













# ABS12 Fact Generator - Flexible Dice Version 1.0

By Ken Wickham

2	1		1.Color	2.Object	3.Person	4.Creature	5.Structure	6.Location	7.Recognize	8.Contrast	9.Shadow	10.Highlight	11.Perception	12.View												
3	2		1.Surface	2.Hot	3.Cold	4.Smooth	5.Rough	6.Brush	7.Vibrate	8.Manipulate	9.Soft	10.Hard	11.Build	12.Destroy												
4	3		1.Tasteless	2.Sweet	3.Sour	4.Bitter	5.Salty	6.Bad	7.Breathe	8.Eat	9.Drink	10.Bite	11.Speak	12.Suck												
5	4		1.Quiet	2.Roar	3.Bang	4.Screech	5.Clunk	6.Shout	7.Ring	8.Loud	9.Voice	10.Scream	11.Whisper	12.Background												
6	5		1.Musky	2.Putrid	3.Pungent	4.Floral	5.Oily	6.Woody	7.Citrus	8.Fresh	9.Oriental	10.Fruity	11.Smoke	12.Scent												
7	6		1.Remember	2.Understand	3.Apply	4.Analyze	5.Evaluate	6.Create	7.Measure	8.Observe	9.Guess	10.Confused	11.Idea	12.Imagine												
8	7		1.Increase	2.Decrease	3.Reform	4.Transform	5.Closer	6.Further	7.Top-down	8.Bottom-up	9.Develop	10.Gradual	11.Rapid	12.Shift												
9	8		1.Stop	2.Slow	3.Fast	4.Wait	5.Hurry	6.Age	7.New	8.Old	9.Past	10.Present	11.Future	12.Date												
10	9		1.Stationary	2.Creep	3.Move	4.Walk	5.Run	6.Flow	7.Squirm	8.Fly	9.Roll	10.Ride	11.Action	12.Reaction												
11	10		1.Joy	2.Sadness	3.Anticipation	4.Fear	5.Anger	6.Surprise	7.Trust	8.Disgust	9.Personality	10.Secret	11.Motivation	12.Goal												
12	11		1.Decision	2.Choice	3.Divide	4.Join	5.Merge	6.Relate	7.Commit	8.Ignore	9.Delegate	10.Resource	11.Mechanism	12.Technique												
13	12		1.Long	2.Short	3.Wide	4.Narrow	5.Medium	6.Big	7.Small	8.Round	9.Square	10.Oval	11.Linear	12.Curved												
2D6	1D12		2	1	3	2	4	3	5	4	6	5	7	6	8	7	9	8	10	9	11	10	12	11	12	12
1D20	3D6		1	3 5	2 3	6	4 5	7	6	8	7 8	9	9 10	10	11	11	12 13	12	14 15	13	16	14	17 18	15	19 20	16 18

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## Directions

1. First roll either a 2D6, 1D12, 1D20, or 3D6 to find which row to consider: sensory, element of time and space, emotion/mood, or state of change. For the dice, colors indicate which number square to read - 2D6, violet; 1D12, green; 1D20, red; and 3D6, orange. *Optional:* for 2D6, rolling double threes (3s) results in unnumbered row between 7 & 8.
2. Roll the dice again to find a detail indicated by the column. *Optional:* for 2D6, same as the row.
3. Repeat as many times as needed to generate additional details.
4. Discard or change as necessary.
5. Interpret the result using creativity and considering your story situation.

*For example. A roll of 1D20 resulting in 6 means something about sound, indicated by the ear symbol. Another roll of 1D20 equaling an 12 would indicate **Loud**.*

*Something in the story was loud.*

If you need further details you could roll more.

*Lets say that you pile up **loud**, **cold**, and **move**. If in a modern house indicate something about a loud refrigerator vibrating. In space it might be indicate something about a scream from a cryogenic chamber. In a horror story or game it might indicate a chill running down a character's back pushing the character to flee as a loud rumble shakes the ground. In a fantasy story, it might indicate the launch of an ice ball from the trigger of a trap.*

It's just meant to help creativity. So use, discard, and change the results as needed.