

# NAME

OBJECTIVE				
THEME				
MASTER PLOT		CHARACTER PLOT		OTHER
NEMESIS		VILLAIN		HENCHMEN
TYPE OF ADVENTURE	THWARTING	DELIVERING	COLLECTING	DISCOVERING
WHAT DO WE EXPECT?				
121		122		
WHAT MUST THE PLAYERS LEARN?				
ACT I	DESCRIPTION - WHAT DO WE EXPECT AND HOW IS YOURS DIFFERENT?			
INTRO GOAL				
INTRO ENEMY				
INTRO SITUATION				
ACT II				
SET-UP JOURNEY				
FIRST ATTEMPT				
ACT III				
FALSE ENDING				
FINAL SHOWDOWN				
LIST 10 NAMES				
WHAT DID YOU SEE?				
HOW DOES THE OUTCOME CHANGE YOUR MASTER PLOT?				

ADVENTURE TEMPLATE

DATE

# NAME

OBJECTIVE		
THEME		
OPENING SCENE/ SITUATION		
COOLNESS FACTOR		
NPCS		
MONSTERS		PAGE NO.
WHAT DO WE EXPECT?		
KEY DESCRIPTORS		
SIGHTS		
SOUNDS		
TOUCH		
TASTE		
SMELL		
MAPS NEEDED?		
NAMES - LIST 10		
WHAT DID YOU SEE?		

ADVENTURE PHASE PLANNER

DATE

# NAME

TITLES			
DESIRE			
BLUNT FORCE TRAUMA	NEVER PRESENT	MENTOR	
VILLAIN	HENCHMAN		
DESIRED			
IGNORANT			
RESPECTED			
HATED			
WHAT IS THEIR GOAL?			
DO THEY HAVE ANY OTHER GOALS?			
DESCRIPTIVE CHARACTERISTICS			
FACIAL FEATURES	SPEECH PATTERNS	BODY TYPE	EQUIPMENT
SIGHT	SOUND	SMELL	TOUCH
EMOTIONAL STATE	HAPPY	SAD	ANGRY
BIOGRAPHY			

## NEMESIS, VILLAIN, HENCHMEN SHEET

# NAME

JOB		USE	
GOAL			
LONG-TERM	MENTOR	SUPPORTER	GUIDE ADVANCER
COMPETENCE	LIKABILITY	PROACTIVITY	
WHAT MAKES THEM COOL?			
QUIRK	EQUIPMENT		
DESIRE	FEAR		
DESCRIPTIVE CHARACTERISTICS			
FACIAL FEATURES	SPEECH PATTERNS	BODY TYPE	EQUIPMENT
SIGHT	SOUND	SMELL	TOUCH
EMOTIONAL STATE	HAPPY	SAD	ANGRY
BIOGRAPHY			

PLOTTER NPC

DATE

NAME

JOB		
GOAL		
USE		
QUIRK	EQUIPMENT	
DID YOU SEED ANYTHING WITH THIS NPC?		

FODDER NPC CARD

NAME

JOB		
GOAL		
USE		
QUIRK	EQUIPMENT	
DID YOU SEED ANYTHING WITH THIS NPC?		

FODDER NPC CARD

# NAME

FILL IN YOUR ANSWERS TO THESE	SOMEONE	WANTS SOMETHING	BY
WHO?			
WHAT?			
WHERE?			
WHEN?			
WHY?			
HOW?			
THEME			
EXPECT?			
ESTABLISHED?			
DIFFERENT			

## MASTER PLOT & ADVENTURE DEV



# NAME

PHASE	No.	SIMPLE DESCRIPTION - WHO, WHAT, WHEN, WHERE, WHY
GETTING STUFF	1	
	2	
	3	
	4	
BUILDING STUFF	1	
	2	
	3	
	4	
TESTING STUFF	1	
	2	
	3	
	4	
REALIZING GOAL	1	
	2	
	3	

MASTER PLOT ADVENTURE OUTLINE



WHAT, WHERE, HOW

LINES

DATE