



MISSION PROFILE

1. Roll a bunch of times on the tables in the book. (Pages 190–198.)
2. Fill in the blanks below.
3. Reference during play.

THE TEASER

Mission Objective:

Featured Creature:

Normal(s):

Building Type:

Location Type:

Location/US State:

THE ENEMY

Featured Creature:

Grand Evil Plan:

Kill Motive:

Normal (Victim?):

Traumatic Event:

What It Fears:

What It Loves (that isn't evil):

What It Hates:

SUPPORTING CAST

Allies, Henchmen, Minions:

Other Interested Parties:

Future Victims:

FINAL SHOWDOWN

Building Type:

Location Type:

Location/US State:

THE BRIEFING

Triggering Event:

Normal (Victim?):

Featured Creature Suspects:

Building Type:

Location Type:

Location/US State:

Mission Objective:

Witnesses:

Key Contacts:

Other Interested Parties:

Potential Equipment Needed:

Big Picture Mission:

Big Picture Enemy:

The Setup and Briefing

1. Set Up Bad Peace
2. The Briefing
3. Character Connections
4. Gear Up, Head Out!

Investigate, Chew Gum, Kick Ass

1. Introduce Threat
2. Identify Suspect, Make Contact
3. Introduce Party Conflict
4. New Enemy Information
5. Twist Or Introduce a New Threat

Try Not To Die

1. Bad Guys Winning/Getting Closer
2. Introduce Threat/Red Herring
3. Everything you know is wrong!
4. Character Connection and Party Conflict Resolution
5. Muster, Calvary, Hail Mary?

Final Showdown

1. Final Encounter with Enemy
2. Stop the Plan/Die Trying

Resolution

1. Wrap Up, Consequences
2. Establish the New Bad Peace

Mission Agenda:**The Bad Peace:**

SINISTRA	THREAT 1	THREAT 2	THREAT 3	THREAT 4
1:	Category: Type: Impulse: Description:	Category: Type: Impulse: Description:	Category: Type: Impulse: Description:	Category: Type: Impulse: Description:
2:				
3:	1: 2:	1: 2:	1: 2:	1: 2:
4:	3: 4:	3: 4:	3: 4:	3: 4:
STAKES QUESTIONS	THREAT AGENDA	THREAT AGENDA	THREAT AGENDA	THREAT AGENDA
1:				
2:	CAST	CAST	CAST	CAST
3:	STAKES QUESTIONS	STAKES QUESTIONS	STAKES QUESTIONS	STAKES QUESTIONS
4:				
CAST (NAMES)	STUNTS	STUNTS	STUNTS	STUNTS