Step 1: "Statement Begins"

Begin by identifying who the statement author (or simply "author") is. This is the person that is giving the statement. The experience they describe may or may not have applied to them personally.

Roll 1d6. On 1-3, choose the author's occupation from the "Occupations #1" table. Otherwise, choose from "Occupations #2."

Choose the author's pronouns from the "Pronouns" table.

Choose two metaphors from the "NPC Metaphors" table, and interpret them to flesh out the author's nature or personality.

Pick any name you like for the author.

Step 2: The Setup

Describe the initial situation. Where is the author? Who are they with? What are they doing?

Roll twice on the "Situation Aspects" table to discover what aspects apply to the current situation. Each item on this table represents a range between two extremes. Roll 1d6 to determine how far the situation is along each selected spectrum.

Roll once on the "Moment Aspects" table to discover what aspects apply to the current *moment in time*. The items here are also ranges between two extremes. Roll 1d6 to determine how far the current situation is along the selected spectrum.

Step 3: Fleshing Things Out

Add more detail to the current situation.

Roll once on the "Mood Adjectives" table. This will not suggest any imminent or sudden event, but should instead be subtly and pervasively atmospheric. You might interpret the result as "Something or someone is [adjective]."

Step 4: The Statement Author Reacts

This is where you discover what the statement author thinks or does in response to the situation.

Roll once on the "Reaction Adverbs" table and the "Reaction Verbs" table to generate an adverb+verb pair. Use this to describe the author's response as they become aware of the situation.

Step 5: The Twist

The moment of truth. This is the climax of the statement, where something happens that the author cannot explain and which makes them realize it is something supernatural or paranormal.

The twist *does not* (and perhaps *should not*) necessarily reveal the underlying cause of the phenomenon. It reveals just enough to motivate the statement author to eventually make a statement. Something occurs to make them wonder if (or even be certain that) they have just experienced something paranormal.

Roll on the "Threat Level" table to determine how dangerous the twist is (perhaps to the author, or to someone nearby).

Roll on the "Manifestation Type" table to determine what type of thing manifests.

Roll on the "Manifestation Aptness" table to determine how appropriate the thing is to the current situation.

Roll on the "Effect Verbs" and "Effect Nouns" tables to get a hint as to what kind of effect the thing has on the situation.

Step 6: The Statement Author Gets Out

Describe how the statement author escapes (or perhaps merely leaves) the situation. (They must survive at least long enough to make the statement, after all.)

Roll on the "Reaction Adverbs" and "Reaction Verbs" tables and use the result to inspire a description of what the author does to get out of the situation.
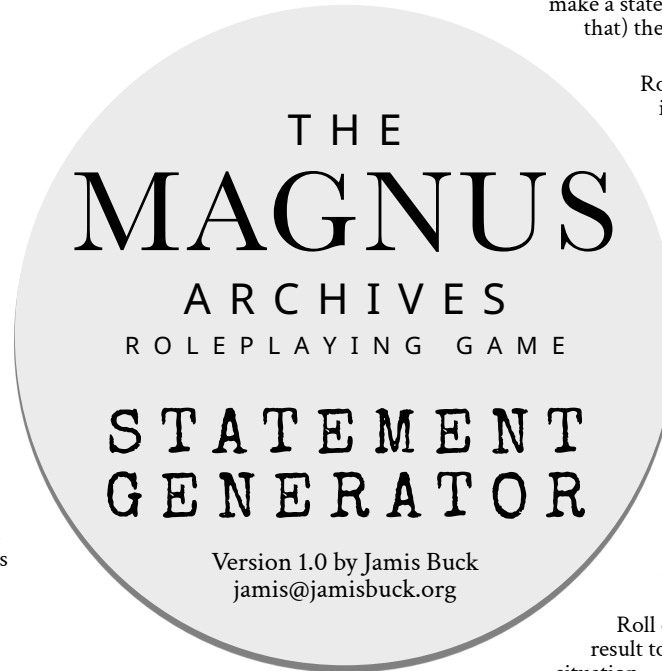
Step 7: Denouement

Eventually the statement author will come to give this statement, but what happens in the meantime? What is the immediate outcome of their experience?

Roll on the "Outcomes" table to discover what kind of outcome results from their experience.

Roll on the "Effect Verbs" and "Effect Nouns" tables for further inspiration.

Step 8: Consolidation

Combine everything into a coherent statement, adjusting anything that needs adjusting in order to make all the parts work together.

THE
MAGNUS
ARCHIVES
ROLEPLAYING GAME

STATEMENT
GENERATOR

Version 1.0 by Jamis Buck
jamis@jamisbuck.org

Example of Use

Jonathan wants to generate a statement to use with his friends the next time they get together to play *The Magnus Archives Roleplaying Game*. He reaches for this *Statement Generator* and starts rolling dice.

Step 1: "Statement Begins"

He starts by rolling for the author's pronouns, and gets 16, "she/her." He thinks for a moment and decides her name will be Elsie Dunworth.

Next, he rolls a d6 to determine which occupation table to use, and gets a 2. That means he rolls on the "Occupations #1" table, which gives him a 42: "Dancer." He decides she owns a small studio on the outskirts of LA where she teaches dance.

Finally, he rolls twice on the "NPC Metaphors" table to see what Elsie is like, and gets 45 ("Crab") and 15 ("Sheep"). "Crab" makes him think of "crabby", so he decides she is grumpy and snappish today. "Sheep" makes him think of docility and passivity, though, so she also tends to just cope with life's oddities.

Step 2: The Setup

For the setup, he rolls twice on the "Situation Aspects" table. The first roll is a 23 ("Distracted → Focused"), and he rolls a d6 to see where on that spectrum the situation falls. He gets a 2. Elsie is mostly distracted just now, probably sitting somewhere and doomscrolling on her phone.

The second roll is a 21 ("Creating → Consuming"), and he gets a 5 on the d6. She's mostly "consuming," then. Jonathan decides she must be at a restaurant, eating breakfast, or lunch.

The last roll for the setup is on the "Moment Aspects" table, to see what can be learned about the current moment. He gets a 1 ("Day → Night") and rolls a 2 on the d6. It's day, maybe lunchtime.

Step 3: Fleshing Things Out

Next, Jonathan rolls once on the "Mood Adjectives" table to see how the situation "feels." He gets a 64: "Vacant."

He decides that the restaurant is unusually empty for this time of day. The buzz of a fly is the only sound as Elsie eats and scrolls on her phone.

Step 4: The Statement Author Reacts

This is where Elsie notices the situation's mood ("vacant"). How does she react?

Jonathan rolls on the "Reaction Adverbs" table and gets 56: "Rigidly." Rolling on the "Reaction Verbs" table he gets 15: "Creeps." Hmm. *Rigidly creeps…*

Jonathan decides that Elsie feels an odd sensation come over her as she realizes she's the only patron in the restaurant. No, the only *person* in the restaurant. She stands and moves slowly, carefully, awkwardly to the counter, feeling like her joints are frozen. Where *is* everybody?

Step 5: The Twist

The climax of the statement! Jonathan needs to determine the *threat level*, the *manifestation type*, and the *manifestation aptness*.

He rolls on the "Threat Level" table first, and gets 3: "Revolting/Disturbing." Rolling on the "Manifestation Type" table, he gets a 4: "Creature", and on the "Manifestation Aptness" table, he gets 2: "Subtly altered."

For a bit more inspiration, he also rolls on the "Effect Verbs" table (46: "Lure") and on the "Effect Nouns" table (36: "Insects"). "Lure insects…" Jonathan thinks of the buzzing fly he mentioned with the mood description…

He decides that Elsie looks behind the counter and sees hundreds—thousands—of corpse-white flies buzzing madly on the floor. Looking closer, it appears that the entire area behind the counter is covered with fly paper, and the flies are all stuck to it. The buzzing grows louder, and when she turns around she sees that every surface—even the table where she'd been sitting—is now fly-papered and covered with a mass of buzzing, struggling flies.

Step 6: The Statement Author Gets Out

There's no question that Elsie gets out somehow. Jonathan rolls on the Reaction tables and gets 36 ("Laboriously") and 66 ("Wonders").

Laboriously wonders... Jonathan ponders a moment before jotting down his interpretation of the prompt.

Elsie has to get out, but the floor…! Flies are everywhere. Gritting her teeth she steps out onto the fly-papered floor, feeling the crunch of flies beneath her feet. Her sneakers stick to the floor and it takes laborious effort to pull them free after each step. What in the world is going on? she wonders. She finally reaches the door—also fly-papered—and kicks it open before fleeing into the street.

Step 7: Denouement

Jonathan now needs to figure out what Elsie did after getting out, but before giving her statement. He rolls on the "Outcomes" table and gets a 4 ("Erased").

He also rolls on the "Effect Verbs" and "Effect Nouns" tables and gets "Bury Location."

Thinking briefly, he decides the statement concludes with Elsie saying that she took a couple days off from the studio after her experience at the restaurant, but when she finally got the courage to return, the little restaurant was gone. Just a big pile of dirt where the building was, and what is even stranger, no one knows what she means when she asks about the restaurant. No one remembers it. They all think it's always been a pile of dirt. Elsie worries that she's losing it...

Step 8: Consolidation

With the parts all finished, all that's left is for Jonathan to put them all together into a finished statement. He'll give it to his players as an in-game artifact for them to read at the start of their next session, as an intro for their investigation.

Credits

d66*	NPC Metaphors	d66	Mood Adjectives
11	Dog	11	Achy
12	Elephant	12	Annoying
13	Fox	13	Antique
14	Cat	14	Awkward
15	Sheep	15	Beguiling
16	Horse	16	Burnt
21	Shark	21	Constraining
22	Beaver	22	Damp
23	Cow	23	Dissonant
24	Dolphin	24	Enormous
25	Bear	25	Intermittent
26	Sloth	26	Malignant
31	Monkey	31	Nauseous
32	Snake	32	Noisy
33	Frog	33	Obscured
34	Alligator	34	Observed
35	Spider	35	Persistent
36	Scorpion	36	Pervading
41	Bee	41	Quiet
42	Butterfly	42	Sallow
43	Snail	43	Sharp
44	Clam	44	Slick
45	Crab	45	Stagnant
46	Vulture	46	Subdued
51	Penguin	51	Surreal
52	Peacock	52	Swaying
53	Duck	53	Throbbing
54	Owl	54	Treacherous
55	Eagle	55	Ubiquitous
56	Tree	56	Uncertain
61	Weed	61	Unclear
62	Gemstone	62	Unsettling
63	Fossil	63	Unwelcome
64	Wind	64	Vacant
65	Water	65	Whispering
66	Fire	66	Withered

*d66: roll 2 six-sided dice. Read one as the tens digit, and the other as the ones digit. E.g. if you roll a 3 and 1, you would read the result as "31."

NPC Metaphors

Interpret this table by considering the attributes of each metaphor. What do they make you think of? What comes first to mind? How might the NPC be like each thing?

For example, "Sloth" might be slow, of course. Or intentional. Or (thinking of the black around the eyes of a three-fingered sloth) it might suggest spectacles. "Gemstone" might be multi-faceted, or radiant, or rich, or beautiful. "Frog" might suggest large eyes, or a big mouth, or a croaking voice.

Go with your first impressions; they'll usually be the most relevant and memorable.

Mood Adjectives

Something about the situation is described by the adjective you choose here. "Awkward" might describe a seating arrangement, or a grocery store clerk's fumbling attempts to engage in conversation. "Nauseous" might describe how the character is feeling, or might be interpreted as "nauseating," and thus describe a taste, a smell, or a color.

It's okay (and common!) for the adjective to trigger an idea that's actually not related to the adjective itself. Go with it! Don't be too constrained by the results you get here. They're intended for inspiration, and nothing more.

Occupations #1 and #2

Roll a d6 to determine which table to use. On 1-3, use table #1. On 4-6, use table #2.

Feel free to interpret the results loosely, going with the first thing that they make you think of. A "driver" might be a "race-car driver", or a "taxi driver." It might even just suggest that the character happened to be driving at the time.

A "designer" could be an interior designer, graphic designer, fashion designer, or any other kind of designer that you can think of.

An "engineer" could be a civil engineer, sound engineer, software engineer, a railroad engineer, or anything else that strikes your fancy.

Don't be too constrained by what you find here. Go with what feels right .

d66	Occupations #1	d66	Occupations #2
11	Actor/Performer	11	Hunter
12	Accountant	12	Inventor/Tinkerer
13	Administrator	13	Investigator (any)
14	Antiques dealer	14	Janitor/Cleaner
15	Architect	15	Journalist (any)
16	Artist	16	Law enforcement
21	Astronaut/Pilot	21	Librarian
22	Athlete	22	Meat processing
23	Banker	23	Medical professional
24	Bartender/Barista	24	Mortician/Caretaker
25	Book collector/seller	25	Musician
26	Butcher	26	News anchor
31	Carnival/Circus	31	Parent/Grandparent
32	Charlatan/Scammer	32	Photographer
33	Chef/Cook/Baker	33	Plumber
34	Child/Orphan	34	Politician
35	Cinematographer	35	Priest/Preacher
36	Construction	36	Prisoner
41	Criminal	41	Realtor
42	Dancer	42	Sailor
43	Computers/Systems	43	Science technician
44	Dept. Store Associate	44	Scientist
45	Designer (any)	45	Security guard
46	Diver/Oceanographer	46	Shop owner
51	Drifter/Homeless	51	Soldier
52	Driver/Chauffeur	52	Streamer/YouTuber
53	Ecologist	53	Student
54	Engineer (any)	54	Taxidermist
55	Entertainer/Celebrity	55	Teacher/Professor
56	Explorer/Frontier	56	Theater technician
61	Exterminator	61	Therapist/Psychiatrist
62	Farmer/Rancher	62	Thrill-seeker
63	Forest/Park ranger	63	Travel/Tourism
64	Groundskeeper	64	Widow/Widower
65	Hermit	65	Witch
66	Hiker/Outdoors	66	Writer (any)

d66	Reaction Adverbs	d66	Reaction Verbs
11	Absently	11	Backpedals
12	Angrily	12	Blinks
13	Automatically	13	Bristles
14	Awkwardly	14	Considers
15	Bleakly	15	Creeps
16	Boldly	16	Cries
21	Breathlessly	21	Cringes
22	Coldly	22	Curses
23	Distantly	23	Faints
24	Eagerly	24	Falls
25	Falteringly	25	Falters
26	Furtively	26	Fixates
31	Gradually	31	Flinches
32	Haltingly	32	Flounders
33	Heavily	33	Gasps
34	Idly	34	Glowers
35	Incoherently	35	Hums
36	Laboriously	36	Mutters
41	Languidly	41	Nods
42	Lethargically	42	Pales
43	Lingeringly	43	Recoils
44	Listlessly	44	Runs
45	Methodically	45	Sags
46	Nervously	46	Shudders
51	Obediently	51	Sighs
52	Painfully	52	Stammers
53	Queasily	53	Stares
54	Quietly	54	Stiffens
55	Reluctantly	55	Stops
56	Rigidly	56	Swallows
61	Robotically	61	Swivels
62	Self-consciously	62	Trembles
63	Slowly	63	Wavers
64	Suddenly	64	Whistles
65	Uncharacteristically	65	Winces
66	Uneasily	66	Wonders

Reaction Adverbs & Verbs

Roll once on each table and combine them into a short description of an action. These are intended to be interpreted quite loosely; context is everything!

For example, in one situation, "incoherently nods" might mean the character nods emphatically for no reason at all. In another, it might mean they nod while mumbling incoherently. In yet another, you might just use "incoherently" and discard "nods" altogether.

Don't restrict yourself to the literal meanings of the words, either. Feel free to go with what they make you *feel*, or what they make you *think of*. Maybe the phrase you get reminds you of a movie quote, which makes you think of something one of the characters did in the movie. Feel free to have your character act likewise!

Effect Nouns & Verbs

Roll once on each table and combine them into a short description of an effect. As with the Reaction Adverbs & Verbs, you should expect to interpret the results very loosely, relying heavily on the context of the scene.

For example, imagine you roll and get "expose stranger." If the scene includes someone in the scene with a deep hood that hides their face, you might interpret the roll so that the character abruptly pulls the hood away. If there is no stranger in the scene, it might mean the character suddenly feels compelled to open a door, revealing someone or something unexpected.

Go with your gut! If you feel particularly stymied by a roll, roll again, but don't give up too early. Sometimes, a loose connection to one roll will be much better for the story than a literal connection to another

d66	Effect Verbs	d66	Effect Nouns
11	Abandon	11	Animal
12	Attack	12	Body
13	Burn	13	Bone
14	Burst	14	Book
15	Bury	15	Child
16	Change	16	Dark
21	Chase	21	Death
22	Control	22	Deception
23	Corrupt	23	Door
24	Crush	24	Eye
25	Deceive	25	Family
26	Deprive	26	Filth
31	Descend	31	Fire
32	End	32	Flesh
33	Erase	33	Friend
34	Expose	34	Grave
35	Feed	35	Ice
36	Freeze	36	Insect
41	Grow	41	Location
42	Hide	42	Machination
43	Infest	43	Madness
44	Influence	44	Memory
45	Kill	45	Monster
46	Lure	46	Other
51	Manipulate	51	Prey
52	Open	52	Self
53	Push	53	Silence
54	Reveal	54	Sky
55	Slaughter	55	Space
56	Smother	56	Stranger
61	Submerge	61	Truth
62	Take	62	Unknown
63	Watch	63	Violence
64	Weave	64	Water
65	Wither	65	Weapon
66	Write	66	Web

d36*	Situation Aspects
11	Alone → Crowded
12	Asleep → Alert
13	At rest → In motion
14	Casual → Formal
15	Cold → Hot
16	Comfortable → Not
21	Creating → Consuming
22	Dark → Light
23	Distracted → Focused
24	Energized → Exhausted
25	Indoors → Outdoors
26	Mourning → Celebrating
31	Mundane → Bizarre
32	Personal → Professional
33	Quiet → Loud
34	Safe → Endangered
35	Starved → Sated
36	Temporary → Durable

d6	Moment Aspects
1	Day → Night
2	Distant → Recent
3	Early → Late
4	Separate → Simultaneous
5	Spontaneous → Planned
6	Workday → Holiday

d66	Pronouns
11-12	They/Them
Even	She/Her
Odd	He/Him

Situation Aspects

Each result here represents two extremes of a spectrum. Roll d36* to determine the aspect, and then roll a d6 to determine where on the spectrum the situation falls, with a 1 selecting the first extreme, a 6 selecting the second extreme, and numbers in-between selecting something between the two.

For example, if you get "Dark → Light", you might interpret the second d6 as:

1. Completely dark, no light anywhere.
2. Mostly dark, but with faint light making it *just* possible to make out rough shapes.
3. Light enough to see well, but with plentiful shadows.
4. Early evening light.
5. Middle of an overcast day. Subtle shadows.
6. Full light, no shadows anywhere.

This is obviously not an exact science. Don't stress too much about getting precisely the difference between a 3 and a 4; just go with your gut.

Moment Aspects

These work the same as the Situation Aspects. Each item is a spectrum between two extremes. Once you know the item, you'll roll another d6 to figure out where on the spectrum the situation is.

The results here relate to the timing of the situation. "Distant → Recent" relates to whether the event happened long ago, or very recently. "Early → Late" says whether it happened early (in the day, week, month, year, etc.) or late. "Separate → Simultaneous" is for determining where the event fell relative to some other event (a holiday, a disaster, an election, etc.).

Pronouns

Naturally, the frequency with which you encounter different pronouns will depend greatly upon your demographic, the government, and time period. Feel free to adjust this table as needed.

Threat Level

This describes how dangerous/threatening the twist is to the statement author or those around them. It's roughly a spectrum from "safe" to "will kill you."

"Potential danger" and "immediate threat" refer to the danger of injury (physical, emotional, or mental), without immediately risk of loss of life.

d6	Threat Level
1	No danger
2	Confusing/Disorienting
3	Revolting/Disturbing
4	Potential danger
5	Immediate threat
6	Life-threatening

Manifestation Type

This describes the category of what manifests in the "Twist" stage. As with all the other tables in this generator, feel free to interpret as loosely as necessary.

"Thing" is intended to represent any inanimate object. "Creature" is either an animal or monster, but could be a plant or other living thing.

"Phenomenon" is a catch-all for anything that doesn't easily fit elsewhere. Weather, voices, music, a smell, etc.

d6	Manifestation Type
1	Thing
2	Location
3	Person
4	Creature
5	Sensation/Emotion
6	Phenomenon

Manifestation Aptness

This describes how appropriate the twist is to the current situation. **Appropriate** would be a chef in a kitchen. **Subtly altered** would be a chef in a kitchen, with a clown nose. **Greatly altered** would be a chef in a kitchen, covered in knives. **Related to the setting** would be something related to a kitchen, like an animated refrigerator. **One step removed** would be a refrigerator maintenance man, in a kitchen. And **Completely inappropriate** would be a giraffe in a kitchen.

d6	Manifestation Aptness
1	Appropriate to the setting
2	Appropriate, but subtly altered
3	Appropriate, but greatly altered
4	Related to the setting
5	One step removed from the setting
6	Completely inappropriate to the setting

Outcomes

These describe what happens after the story, but before the statement. **Not stated** means the author never says what they did after getting out. **Hinted** means they got some hint about fallout, like a newspaper article. **Uncertain** means they are confused by the event, or unable to make up their mind. **Erased** means something from before is forgotten by everyone but the author. **Altered** is like Erased, but the thing is changed instead of forgotten. And **Unchanged** means everything is like the twist never happened.

d6	Outcomes
1	Not stated
2	Hinted
3	Uncertain
4	Erased
5	Altered
6	Unchanged