring surprises, and give you ideas for situations and scenes so you never get stuck or unsure as to what happens.

To help yourself finish the plots, every time you play a **scene beat**, you cross out a box in a **plot track**; this gives you a reference of where you are relative to the resolution of the plot.

How to setup a PUM game

Playing without a GM is no easy endeavor, and takes practice. Just like any other activity. It can be, yet, very rewarding, as it enables you to play those tabletop RPGs you always wanted to play, at your own pace, agenda, level of detail, and desire.

PUM main goal is to make such a process fun.

Step 1 – Daydream (or use) a plot seed

First of all, we need to narrow things down. Think of which RPG you want to play, and if it does not embed a setting on its own, define the world, setting, tone, and theme you want to play. Is it mystery or horror? Is it social or action-based? Will you need a map?

Help yourself with artbooks, video games, RPG lore, books, novels, movies, and tarot cards you like for ideas. Setting specific random tables, or generators like the Game Unfolding Machine game creator help.

You can also make use of premade adventures, by reading just the minimum necessary to get started, focusing on their background and context.

Step 2 – Draft the plot nodes

For your first game, grab the Standard plot sheet and take a look at the plot nodes list to its right. Here you can write down those elements you dreamed about.

Try not to overthink the plot nodes. They don't have to be perfect, and may overlap at times, but also not written in stone. To fill them, you can pull ideas by world-building a bit, using a pre-made adventure you like, or just make things up using your imagination.

There is no need to fill the entire list of nodes before you start playing or journaling; but, it is advised to begin with at least one or two on each node type.

Spoilers you say? Not necessarily. Plot nodes should be filled with the elements of the plot that your PCs already know at the beginning of the game. Keep in mind they were not born yesterday: they might know the region, its problems, dangers and other rumors. You may also include nodes that yet did not happen, since you won't know when they will happen either.

Random table calls! You can insert in the plot nodes the name of an external random table to roll on when this plot node lands, for example a random loot table for the "Useful findings" plot node list, instead of something concrete.

If you would like to play without using written lists, feel free to use the **simple sheet** and improvise.

World and game elements

In this node, include big picture elements that cover neutral and unbiased tropes and themes from the world and game setting—things that impact your game's environment, technology, society, and atmosphere in general. Consider also adding game mechanics or rule references from the RPG system you use, to invoke them.

e.g.: "stormy weather" - "power shortages" - "demon portals opening" - "living virtual reality"

Relevant encounters

These can be actors or immediate events that your PCs stumble upon related to the plot. Not necessarily bad for them. Include some curious events, NPC to engage with, enemies, traps, or any other dangers or challenges PCs could face.

e.g.: "The FBI shows up" - "Kathrine's sister" - "filthy pirates" - "a benevolent spirit" - "drones"

Useful findings

Feel free to add curiosities, loot, locations of interest, treasures, specific people, or anything your PCs could be looking for or happy to find. Despite typically favorable for the PCs, feel free to play around double edge elements like a cursed book or someone's darkest secret.

e.g.: "place to rest" - "radio device" - "medicine" - "Eva's laptop" - "my lost memories" - "a thief"

Pending questions

Questions represent an important feature of your plot. Having them listed helps your PCs clear out what they're looking for, and also allow PUM support you with situations that answer such questions as you play. You can include any kind of questions from different perspectives.

e.g.: "does the King have a lover?" - "will the goblins attack?" - "where is Jim?" - "am I crazy?"

Other plot nodes

There is an expanded plot nodes sheet in PUM where you can also find **notable characters** and **interesting locations**.

Step 3 – Keep the plot nodes up to date

As you play, new plot nodes may show up, others will cease to be relevant or valid, while others can mutate into something else. Whenever you notice this, or when you roll a plot node that does not make sense, or at least once every session, take a look at the plot nodes list and keep it relevant.

PUM – The game

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Getting started (GM-less)

With the setup ready, you now decide the starting point of the game, and what is presented in there.

If you are still learning to solo RPG, it may be a good idea to start “medias-res” with a captivating, action-packed scene, like a battle, or shocking event. This way, your PCs are already in the fray and must act right away.

Then, describe the scene: what is going on around them? what can they see, or hear? how do things look? if anyone is there, what are they doing?

Next, drop the GM hat, and act as if you were the very characters you created. What would you do, with the given problem, if you were them? Give each one of them a chance to act or do something.

If you ever played RPGs with other people, the first thing that will hit your mind right after the GM describes a scene is to ask questions:

- “Is the door open?”
- “Is there any security nearby?”

Questions are the key of playing without GMs, so most GM-less systems like PUM will give you tools (oracles) to answer such questions on the fly.

Freeform roleplaying

You can always, at anytime, and for as long as you wish, roleplay your PCs, enjoy your fictional world, and expand upon your universe and characters. In this game, you are the author and the actors in it.

Interact with others and the surroundings with no rules interfering. But this won’t advance the game.

Asking the oracles

Oracles enable you to ask questions to PUM, placing you back in the player seat, and not owning every decision in your game.

To play with surprise, or when you just don’t know an answer to your own question, choose the best fitting oracle for the question, and ask away.

Rule: Yes or No questions are rolled with **1d10**. If you have a certain bias, roll up to one more time, and pick the most fitting answer to you.

Rule: Open questions are answered with a **1d10**, then, roll **1d100** in the **focus** table to refine it.

Try to find a sweet spot between asking too much, and deciding the answers by yourself.

Advance the game with scene beats

When it comes to the plot you want to unfold, and actually advancing your story to a conclusion, your PCs will eventually take action and go through important moments. These are called **beats**.

In each of those times, you invoke a **scene beat**. There are two types of scene beats, depending on your expectations and how much you know about your next scene, and what occurs next:

Modified proposals: When you have an idea about what happens next, you propose it, but let the beat be altered by PUM.

Random proposals: When what follows next is unknown to you, or you want to let yourself be surprised, PUM will propose a beat for you.

As you can see, unfolding a plot in PUM happens through the incorporation of random elements in it.

Modified proposals

When it is time to advance the game, and you have an idea how, then propose a beat, and have it altered or twisted.

Trigger a modified proposal using a **1d10 when:**

- You have a scene idea in mind, but there is a risk
- You ask if things go as planned, but PUM says “no”
- PCs make a bad move, or fail to attempt something
- PCs visit or return to a known location
- PCs engage in a conversation with an NPC
- PCs work on something for a long time

Random proposals

When it is time to advance the game, but you don’t know exactly how, then call a random idea.

Trigger a random proposal with a **1d10 when:**

- You think something important will happen now
- You are stuck, and don’t know what happens next
- You ask if anything happens, and PUM says “yes”
- PCs travel through or arrive to an unknown location
- PCs get out of comfort to face the unknown
- PCs decide to wait for long, or let some time pass

Random proposal call other **1d10** tables which may be your own plot nodes. You may also use the oracles to clarify what the prompts mean.

Combine all results together and make a flexible interpretation of a situation for your plot to unfold. Most of the time you would be in mode A, while invoking B or C at important moments.

Modified proposals

When you have an idea for what your next plot beat can be, make the proposal, but to make it count, PUM will alter such proposal with a modifier.

These are possible ways PUM modifies your own proposals when invoking a modified proposal:

- **Make the location more/less favorable**

Alter the impact of the current location (whether it is the current room or the galaxy the PCs are in). Think of perceivable alterations in the surroundings.

- **Cause (stress/worry/doubt/confusion/...)**

There is no strict prescription as to what this means. Read openly and hear your thoughts. It could be an emotion impacting, or caused by the PCs, or to anyone else in the affected scene, or even yourself.

- **Add (danger/bad news/reward/good news)**

An additional element is added that was not really expected, weighing in a certain direction.

- **Bring someone (convenient/inconvenient)**

Someone (new or not) joins the scene, and plays a biased role in it. Use the who or intent oracles if you need to shape this up some more.

- **Increase/decrease intensity/tension/drama**

Alter your original scene beat proposal in a way that it changes how heavy, intense, how much weight it has, drama, and any direction to make it even better.

Random proposals

Random proposals are ideas for scenes and beats proposed for you to advance the game. They will invoke a subset of tables with more details:

Proposals that invoke the ABCD tables

Unexpected complication (A)

It is somehow bad for the PCs current intentions. Roll the Complication (A) table and make an interpretation for what could happen on their way to set them back.

Play a scene filler catalyst (B)

Take a moment to explore and feel the world. The Catalyst (B) table can give some ideas, it is not necessarily relevant, but could be.

Lay out a skill challenge (C)

Come up with a situation, designed around a specific challenge for the PCs, ideally, using the RPG in hand.

Put the characters in a situation (D)

These are general random events that occur around your PCs, generally taken by the world, factions, or NPCs making their moves.

Proposals that invoke Plot Nodes

Results that invoke your written plot nodes are ways for PUM to stay on track within your game.

Roll a second 1d10 to get which node you invoke:

- **An already written (by you) entry:**

Bring such plot node into action

- **An empty field that reads "Choose or reroll"**

If any of the other plot nodes in the list make perfect sense, use that instead. If unsure, reroll until you land a written-down field. Add a new entry if none makes sense or the list is empty.

- **An empty field that reads "Add new or reroll"**

calls back to something new and unexpected. Come up with a new plot node for this list and write it down in the next empty field available (including this one, if it is the last one). If you can't come up with anything, try using the oracles. If not, worry not, just re-roll.

Plot node invoking random proposals:

- **Trigger a game or world element**

This can invoke world events, setting features, or system rules that you were looking forward to using.

- **Handle a relevant encounter**

Depending on which plot state you are in, have your PCs confront a story trouble, encounter an NPC, or make a conclusive confrontation to finish the plot.

- **Place or refer to a thing to be found**

Your characters stumble upon something they were looking for or were interested in. If that thing can't be there, mention it, or place a clue to it, for example.

- **Progress or solve a pending question**

Play a scene where you find answers and give them to your PCs. This should be generally meaningful and important in the plot and should fulfill partially or completely the question that you rolled on.

Note: Characters and Locations are optional plot nodes that can be pre-defined in the optional sheet.

Proposals that invoke optional Plot Nodes

These prompts make use of an expanded, but optional set of plot nodes, that you might prepare, or figure out on the fly as you need. An expanded sheet of plot nodes is available at the end of the booklet.

- **Meet or recall a notable character**

Whether someone new or familiar, your characters meet, mention, or reference a character that plays an important role in the adventure.

- **Lead to an interesting location**

Your characters find or learn about a location within the reach and scope of the story.

Driving plots to a conclusion

PUM offers a **plot track** mechanic to keep you on track, for any single plot you focus on. This system will help you advance and conclude your multiple threads or game. It also helps drive your game depending on each stage.

The plot track

Under the scene beat section in the **plot sheet**, you find a rectangle with plot stages. This plot track is made of small little boxes that you cross out (or place a bean that you move forward) from left to right as you play **scene beats**. This represents **plot progress**.

Rule: Advance the plot track by invoking **scene beats**, either **modified proposals** or **random proposals**, crossing out the next empty box in the **plot track**.

When playing, keep in mind the **position** you are in the plot track. This helps you stay consistent, advance in the plot, serve you as a reference, and conclude games.

The goal behind the plot track is to give you an indicator of “where you stand” in the story. This helps you not to roam forever. At some point, your PCs should earn an answer, make progress, and find their goals.

And, if you deem it necessary, you can always ignore advancing in the plot track, if you believe a certain scene beat was not “worth” the progress. This way, you can hold control of your game pace, and enjoy it better.

Alternative plot tracks

Multiple, alternative plot sheets are provided in PUM; they are meant to provide you with a guideline for varied styles of games and plot structure for your narrative. Use their stage names as inspiration for your scene beats.

The standard **plot sheet** offers a short list of plot nodes and a simple **plot track** for you to get started with. It may be better suited for short adventures or one-shots, and to acquire practice before you dive in the others.

Past the standard plot sheet, you can find the others: simple, journey, heroic, survival, crisis, drama, or custom. They offer a different setup, length, and play style; they should be used together with the extended plot node lists available at the end of the booklet.

You don't need to know about plot structure or plot theory before playing PUM. Just make a guess of their meaning. See the table below for an example of **Journey**.

Scope of the plot track

A track can represent an entire adventure, a side quest, a chapter in your campaign, or any well-scoped purpose. So long you keep track of your scene beats, you can break your game in sessions, taking breaks in between.

Playing more than one plot at a time

Each plot sheet typically refers to a single thread. You may print additional sheets if you find it necessary.

Choosing a plot sheet (and plot track)

Past the oracle sheets, you will find many plot sheets to choose from. Each of them offers a different experience. The difference will vary through the way Plot Nodes are used, the structure of the Plot Track, and how the scene beats impact your game. Let's take a look at them:

- **Standard:**

This is the default way of playing and learning PUM. The standard plot sheet offers a short plot track, which suits short threads, and a handy short list of plot nodes to keep track the features of your game. The scene beats offer a mix of plot nodes recalling, and random events.

- **Simple:**

This plot sheet is best for playing on the fly, and without a lot of prep. Essentially, playing without Plot Nodes, or any sort of predefined expectations about your game.

- **Focused:**

This sheet offers an expanded plot track, and a scene beat structure that plays without random scenes. All of the random scene beats will invoke your own plot nodes. This makes it good for games that have a list of well-defined plot nodes, and where you have a good idea of what is the game going to be about. The plot track is the one of the Adventure plot sheet (read below).

- **Encounters:**

Similar to the focused plot sheet, this one rather focuses on action and conflict that you expect to find. This works best with action games where you know more or less what are your PCs up against. The plot track guides a difficulty measure.

- **Adventure:**

This plot sheet makes use of a lengthier plot track with focus on a standard story structure of five acts, with an introduction, raising, climax, and fall. If you play with Plot Nodes, make use of the extended sheet.

- **Dungeon:**

This plot sheet is meant to be played in a dungeon following the five-room dungeon guide.

- **Heroic:**

If you are playing a single hero, or a small group of epic characters, the plot track in this sheet will give you hints around what your characters go through as they try to achieve their goals.

- **Drama:**

The drama sheet includes a plot track that hints you a hard life for your character, an imperfect world, and a feel of piling up problems.

- **Survival:**

The survival sheet fits better for adventures in broken worlds, where seeking normality is an impossible goal.

- **Crisis:**

This sheet plays with a plot track of a sequence of problems the characters go through.

Oracle questions

Oracles are in PUM, random tables with very vague and abstract answers. Intentionally. The purpose is to prompt your imagination and tie things and ideas together, so things make sense in your story and narrative.

They are meant to reduce your overall mental effort of making up things and coming up with ideas for the game. Try to read the answers pulling ideas from the setting you are using, or the world-building rules you are following, so they make sense in your overall narrative.

Yes or No question oracles

This oracle gives a yes/no spectrum of answers depending on the accuracy and quality desired.

- **Deterministic:** For universal questions that need a concrete answer, about the story or the world around.
- **Subjective:** When the question comes from a character, and is subjective in nature (i.e. it depends on their point of view). A clear answer might not be given.
- **Interaction:** When the question is made to a non-player character, and is part of a dialogue. Answers may be unclear.

Choose the Yes or No oracle that better fits the current situation. Subjective and Interaction oracles can give vague answers, but they can also surprise you and defy your perspective.

A subjective oracle can give you “Don’t know” or “It depends” kind of answer, which will make your characters work hard to get an answer.

Interaction oracles will boost the quality of your dialogues with NPCs, making them more fun.

IMPORTANT: Yes or No questions can be asked with a **BIAS** by rolling twice and picking the most likely answer.

Quantifier question oracles

Questions such as **how many?** **how much?** **how good?** **how hard?** can pop up often during your game. In case you are uncertain or simply prefer to let PUM decide over quantities in your game, these oracles are meant for that.

Every system and setting has its own way of measuring quantities, so PUM only gives some reference relative to an expected baseline and varies the result from there.

Open oracles (A-side)

B-side oracles are typically enriched (when needed) with a **description** roll instead.

Someone (who): Identify an actor in your story, whether known or new, through one feature.

Place (where): Use when you need to come up with a location quickly based on a detail.

Object (what for): Come up with an item based on their function, purpose, or value.

Fight (how): If you’re entering a combat against unknown enemies, this yields their skill.

Mood (feel): You might need to know the feel and mood of your current location.

Notice (perceive): To prompt your characters’ curiosity, while they are investigating.

Description (looks): To add some detail, or enrich another prompt with a description.

Open oracles (B-side)

A-side oracles involve typically two rolls: one relative to the question in the appropriate table, and second, a roll in the **focus** table to polish the answer further (only if needed).

Discovery (find): This table can help you in times when your characters learn something, but you aren’t exactly sure what.

Stakes (risk): This oracle is best utilized when a circumstance is troublesome and something is endangered, but you don’t know what.

Intent (want): To figure out what somebody wants from your characters is very relevant.

Activity (doing): If your characters are trying to figure out what an actor (person or faction) is currently doing.

Reason (why): As you deal with other actors in your game, your characters may deserve to know why did they whatever they did. An explanation.

Explain (how): Somewhat commonly, your characters find themselves in a situation where they figure out how did that happen, and under which nature.

Focus (what): This is an auxiliary, general-purpose noun table to support the other oracles, or to prompt an idea on its own.

Keeping the plot nodes up to date

Plot nodes are to be defined within **context**, **space**, and **time**, and for this reason, you should keep them valid at all times. There is no limitation to how often you update the plot nodes. What **you want to avoid**, is rolling on a plot node only to figure out that it does no longer make sense in the current situation you are in.

Ideal moments for updating the plot nodes:

- Between two sessions of a game or during a break
- Before rolling your next scene beat
- When your characters move to a different location
- When the attention or active problem changes
- When a thread or actor is retired or left behind

Narrative rule permissions (advanced)

The rules and structure given in PUM are there to guide you throughout the game so you end up with a fun and interesting story by yourself. However, there are times when the rules provided need certain flexibility, and a push in the right direction, to achieve an excellent game.

This section introduces *legal*, *recommended*, *but optional* mechanics for you to take the most out of PUM.

Re-roll repeated scene beats

You may re-roll a **scene beat** whenever the result you get is the same as the one you got in the previous beat. For example, when rolling (5) “Trigger a game or world element” twice in a row. This rule is to promote variety.

Late-game concluding scene beats

Past half the plot track of your game, you may roll **1d10** twice and keep the highest result for one **scene beat**, (either modified proposal or random proposal). This favors results that tend to advance the plot rather than complicate it further, toward the conclusion of the plot.

You **can't** use this rule twice in a row; **using any** other permissions rule on this page also postpones using this rule for one more scene beat later.

Voluntary “lightweight” plot node calls

You may reference a plot node voluntarily, either at random or by choosing a specific entry that makes sense in your story. This does not advance the plot track and disallows the rule of *late-game scene beats* by one beat.

The plot node should be “lightly” invoked; this means it should not be used to trigger significant plot progress.

World or game events: Your PCs are traveling and you would like to reflect the setting to your characters.

Relevant encounters: It's the perfect time for a fight or confrontation against plot relevant opposition.

Useful findings: PCs earned finding something, but what could it be from all the things there are out there?

Pending questions: Your PCs would like to ask questions.

RPG matters: things didn't go as planned

When things go badly in the game, your characters fail a roll, or somehow mess up; and you're not sure about the consequences, roll an **interruption scene beat** by rolling twice and keeping the lowest result of the two dice.

This will likely lead to the ABCD tables which are typically troublesome in nature, with room for a positive surprise.

RPG matters: a well deserved breakthrough

When your characters deserve a discovery, succeeded in an important skill roll, or somehow achieved a significant milestone, and you are not sure what they learned, you may voluntarily invoke a **scene beat (10)**: “Progress or solve a pending question”. Roll at random or simply pick one question that you would like to address in the scene.

Grant your(self) helpful information that advances the plot and answer one or two questions about the matter. Try not to abuse this rule, make it significant.

Playing without plot nodes (or preppless play)

If you enjoy a prep-less game and figure things out on the fly, or for whatever is most convenient to do at the time, feel free to use the **simple sheet** along with the oracles sheet to help yourself figure things out on the fly.

Whenever you hit a plot node result, like a world element, a relevant encounter, a finding, or solve a pending question, come up with what makes the most sense to you at that time, or follow the suggested oracles along.

Playing without a plot track (or sandbox play)

If you prefer to play without the boundaries of a plot to be finished, like in a long campaign, or a sandbox play, use the **simple sheet**; and, if you would like to make use of the plot nodes on top, include **plot nodes (extended)** sheet available at the end of the booklet.

Disruption dice mode (optional mechanic)

If you enjoy plot surprises and would like to have PUM swing your story in unforeseeable ways, then consider using this optional rule. You may choose to activate and deactivate this rule as you see it fitting to the situation.

Fetch a **1d10** die, ideally of a distinct color, and roll it along any **1d10 oracle rolls** (i.e. all except focus and description oracles).

Pay attention to your disruption die: If you roll a **1** on it, then roll a **random proposal**, and interrupt your PCs with such beat. If you roll a **2** on the disruption die, then automatically roll a **modified proposal**, and modify the current circumstances with its modification.

Read the answer to your original question before you go for the disruption, so you don't forget the answer later.

How to play PUM with friends?

PUM can be fantastic with friends, while no one being the GM. Two players can already be a lot of fun, and much easier than coordinating a group of four or five. Here some ideas:

- Seek like-minded individuals and friends
- When a player asks an oracle, another reads the answer and its meaning to them
- Take turns to interpret each scene beat
- Delegate PUM as a neutral referee
- Accept everyone's ideas and interpretations

But, what can I play, exactly?

You finished reading all PUM, but what now? Choice paralysis is indeed something solo players struggle with. So many systems, so many worlds, so many ideas, so many ways to just get playing without a game master.

There is no magic answer to this, but try to convince yourself of the following: it really doesn't matter; you can always change later. The worse possible outcome, however, is that you never start. If in doubt, use systems you are familiar with both the rules and the world.

From PUM perspective, there are no limitations in what kind of systems or settings work best. You can make any of them work.

When should I use the oracles?

Oracles are meant to be used in three scenarios:

1. When you *don't know* the answer yourself
2. When you *don't want* to decide the answer

The first point is the most typical reason to use an oracle: when you just don't know. Oracles can act as a source of ideas and creativity.

The second point is more interesting, though; what if you *could* come up with something, but deliberately decide to let the oracle choose?

Avoid an oracle roll if any of the outcomes could corner you in an undesired state in your story. If that happens, it is valid to read the oracle result in whichever direction you prefer as a player. Re-roll the oracle, or go for the answer you like. Oracles are to inspire you and move forward.

How often should I use the oracles?

Try to ask once or twice per topic. Asking too many questions to refine to the maximum level of detail may not only be slow and break pace, but also lead to conflicting results. Oracle rolls don't have memory, and can lead to a dead-end.

What to do when stuck with oracles?

While the oracles provided can answer a wide range of questions, it is only natural that at some point, you might need more specific answers matching your specific story and circumstances.

First, don't underestimate your creativity to make things up by yourself and move on. Play with whatever first thought came to your mind, don't overthink it, and don't worry if it doesn't match exactly the random table's result.

Second, it is a good idea to have other means of inspiration ready for when you get stuck during an interpretation, such as setting specific tables, artwork, tarot cards, and so on. Be careful with overloading your setup, though. Keep it minimal.

Third, remember to take a break. Liberating our minds can be quite helpful with new ideas.

What to do when stuck to just start?

This happened to all of us. If you are staring at a blank screen, page, or notebook. Then see if rolling a **1d10** in the following random table helps:

1. Describe the current location
2. Explain what's currently happening
3. Review current characters' plans
4. Show who else is nearby
5. Depict one particular object
6. Recall a detail about the world
7. Highlight one of the protagonists
8. Mention the weather conditions
9. Revisit characters' recent actions
10. Remember a known latent danger

How to play prewritten adventures?

Playing adventures written for group games by the book can be hard when we are both their reader and player. The reason for this issue is that we spoil ourselves ahead of its contents, and then pursue to play it as described by the authors, assuming we don't know things; alternatively, we try to read just enough, to play, then read some more to catch up, and repeat. This may fail too.

What can work though, is to use an adventure for its seeds: Its content, synopsis, locations, stat-blocks and enemies, mood, and artwork. These are all perfect candidates for PUM Plot Nodes. Write them in, while trying not to spoil yourself ahead. Take notes of what your characters know at the beginning, and let yourself play free from its predefined structure. Go from there instead!

PUM – The examples

V8.2
EN

Modified proposals

The PCs travel back to the tavern, where I expect the tavern keeper Gard, to be there in a normal day. The PCs want to ask him about the King's visit.

Modified proposal → 7 → Make the location more favorable

The tavern is almost empty, which makes it safe for the PCs to talk about the King now. Gard is there, cleaning up the tables. He seems in a good mood.

The PCs enter the library. At the entrance, the big hall is an impressive view, with two large statues on the sides, of Adam and Eva. In the reception, two guards and the librarian host should be there.

Modified proposal → 5 → Cause frustration, stress, worry

As you enter the hall, the PCs find the librarian. He is an old man, a bit tired and weak, and is facing two large men, who seem to be bullying him. Looks like he could use some help.

The PCs call the police. They want to inform the law about the bank robbery, without the bandits noticing. The PCs also want to protect the hostages.

Modified proposal → 6 → Cause confusion, doubt, question

As the PCs call the police line, noise can be heard. The line is probably jammed? (Hack test). The police still picks up though, but there may be someone listening in. This could be a very bad trap.

The PCs land in the Shoaria planet. It is a jungle planet full of alien life. The landing zone takes place near a deep lake, and sparks of purple bubble can be seen in the air. There is an outpost with people from the colony preparing for our landing.

Modified proposal → 2 → Bring someone quite inconvenient

As you prepare for landing, the commlink begins to ring: Apparently, the Space Police is requesting you to stand by. It couldn't get any worse...

Random proposals

The PCs are escorted in a supplies wagon from Neverwinter. After a few hours, the PCs enter the Triboar Trail.

Random proposal → 7 → Trigger a game or world element

Node: Game or world elements → 9 → Choose one or reroll

A world aspect is that this area is filled with bandits. It is known that bandits roam the area since The King expelled the mercenaries from the army. A group of bandits can be seen having lunch at a campfire...

The PCs jump in the car. After hacking Loras' GPS device, they follow his trail as fast as they can...

Random proposal → 4 → Put characters in a situation

Situation → 6 → Sudden change in the place

A car accident took place in the main highway, the police and ambulance are all over the place, and a sudden traffic jam blocks the way through...

Loras' got lucky this time... what would the PCs do?

After losing the battle, the PCs are taken captive. With their eyes covered, and hands and feet tied down, they are transported out of the colony. The question is where... (what happens next?)

Random proposal → 6 → Meet or recall a notable character

(Who?) → 1d10 = 8 → Belongs to a family or faction
(Focus) → 1d100 = 81 → Rebels/Traitor

(You hear explosions, and trouble) A skinny young woman, with long hair and wearing a leather jacket, unties you: "Come on lads! We've got to get out of here, before it's too late. My dad is coming, and he's not going to be exactly nice..."

Added "Lisa the Mad Daughter" to relevant actors.

"Why are you helping us?"

(Oracle, subjective: Does she reveal?) 1d10 = 7 →
Yes, but... (not now)

(What is it?) 1d100 = 40 → Global/Universe

"I am trying to save the world... I'll explain later!"

Scene beat triggers

Feel free to come up with your own triggers.

Use modified proposals when...

you know what happens next,
but there are certain risks

you ask if things go as
expected, and PUM says NO

PCs visit or return to a
known location

PCs failed a dice roll, or
something went south

PCs work on something risky,
complicated, or long

PCs engage conversation
with a new NPC

 **Optional:** Add a *disruption* d10
to oracle rolls: when it rolls a **2**

Use random proposals when...

you don't know what happens
next, or get stuck in the game

you ask if something happens,
and PUM says YES

PCs explore, travel through, or
arrive to a new location

PCs face the unknown, or
uncertainty is high

PCs decide to wait, or let
significant amount of time pass

you get stuck thinking for more
than a minute

 **Optional:** Add a *disruption* d10
to oracle rolls: when it rolls a **1**

Remember to advance the plot track after triggering them.

Plot node definitions

To take the most out of the plot node lists.

Game or world elements

World events and features, world truths, rule-system
specific events, premade adventure elements

Relevant encounters

Plot related encounters, people to encounter (good,
or bad), traps, dangers, discoveries, wonders

Useful findings

Items, artifacts, a MacGuffin, clues, locations, hard
to find people, weapons, tools

Pending questions

Questions for the plot, pending issues, open threads,
unresolved leads, mysteries

PUM – Oracles Sheet: A-side

V8.2
EN

These oracles can answer your story related questions

Yes or No

(1d10. Re-roll once if you are biased)

d10	Deterministic	Subjective	Interaction
1	Strong no	No, definitely not	No, definitely not
2	No	Apparently not	No, but it's strange
3	No	No, not yet	No, it's dangerous
4	No	No, but...	No, I think not
5	Weak no	Don't know, can't tell	Doesn't know
6	Weak yes	It depends (on skill)	It's complicated
7	Yes	Yes, but...	Yes, I guess so
8	Yes	Yes, for now	Yes, but be careful
9	Yes	Yes, apparently	Yes, and hurry up
10	Strong yes	Yes, absolutely	Yes, of course

1-10 Someone (who) (1d10)

- Nobody special but convenient
- A political or reasonable person
- They aren't exactly a person...
- A very famous figure or leader
- Someone currently in trouble
- Someone who knows the area
- Someone holy or well revered
- Belongs to a family or faction
- Someone you relate to, or know
- Someone you'd prefer to avoid

1-10 Object (what for) (1d10)

- Triggers transformation or mutation
- Can restore, heal, repair, or revive
- Is hindering, paralyzing, or disabling
- Capable of channeling or enhancing
- Protects from some kind of harm
- Designed to cause physical harm
- Meant to cause mental affliction
- Restore or boost energy or stamina
- Grants a special power or ability
- Communicate or transmit remotely

1-10 Fight (how) (1d10)

- Agile, fast, nimble
- Armored, defensive
- Sneaky, hiding, rogue
- Tactical, smart, clever
- Magic, special, power
- Technical, gadgets
- Strong, brute, large
- Flying, swim, jumps
- Intimidating, scary
- Ranged, accurate

1-10 Place (where) (1d10)

- Is difficult to traverse or navigate
- Is very hard to find or get inside
- Has bad reputation or dangerous
- Is moving, changing, or shifting
- In a hazardous atmosphere or area
- Is being protected by some faction
- Holds valuable resources or riches
- Has been abandoned or destroyed
- Is holy, sacred, or somehow cursed
- Magical, or advanced technology

1-10 Notice (perceive) (1d10)

- Hear a voice, scream, whisper
- Smell an atmospheric hazard
- See a shadow, ghost, or vision
- Become hindered or impaired
- Be exposed to harm or danger
- Sense someone following you
- Recognize something familiar
- Reminiscence of recent event
- Anticipate an event or a future
- Something moving or changes

1-10 Mood (feel) (1d10)

- Of anxiety, unease, or distress
- Of relief, calm, or tranquility
- Of irritation, anger, or annoyance
- Of curiosity, interest, or wisdom
- Of confusion, doubt, indecision
- Of excitement, energy, power
- Of loneliness, silence, emptiness
- Of determination, work, focus
- Of nervousness, fear, concern
- Of joy, satisfaction, pleasure



Description (looks): detail, appearance, impression (1d100)

1-20

21-40

41-60

61-80

81-100

- | | | | | |
|----------------------|-----------------------|-----------------------|-----------------------|------------------------|
| 1-2 ancient/old | 21-22 dark/evil | 41-42 hot/angry | 61-62 rainy/wet | 81-82 stable/calm |
| 3-4 beautiful/nice | 23-24 diverse/varied | 43-44 humid/warm | 63-64 rectangular | 83-84 stormy/mad |
| 5-6 bright/shiny | 25-26 dry/rough | 45-46 innovative/cool | 65-66 rich/wealthy | 85-86 sunny/smiling |
| 7-8 chaotic/mad | 27-28 dull/boring | 47-48 jagged/edgy | 67-68 romantic/loving | 87-88 traditional/norm |
| 9-10 cheery/happy | 29-30 exciting/active | 49-50 lonely/separate | 69-70 smooth/cool | 89-90 tiny/small |
| 11-12 circular/fat | 31-32 foggy/blurry | 51-52 majestic/grand | 71-72 snowy/slow | 91-92 ugly/horrid |
| 13-14 cold/distant | 33-34 futuristic/far | 53-54 modern/new | 73-74 sprawling | 93-94 unexpected |
| 15-16 colorful/light | 35-36 gloomy/grim | 55-56 mysterious/odd | 75-76 sad/depressing | 95-96 vast/big |
| 17-18 cozy/friendly | 37-38 historic/quaint | 57-58 peaceful/calm | 77-78 scary/taunting | 97-98 violent/furious |
| 19-20 dangerous | 39-40 homogeneous | 59-60 poor/lacking | 79-80 serene/quiet | 99-100 windy/moving |

PUM – Oracles Sheet: B-side

V8.2
EN

These oracles help you enrich visible elements in your story

Quantifiers

(1d10. Set a baseline value before rolling)

d10	How many/much	How good/well	How hard/tough
1	Just one, or none	Damaged, or useless	Very easy, or not worth it
2	Way less than expected	Way worse than expected	Way easier than expected
3	A bit less than expected	A bit worse than expected	A bit easier than expected
4	As expected	As expected	As expected
5	As expected	As expected	As expected
6	As expected	As expected	As expected
7	As expected	As expected	As expected
8	A bit more than expected	A bit better than expected	A bit harder than expected
9	Way more than expected	Way better than expected	Way harder than expected
10	Countless, or infinite	Magnificent, or perfect	Overwhelming, or impossible

1-10 Discovery (find) (1d10)

- 1 Reveal secret or conspiracy
- 2 Win a supporter or new ally
- 3 Find hidden clue or lead
- 4 Gain a new ability or tool
- 5 Reveal a key location
- 6 Contradict an assumption
- 7 Find a weakness or way in
- 8 Get ahead of their plans
- 9 Find an item or a weapon
- 10 Challenge a perspective

1-10 Intent (wants) (1d10)

- 1 What you have or could get
- 2 To support your cause
- 3 Deal with an issue or enemy
- 4 Find or travel to a location
- 5 Oppose you or your cause
- 6 Make a trade or sell to you
- 7 Demand an explanation
- 8 Reveal you some information
- 9 Show or give you something
- 10 Come along or follow you

1-10 Activity (doing) (1d10)

- 1 Protecting domain or land
- 2 Making business as usual
- 3 Searching for something
- 4 Having a fight or attacking
- 5 Looking for some answers
- 6 Preparing for something
- 7 Having a talk or arguing
- 8 Managing their resources
- 9 Interacting with someone
- 10 Getting rid of something

1-10 Danger (risk) (1d10)

- 1 Be harmed or afflicted
- 2 Betray a value or friend
- 3 Have to break a vow or lie
- 4 Face a deadline, or hurry
- 5 Risk losing a beloved one
- 6 Risk a dream or ambition
- 7 Endanger lives or an area
- 8 Expose one weakness
- 9 Lose or break an object
- 10 Risk honor or reputation

1-10 Reason (why) (1d10)

- 1 To seek power or domination
- 2 To get revenge or have justice
- 3 Honor a debt or an open issue
- 4 For glory, status, reputation
- 5 A matter of culture or religion
- 6 For protection or survival
- 7 Mostly about wealth or riches
- 8 To seek knowledge or lore
- 9 Selfishness or self-interest
- 10 To fulfill a demand or an order

1-10 Explain (how) (1d10)

- 1 An accident, a side effect
- 2 Just a mistake, unintended
- 3 Was a moment of weakness
- 4 Must be a misunderstanding
- 5 Unrelated, just coincidence
- 6 It has been underestimated
- 7 Had to make a hard choice
- 8 Shared vote, an agreement
- 9 It was all part of the plan
- 10 Deliberate malicious intent



Focus (what): subject, thing, goal, discovery (1d100)

1-20

21-40

41-60

61-80

81-100

- | | | | | |
|--------------------|-----------------------|-----------------------|----------------------|-----------------------|
| 1-2 Ambition/Idea | 21-22 Finding/Search | 41-42 Hazard/Nature | 61-62 Monster/Beast | 81-82 Rebels/Traitor |
| 3-4 Arrival/Birth | 23-24 Enemy/Danger | 43-44 Illusions/Ghost | 63-64 Mystery/Murder | 83-84 Riches/Wealth |
| 5-6 Artifact/Item | 25-26 Enigma/Query | 45-46 Jewelry/Gem | 65-66 Noise/Sound | 85-86 Secrets/Plots |
| 7-8 Battle/Fight | 27-28 Faction/Family | 47-48 Karma/Deed | 67-68 Pain/Suffering | 87-88 Tech/Future |
| 9-10 Books/Lore | 29-30 Faith/Divine | 49-50 Key/Doors | 69-70 Place/Mood | 89-90 Transformation |
| 11-12 Chant/Rite | 31-32 Fear/Nightmare | 51-52 Lies/Whisper | 71-72 Plan/Blackmail | 91-92 Traps/Ambush |
| 13-14 Cipher/Code | 33-34 Forces/Army | 53-54 Love/Passion | 73-74 Politics/Laws | 93-94 Treasure/Loot |
| 15-16 Culture/Past | 35-36 Fortress/Tower | 55-56 Machine/Robot | 75-76 Power/Control | 95-96 Tyranny/Evil |
| 17-18 Debt/Trade | 37-38 Friend/Allies | 57-58 Magic/Weird | 77-78 Promise/Vow | 97-98 Vision/Prophecy |
| 19-20 Domain/Land | 39-40 Global/Universe | 59-60 Mission/Task | 79-80 Protocol/Rules | 99-100 Weapons/Tools |

PUM – Plot Sheet: Standard

V8.2
EN

Use one sheet per plot to unfold in your game

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Exposition

Confrontation

Resolution

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
6. Temptation with a curiosity
7. Feel impact of remote event
8. Show what a faction did here
9. Surroundings react to you
10. Trigger PC's personal story

C

Challenge [1d10]

1. Need of first aid, or medicine
2. Have to resist, or withstand
3. Strength or power could help
4. Use for a craft, magic, or tech
5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

Plot Nodes [1d10]



Game or world elements

1–2

Choose or reroll

3–4

Choose or reroll

5–6

Choose or reroll

7–8

Choose or reroll

9–10

Add new or reroll



Relevant encounters

1–2

Choose or reroll

3–4

Choose or reroll

5–6

Choose or reroll

7–8

Choose or reroll

9–10

Add new or reroll



Useful findings

1–2

Choose or reroll

3–4

Choose or reroll

5–6

Choose or reroll

7–8

Choose or reroll

9–10

Add new or reroll



Pending questions

1–2

Choose or reroll

3–4

Choose or reroll

5–6

Choose or reroll

7–8

Choose or reroll

9–10

Add new or reroll

PUM – Plot Sheet: Simple

V8.2
EN

Use one sheet per plot to unfold in your game

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Figure out the plot nodes on the fly, or using the oracle sheets, for example:

Game or world event → Activity + Focus

Relevant encounters → Someone + Intent

Thing to be found → (Place or Reason) + Focus

Pending question → Explain + Focus

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
6. Temptation with a curiosity
7. Feel impact of remote event
8. Show what a faction did here
9. Surroundings react to you
10. Trigger PC's personal story

C

Challenge [1d10]

1. Need of first aid, or medicine
2. Have to resist, or withstand
3. Strength or power could help
4. Use for a craft, magic, or tech
5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

PUM – Plot Sheet: Focused

Use one sheet per plot to unfold in your game

V8.2
EN

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Meet or recall a notable character
2. Lead to an interesting location
3. Reflect a world or game element
4. Reflect a world or game element
5. Deal with a plot relevant encounter
6. Deal with a plot relevant encounter
7. Locate or trace a useful finding
8. Locate or trace a useful finding
9. Find answers to a pending question
10. Find answers to a pending question

Exposition	Rising	Climax	Falling	Resolution

Plot Nodes



Game or world elements

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Useful findings

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Relevant encounters

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Pending questions

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Notable characters

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Interesting locations

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll

PUM – Plot Sheet: Encounters

Use one sheet per plot to unfold in your game

V8.2
EN

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Meet or recall a notable character
2. Lead to an interesting location
3. Reflect a world or game element
4. Deal with a plot relevant encounter
5. Deal with a plot relevant encounter
6. Deal with a plot relevant encounter
7. Deal with a plot relevant encounter
8. Deal with a plot relevant encounter
9. Deal with a plot relevant encounter
10. Locate or trace a useful finding

Intro: Easy	Core: Challenging	Outro: Hard

Plot Nodes



Game or world elements

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Useful findings

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Relevant encounters

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll

- 11–12** Choose or reroll
13–14 Choose or reroll
15–16 Choose or reroll
17–18 Choose or reroll
19–20 Add new or reroll



Notable characters

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll



Interesting locations

- 1–2** Choose or reroll
3–4 Choose or reroll
5–6 Choose or reroll
7–8 Choose or reroll
9–10 Add new or reroll

PUM – Plot Sheet: Adventure

Use one sheet per plot to unfold in your game

V8.2
EN

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Exposition	Rising	Climax	Falling	Resolution

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
6. Temptation with a curiosity
7. Feel impact of remote event
8. Show what a faction did here
9. Surroundings react to you
10. Trigger PC's personal story

C

Challenge [1d10]

1. Need of first aid, or medicine
2. Have to resist, or withstand
3. Strength or power could help
4. Use for a craft, magic, or tech
5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

PUM – Plot Sheet: Dungeon

Use one sheet per plot to unfold in your game

V8.2
EN

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Entrance and guard	Puzzle, challenge, or learnings	Trick, traps, or setback	Climax, big battle, or confrontation	Reward, revelation, or plot twist

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
6. Temptation with a curiosity
7. Feel impact of remote event
8. Show what a faction did here
9. Surroundings react to you
10. Trigger PC's personal story

C

Challenge [1d10]

1. Need of first aid, or medicine
2. Have to resist, or withstand
3. Strength or power could help
4. Use for a craft, magic, or tech
5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

PUM – Plot Sheet: Heroic

Use one sheet per plot to unfold in your game

V8.2
EN

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
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5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Ordinary world	Call to adventure	First threshold	Enemies & obstacles	A great challenge	Reward	A step back	Climatic comeback	The return

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
6. Temptation with a curiosity
7. Feel impact of remote event
8. Show what a faction did here
9. Surroundings react to you
10. Trigger PC's personal story

C

Challenge [1d10]

1. Need of first aid, or medicine
2. Have to resist, or withstand
3. Strength or power could help
4. Use for a craft, magic, or tech
5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

20

PUM – Plot Sheet: Drama

Use one sheet per plot to unfold in your game

V8.2
EN

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Opening image	Imperfect world	Themed exploration	Catalyst incident	Debate or crisis	Subplot kicks-in	Promise delivered	Plot twist	All is lost	One last try	The end

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
6. Temptation with a curiosity
7. Feel impact of remote event
8. Show what a faction did here
9. Surroundings react to you
10. Trigger PC's personal story

C

Challenge [1d10]

1. Need of first aid, or medicine
2. Have to resist, or withstand
3. Strength or power could help
4. Use for a craft, magic, or tech
5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

PUM – Plot Sheet: Survival

V8.2
EN

Use one sheet per plot to unfold in your game

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
9. Bring someone quite convenient
10. Decrease the intensity and tension

1. Endure a difficult **complication (A)**
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3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Comfort zone	Inciting incident	Unfamiliar situation	Adapt & survive	Get a wish	Pay the price	Return to "normal"	Perceive the change

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
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B

Catalyst [1d10]

1. Point out to a new location
2. Regret a recent decision
3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
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C

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5. Something relevant to notice
6. Need for a strong personality
7. Something fails, or breaks
8. Danger to hide from or avoid
9. Something to break or unlock
10. Recall knowledge or logic test

D

Situation [1d10]

1. Worst-case scenario occurs
2. Put PCs in a hurry, or stress
3. Being followed or observed
4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

PUM – Plot Sheet: Crisis

V8.2
EN

Use one sheet per plot to unfold in your game

Scene beats [1d10]

Propose a beat, but...

OR

Play a random beat, and...

1. Increase the intensity and tension
2. Bring someone quite inconvenient
3. Add some trouble, or bad news
4. Make the location less favorable
5. Cause frustration, stress, or worry
6. Cause confusion, doubts, disarray
7. Make the location more favorable
8. Add some reward, or good news
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10. Decrease the intensity and tension

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2. Play a triggering plot **catalyst (B)**
3. Deal with a difficult **challenge (C)**
4. Put characters in a **situation (D)**
5. Meet or recall a notable **character**
6. Lead to an interesting **location**
7. Reflect a world or game **element**
8. Handle a plot relevant **encounter**
9. Locate or trace a useful **finding**
10. Find answers to a pending **question**

Inciting incident	1st crisis	2nd crisis	3rd crisis	4th crisis	Climax	Resolution

A

Complication [1d10]

1. Attack, traps, or an ambush!
2. Face plot unrelated opposition
3. Treason, or change of mind
4. Location becomes a trouble
5. On PCs items or necessities
6. Accident, or disaster occurs
7. Someone needs help badly
8. Intel partially wrong, or lies
9. Delayed, blocked, a detour
10. Trigger PC flaw or weakness

B

Catalyst [1d10]

1. Point out to a new location
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3. Learn someones' dark secret
4. Chance for a trade, or loot
5. Deal with PCs basic needs
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7. Feel impact of remote event
8. Show what a faction did here
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C

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D

Situation [1d10]

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4. Risk harming a relationship
5. Trigger surprise or plot twist
6. Sudden change in the place
7. Someone possibly misleading
8. Faction makes their move
9. Find something of value
10. Best-case scenario occurs

PUM – Plot Nodes (expanded)

Use one sheet per plot to unfold in your game

V8.2
EN



Plot title

Roll **1d10** in lists with less than half the entries filled; otherwise roll **1d20**. Always fill from top to bottom, left to right.



Game or world elements

1–2 Choose or reroll

3–4 Choose or reroll

5–6 Choose or reroll

7–8 Choose or reroll

9–10 Add new or reroll

11–12

Choose or reroll

13–14

Choose or reroll

15–16

Choose or reroll

17–18

Choose or reroll

19–20

Add new or reroll



Relevant encounters

1–2 Choose or reroll

3–4 Choose or reroll

5–6 Choose or reroll

7–8 Choose or reroll

9–10 Add new or reroll

11–12

Choose or reroll

13–14

Choose or reroll

15–16

Choose or reroll

17–18

Choose or reroll

19–20

Add new or reroll



Useful findings

1–2 Choose or reroll

3–4 Choose or reroll

5–6 Choose or reroll

7–8 Choose or reroll

9–10 Add new or reroll

11–12

Choose or reroll

13–14

Choose or reroll

15–16

Choose or reroll

17–18

Choose or reroll

19–20

Add new or reroll



Pending questions

1–2 Choose or reroll

3–4 Choose or reroll

5–6 Choose or reroll

7–8 Choose or reroll

9–10 Add new or reroll

11–12

Choose or reroll

13–14

Choose or reroll

15–16

Choose or reroll

17–18

Choose or reroll

19–20

Add new or reroll

Game notes

PUM – Plot Nodes (optional)

Use one sheet per plot to unfold in your game

V8.2
EN



Plot title

Roll **1d10** in lists with less than half the entries filled; otherwise roll **1d20**. Always fill from top to bottom, left to right.



Notable characters

- | | |
|-------------|-------------------|
| 1–2 | Choose or reroll |
| 3–4 | Choose or reroll |
| 5–6 | Choose or reroll |
| 7–8 | Choose or reroll |
| 9–10 | Add new or reroll |

- | | |
|--------------|-------------------|
| 11–12 | Choose or reroll |
| 13–14 | Choose or reroll |
| 15–16 | Choose or reroll |
| 17–18 | Choose or reroll |
| 19–20 | Add new or reroll |



Interesting locations

- | | |
|-------------|-------------------|
| 1–2 | Choose or reroll |
| 3–4 | Choose or reroll |
| 5–6 | Choose or reroll |
| 7–8 | Choose or reroll |
| 9–10 | Add new or reroll |

- | | |
|--------------|-------------------|
| 11–12 | Choose or reroll |
| 13–14 | Choose or reroll |
| 15–16 | Choose or reroll |
| 17–18 | Choose or reroll |
| 19–20 | Add new or reroll |



My list:



- | | |
|-------------|-------------------|
| 1–2 | Choose or reroll |
| 3–4 | Choose or reroll |
| 5–6 | Choose or reroll |
| 7–8 | Choose or reroll |
| 9–10 | Add new or reroll |

- | | |
|--------------|-------------------|
| 11–12 | Choose or reroll |
| 13–14 | Choose or reroll |
| 15–16 | Choose or reroll |
| 17–18 | Choose or reroll |
| 19–20 | Add new or reroll |



My list:



- | | |
|-------------|-------------------|
| 1–2 | Choose or reroll |
| 3–4 | Choose or reroll |
| 5–6 | Choose or reroll |
| 7–8 | Choose or reroll |
| 9–10 | Add new or reroll |

- | | |
|--------------|-------------------|
| 11–12 | Choose or reroll |
| 13–14 | Choose or reroll |
| 15–16 | Choose or reroll |
| 17–18 | Choose or reroll |
| 19–20 | Add new or reroll |

Game notes



Created by JeansenVaars

Consider a donation if you like my work. Feedback also welcome!



Layout design by: Maria Ciccarelli (<https://www.mariaciccarelli.com>)

Solo RPG tools of my creation

Game unfolding machine
Scene unfolding machine
Storyteller's Prompty Questions
Transient Predictions

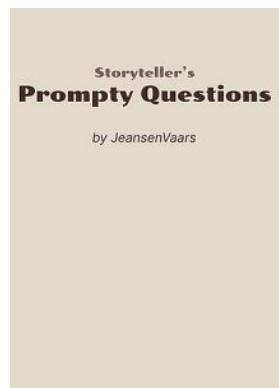
Solo RPG software of my creation

Mythic GME Tools - for Foundry VTT
Play by the Writing - for Espanso

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