



## 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:

**SINISTRA**

1:

2:

3:

4:

**CAST (NAMES)**

**THREAT 1**

Category:

Type:

Impulse:

Description:

**SINISTRA**

1:

2:

3:

4:

**THREAT AGENDA**

**CAST**

**STAKES QUESTIONS**

**STUNTS**

**THREAT 2**

Category:

Type:

Impulse:

Description:

**SINISTRA**

1:

2:

3:

4:

**THREAT AGENDA**

**CAST**

**STAKES QUESTIONS**

**STUNTS**

**STAKES QUESTIONS**

1:

2:

3:

4:

**CAST (CONTINUED)**

**THREAT 3**

Category:

Type:

Impulse:

Description:

**SINISTRA**

1:

2:

3:

4:

**THREAT AGENDA**

**CAST**

**STAKES QUESTIONS**

**STUNTS**

**THREAT 4**

Category:

Type:

Impulse:

Description:

**SINISTRA**

1:

2:

3:

4:

**THREAT AGENDA**

**CAST**

**STAKES QUESTIONS**

**STUNTS**



**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:**

**DEMON HUNTERS**

**DEMON DICE USED**

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**WHAT HAPPENED**

Large empty text area for recording events.

