

JV's SCENE DESIGNER 3.0

USAGE

WHAT IS IT FOR

The Scene Designer can help with writer's block, when you get stuck or when you are not sure how can your story evolve. Having a plot hook is one thing, bringing it to life is another. It also helps reminding players that the world is alive, its events relevant and characters special.

HOW TO USE

When thinking about your next scene, think of the following:

1. Make a scene proposal - What your PCs want to do next
2. Check for Alteration - Any complications or interruptions?
3. Regardless of the answer, Roll 3d10 Scene Designer
4. Make an interpretation and play it out

Have fun! - When needed, the complications table can help.

CLARIFICATION

NEGATIVE OR POSITIVE WORLD EVENT

Look at your world truths, what makes your world or setting unique and special, bring universal events to life.

FLAWS OR WEAKNESSES EXPOSED

Whatever is happening, happens because your characters are who they are, and would not happen to someone else.

TRAITS OR EDGES HELP

Something special or unique about your characters is particularly useful in this scene.

WORLD BUILDING

Your PCs will learn and experience the world through a challenge. What does it feel like to be in your universe?

d10 Type	d10 Challenge	d10 Factor
1 Complication or Twist	1 Knowledge/Culture/Magic	1 Failure has consequences
2 Negative world event	2 Endurance/Resistance/Toughness	2 May be done differently
3 Flaws or Weaknesses exposed	3 Athletic/Driving/Agility	3 May be somehow avoided
4 Plot opposition	4 Infiltration/Trickster/Stealth	4 Particularly difficult
5 Traits or Edges help	5 Intelligence/Research/Logic	5 Relates to someone important
6 World building	6 Perception/Intuition/Survival	6 Yields useful information
7 Positive world event	7 Social/Charisma/Intimidation	7 Leads to valuable object
8 Plot progress	8 Specialist/Profession/Technology	8 Brings to unique location
9 Plot progress	9 Combat!	9 Requires cooperation
10 Plot progress	10 Combat!	10 Requires proper planning

COMPLICATIONS DESIGNER (2D20)

d20	Target	d20	Target	d20	Target
1-4	Environment	7-9	Ally	13-16	Something
5-6	Someone	10-12	Enemy	17-20	Information

d20	Circumstance	d20	Circumstance
1	Missing/Gone/Lost/Forgotten	11	Mistaken/Error/False/Wrong
2	Explosive/Dangerous/Sensitive	12	Leaked/Discovered/Known
3	Blocked/Hidden/Trapped	13	Erratic/Unreliable/Failing/Insufficient
4	Arrived/Recent/New	14	Disrupted/Modified/Artificial
5	Dead/Destroyed/Unrecoverable	15	Surprising/Altered/Unexpected
6	Broken/Damaged/Injured	16	Younger/Older/Newer/Obsolete
7	Flooded/Overflowed/Exceeded	17	Sick/Hazardous/Poison/Toxic
8	Sabotaged/Captured/Taken	18	Prepared/Armed/Expecting
9	Corrupted/Twisted/Insane	19	Unprepared/Unarmed/Unexpected
10	False/Fake/Lying/Treason	20	Delayed/Timed/Wait