



Meaningful Successes to Resolve:

Main Mission:

Scene 1

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Scene 2

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Scene 3

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Scene 4

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Patrons, Persons

[Name, Role, Trait]

- 1.) _____
- 2.) _____
- 3.) _____
- 4.) _____
- 5.) _____
- 6.) _____
- 7.) _____
- 8.) _____

Allies/Groups [Name, Culture/Occupation, Trait]

- 1.) _____
- 2.) _____
- 3.) _____
- 4.) _____
- 5.) _____
- 6.) _____
- 7.) _____
- 8.) _____

Structured Questions for Persons

Does the person have a need? (always yes for first cutscene)

-What does the person need? [mission];

-What is the reason behind that need? [rationale]

-Does the person have an(other) item to help with the mission? [item]

-Is there a destination place for the mission? [place]

-Does the person offer (extra) valuables for completing the mission?

-Will the person supply special equipment for the mission?

-Will the person provide an(other) ally for the mission? [ally]

Is there another person(s) to contact with more information? [person]

Can the person warn me about possible upcoming encounter(s)? [foe(s)]

Structured Questions for Foes

Do the foe(s) have (extra) money or valuables on them/nearby?

Do the foe(s) have an(other) item (as a possession or clue)? [item]

What is the reason behind the hostilities? [rationale]

Is there a source person/encounter behind the hostilities? [person]

Window Dressing/Notes:

Skill Successes:
 Ask for Trouble:
 Meaningful Success?

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Window Dressing/Notes:

Skill Successes:
 Ask for Trouble:
 Meaningful Success?

(Mission: continued)



Scene 5

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◇ ◇ ◇
Ask for Trouble: ◇ ◇ ◇
Meaningful Success?

Scene 6

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◇ ◇ ◇
Ask for Trouble: ◇ ◇ ◇
Meaningful Success?

Scene 7

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◇ ◇ ◇
Ask for Trouble: ◇ ◇ ◇
Meaningful Success?

Scene 8

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◇ ◇ ◇
Ask for Trouble: ◇ ◇ ◇
Meaningful Success?

Scene 9

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◇ ◇ ◇
Ask for Trouble: ◇ ◇ ◇
Meaningful Success?