Tempting Fate - GM Oracle

Let *FATE* decide

Fate Dice™ are a line of Dice produced by Evil Hat Productions. Fudge Dice are a line of dice produced by Grey Ghost Press, Inc. The dice sets are similar in their design. Both are 6 sided dice. Two sides are positive (+), two sides are negative (-), and two sides are uncertain (blank).

For this GM Oracle, you'd be rolling a pool of 4 Fate/Fudge dice (4dF). Positives (+) and negatives (-) cancel each other out. You can pull them out of your final pool by taking them off the table, or just ignoring them in the result. What you are left with determines the response to your question.

Example: You want to know if the upcoming room is empty. Roll 4dF. The result is two positives (+), one negative (-), and one uncertain (blank). The negative cancels out one of the positives. These two dice can be pulled out of the pool, leaving you with one positive, and one unknown. The result of the pool is one positive, which equals success!

The more positives (+) you have in the final pool, the better the result. The more negatives (-) in the final pool, the worse the result.

Why use four Fate/Fudge dice? Because 4dF has a very nice Bell Curve. The result of the final pool, after positives and negatives cancel out, have the following odds:

- An uncertain result (all blank) comes up about 23% of the time
- One positive (+) or one negative (-) comes up about 20% of the time
- Two positives (+) or two negatives (-) come up about 12% of the time
- Three positives (+) or three negatives (-) come up about 5% of the time
- Four positives (+) or Four negatives (-) come up about 1% of the time

Tempting Fate Oracle:

Tempting Fate Pool	Result	Impact
UNCERTAIN	YES, BUT	Something good happens, but there's a catch
ONE POSITIVE	YES	Something good happens / you succeed
ONE NEGATIVE	NO	Something bad happens / you fail
TWO POSITIVES		
TWO NEGATIVES		
THREE POSITIVES		
THREE NEGATIVES		

FOUR POSITIVES		
FOUR NEGATIVES		

Inventory:Do you have this in inventory?

NPC encounter: Morale of NPCs

Encounter: Difficulty of the encounter (distance, noise, hunger, etc - can all be determined by one roll)