

FORTUNE TELLER GENERATOR: People want to hear what they want to hear

RAP

Not an oracle (who are official and therefore trusted), fortune tellers are for normal folks. They might be authentic, they might be charlatans.

d10 The Fortune Teller is

- 1 An old hag
- 2 An exotic foreigner
- 3 A bored teenaged girl
- 4 An extravagant showman
- 5 An emaciated young man
- 6 A pair of identical twins who speak together
- 7 A sincere middle-aged woman
- 8 An old, crippled man
- 9 A well-dressed person, seemingly in the prime of life
- 10 A midget

d10 Physical feature

- 1 Blind, with an assistant
- 2 Covered with robes/scarves/ etc., so even the gender is a mystery
- 3 Much skin showing, and heavily tattooed
- 4 Mostly deaf
- 5 Extravagantly long hair
- 6 Obese, can barely move
- 7 A patch over one eye
- 8 Missing an arm/leg
- 9 Face frequently changes appearance/features
- 10 Nondescript and hard to recall

d10 Other feature

- 1 Speaks in a whisper
- 2 A shrill, squeaky voice
- 3 Says very little
- 4 Seems completely distracted
- 5 Appears nervous
- 6 Looks completely confident
- 7 Impatient, bordering on angry
- 8 Almost too friendly
- 9 Overly concerned/compassionate
- 10 Totally eccentric (think Professor Trelawney)

d10 Location

- 1 A small tent outside of town
- 2 A cabin in a swamp
- 3 A booth in the market
- 4 Behind a temple
- 5 In a normal dwelling
- 6 Under a tree on a nearby hill
- 7 In a disreputable tavern
- 8 A widow's house in town *
- 9 In an open field
- 10 A different location each time

* - *The widow believes implicitly in the fortune teller, and has allowed him/her to move in*

d12 Ritual used

- 1 Palm reading
- 2 Meditating
- 3 Crystal Ball gazing
- 4 Reading cards
- 5 Sensing an aura
- 6 Inhaling a mild hallucinogenic (via incense)
- 7 Rolling bones/sticks
- 8 Reading tea leaves
- 9 Talking with his/her pet cat
- 10 Dances him/herself into a trance
- 11 Stares into PC's eyes without blinking
- 12 Unknown (PC must be asleep/blindfolded and bound and alone while fortune is being determined)

d10 Protection used

- 1 A dagger hidden in a boot
- 2 A ring of protection
- 3 A devoted guard/partner
- 4 Part of an itinerant group (think gypsies), so never alone
- 5 A hidden item which casts an anti-magic shell
- 6 Several hidden mercenary guards
- 7 A ring which allows the wearer to blink away if danger threatens
- 8 Bracers of defence
- 9 A large, intimidating bodyguard
- 10 Clothing allows invisibility at will

d20 Fortune told

- 1 The spirits are unclear; come back tomorrow
- 2 All your endeavours will succeed
- 3 Now is a good time to try something
- 4 Absolutely yes
- 5 Yeah, maybe
- 6 Probably not, but who can tell
- 7 I'd turn back if I were you
- 8 Give it a try; see what happens
- 9 Life unfolds as it will, and you are but a dust mote in the wide universe after all
- 10 Set your affairs in order....
- 11 Things will work... if you commit
- 12 Watch your back tonight
- 13 The question is not "What will happen?" The question is, "Will you recognize it when it does?"
- 14 Your spirit is not right, so no answer can come

Continued above

- 15 Today you must live extravagantly, because tomorrow....
- 16 What is certain is that tomorrow will come
- 17 Absolutely no
- 18 If you keep your wits about you....
- 19 Now is a good time to try something... else
- 20 DM choice (make it as clear or ambiguous as you like!)

d6 The next day

- 1 No one even remembers the fortune teller having been there
- 2 He/she left in the night, destination unknown
- 3 Has changed location (roll above), but is still nearby
- 4 Moved to the next town
- 5 Returned to his/her home base (unknown location)
- 6 Hurriedly packing
- 7 Preparing to depart, but in no hurry
- 8 Same location