

TITLE



GOAL AND HIGH CONCEPT

High Concept

Goal

APPROACHES

Combat

Interaction

Exploration

Lore

TROUBLE OVERHANGING

Aspect

VITALS

1 2 3

4 5 6

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

SCENES

Title

Environmental Aspect

Obstacle Aspect

Notes

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Obstacle Aspect

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