

WIZCHAN SOLO, DICELESS, PAPERLESS RPG – MEMORIZE THIS SHEET

“ROLLING” DICE

A	B	7	4	1
B	A+Bmod10	4	1	5

“B” is the outcome of the roll

THEME ORACLE

Roll\Type	Emotion	Focus	Composition
1,2,3	Joy	Within	Loose
4,5,6	Sadness	Without	Fixed
7,8,9	Anger	Ethereal	Rigid
0	reroll	Reroll	reroll

ACTION ORACLE

Roll\Type	Intent	Focus	Impact
1,2,3	Deliberate	Self	Create
4,5,6	Spontaneous	Other	Destroy
7,8,9	Habitual	Environment	Transform
0	reroll	reroll	reroll

FATE ORACLE (ROLL BELOW)

Difficulty\Momentum	Bad (-1)	Neutral (+0)	Good (+1)
Hard (-1)	3	4	5
Neutral (+0)	4	5	6
Easy (+1)	5	6	7

If A & B rolls fail, -1 to momentum, if B succeeds +1 to momentum

‘0’ is crit success/yes, ‘9’ is crit fail/no

GAME FLOW SUMMARY

