

- 3-4: Not yet, not until...
- 5-6: No, And
- 7-8: No, But
- 9: No
- 10-11: Random Event, Then Roll Again (when a random event happens, 10 becomes No, 11 becomes Yes)
- 12: Yes
- 13-14: Yes, But
- 15-16: Yes, And
- 17-18: Yes, for now until...

Table 2: No Random Events

- 3-4: Not yet, not until...
- 5-6: No, And
- 7-8: No, But
- 9-10: No
- 11-12: Yes
- 13-14: Yes, But
- 15-16: Yes, And
- 17-18: Yes, for now until...

Random Event: Roll Three Dice.

- First Die:
 - 1: New
 - 2: Remote
 - 3: Positive
 - 4: Negative
 - 5: Ambiguous
 - 6: Close/Kill
- Second Die:
 - 1: Item
 - 2: NPC
 - 3: Thread
 - 4: PC
 - 5: Event
 - 6: Organization
- Third Die:
 - 1: Begins The Next Scene
 - 2: Begins an encounter
 - 3: Makes the situation better
 - 4: Makes the situation worse
 - 5: Changes the current goal
 - 6: Ends The Current Scene