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You're here because the guys are coming tomorrow and you still don't have an idea what the next adventure is going to be. Or you're sick and tired of another Noun on the Something-Fell/Fell-Something adventure. There is no shame in using this cheat sheet. Remember these are sketches, not the whole story, and a good RPG is character driven. Make the plot fit the players, not the other way around. This list is in alphabetical order for no good reason. After each plot is a list of add-on ideas, wrinkles or tweests. The original has a copyright marker on it, but this is a wiki, so let's wiki this shit up by making links and adding content. The Plots[edit] PCs seek shelter from the elements or another threat, and come across a place to hole up. They find that they have stumbled upon something dangerous, secret or supernatural, and must then deal with it to enjoy a little rest. The shelter contains the cause of the threat that PCs were trying to avoid. The shelter houses a hidden base (see below). The PCs don't just have to fight for shelter, they have to fight to survive. The place is a legitimate shelter of some sort, but PCs are not welcome and must win hearts or minds to serve their bed for the night. Better Late than never [edit] Some villains have arrived and done some evil things. The PCs weren't the hide or interfere in an environment (often a hostile to PCs). If the bad guys cross the adventure's finish line (cross the county line, do warp jump, etc.) there is no way to pursue them beyond that. Extortion [edit] Usually through scams (but sometimes by digging into PCs' past), an antagonist has something to hold over the heads of the PCs and make them jump. This could be any kind of threat from physical to social, but it depends on the villain having something - even if it's information - that others don't want to do. PCs must end the cycle of blackmail, deprive the villain of his edge, and keep him temporarily satisfied while doing so. The adventure hook involves the PCs making the villain a good ride, which allows him to take advantage of them (very cynical!). To succeed, PCs must contact other people who are also being used. PCs are not the victims at all, but someone they care about/are charged to protect is. Breaking and Mission Goal: Enter the dangerous place and pick up the vital dingus or valuable person. Overcome the area's defense to do so. The goal is not to extract a thing, but to destroy a thing or disrupt a process (kill the force-screen generator, assassinate the evil king, stop magic from being cast, destroy the invasion plans, close the portal). The target has moved. The target is information that must be broadcast or otherwise released from the area as soon as it is found. The job must be done without warning anyone. PCs don't know the place is dangerous. PCs must ensure a military target for the good. There are crooks there who prefer not to be secured. The basic tactical scenario. PCs must assemble and/or train a strength to do the work with them. PCs work with faulty intelligence, and the target zone is not as described. PCs must coordinate their own efforts with an allied group (possibly putting rivalry aside to do so). The target zone includes a population of innocent people, fragile goods, or some other precious things that must not be harmed in the crossfire. Clearing The Hex[edit] There is a place where bad things live. PCs must make it safe for nice people, systematically clearing it of danger. The haunted house; The alien attack; The wild forest. Delver's Delight[edit] PCs are treasure hunters who have caught the wind of a treasure-laden ruin. They go to explore it and must deal with its supernatural residents in order to win the treasure and get out alive. The treasure is someone else's rightful property. The treasure turns out to have its own will. Don't eat The Purple Ones[edit] PCs are stranded in a strange place, and must survive by finding food and shelter, and then worry about coming home. PCs must survive only for a short period of time until the help arrives, the ship and/or the radio is repaired, or something like that in repair scenarios, sometimes the PCs must discover some facts about the local environment that will make such repairs possible. Elementary, My Dear Watson[edit] A crime or cruelty has been committed; PCs need to fix it. They must interrogate witnesses (and prevent them from being stolen or destroyed). They must then gather evidence to deliver to the authorities, or serve as personal justice ministers. The PCs are working to clear an innocent already accused (possibly himself). PCs must work with a special investigator or are otherwise bothered with an unwanted ally. Midway through the PCs are taken out of the case - their invitation/authority to pursue the case is closed (often the result of political maneuvers by an antagonist). Climax is a courtroom scene or other arena of judgment. The scale is very variable for this type of adventure, from a small town murder to a planetwide pollution scandal. Escort Service[edit] PCs have a valuable item or person who must be taken to a safe place or to its rightful owner, etc. They must make a dangerous journey in which one or more factions (and chance and misfortune) try to deprive them of the things in their care. The thing or person is troublesome and trying to escape or siding the PCs. The destination or their charge was meant to do when it got there. The person is attempting a political defect. Safe arrival at the destination does not end the story; PCs must then negotiate with out the goal knowing. Good housekeeping [edit] PCs are placed at the head of a large operation (a trading company, a feudal barony, CIA) and must, despite lack of experience in such things, make it work and thrive. The PCs are brought in because something big is about to happen and the old guard wants a chance to escape. The peasants, neighbors, employees, et cetera harmes the PCs because their inheritance method looks outwardly bad, and everyone loved the old boss. Help is on the way[edit] A person (church group, nation, galaxy) is in a dangerous situation they cannot survive without rescue. PCs are at work. In some scenarios, the hook is as simple as a distant cry or crackly distress signal. The victim (s) is (s) a hostage, or under siege from enemy forces, and the PCs must deal with captors or break the siege. There is a danger that rescue attempts will strand the rescuers in the same soup as the rescuers, which exacerbates the problem. The rescues are not humans, but animals, robots or anything else. The threat is not villain-oriented at all; it is a natural disaster, nuclear meltdown, or disease outbreak. The rescues cannot leave; something immobile and crucial must be tending to or processed at the adventure location. The PCs begin as part of the rescues and must be tending to or processed at the adventure as above. [edit] PCs, while traveling or exploring, encounter a wasp of villains preparing for Big Badness. They must either find a way to get words for the good, or sneak in and disable the site themselves, or a combination of both. PCs need to find out to use local resources to defend themselves, or a combination of both. PCs need to find out to use local resources to defend themselves, or a combination of both. PCs need to find out to use local resources to defend themselves or have a chance against the inhabitants. How much for Dingus? [edit] In a defined area, there is something important and valuable. PCs (or their employers) want it, but so do one or more other groups. Those who get it will be the ones who can overthink and outrace the others, deal best with the natives require the competing factions to gather before them as friends to disclose their cases. The valuable was on the way somewhere when its transport or courier destroyed or disappeared. I'm asking for your pardon? [edit] PCs are minding their attacker's motives, and in the meantime fend off more attacks. They need to put two and two together to solve the problem. PCs have something that the bad guys want - but they're not necessarily aware of it. The bad guys are out for revenge for a dead compatriot from an earlier adventure. The bad guys want - but they're not necessarily aware of it. The bad guys are out for revenge for a dead compatriot from an earlier adventure. The bad guys are out for revenge for a dead compatriot from an earlier adventure. to open up (or shore up) either political or commercial relations with a strange culture. All they have to do is steer for a day or so among the strange customs without offending anyone . . . information they have is both incomplete and dangerously misleading. The PCs were chosen by someone who knew they weren't prepared for it - an NPC trying to sabotage the works (pinning this villain may be necessary to avert disaster). Look, Don't Touch [edit] PCs are working surveillance - spying on a person, collecting information about an animal in the wild, scouting a new sector. Regardless of the scale, the primary conflict (at least initially) is the rule that they should only watch, listen, and learn. They don't have to make contact or be known. The target gets itself into trouble, and the PCs must decide whether to break the no-contact rule to mount a rescue. The aim is to commit a heinous crime; will PCs interfere or obey orders? Manhunt [edit] Someone's gone: they've run away, got lost, or simply haven't called home for a while. Someone misses them or needs them back. The PCs are called in to find them and bring them back. The target has been kidnapped (possibly specifically lure PCs). The target is dangerous and escaped from a facility designed to protect the public. The goal is valuable and escaped from a facility designed to protect the public. The target has a reason to leave that the PCs will sympathise with. The target has stumbled upon another adventure (either as the protagonist or which the PCs then have to make The missing/lost – they are just someone that the PCs have been hired to track down (possibly under false pretenses). Missing Memories[edit] One or more of the PCs wake up with no memory of recent times, and now they find themselves in some kind of trouble they don't understand. PCs must find the cause of memory lapses, and solve any problems they uncover in the meantime. The forgetful PCs voluntarily suppressed or erased the memories, and they find themselves undoing their own work. The whole lot is temporary amnesia. PCs drank too much alcohol last night and now have a massive hangover. Most peculiar, Momma [edit] Something both bad and inexplicable happens (racial tensions get fired up in the city, all power is out, the beer supply is drained, it's snowing in July, Voyager still has fans, hordes of foreigners eat all the cheese), and a lot of people are very worried about it. PCs must track the phenomenon to the source and stop it. PCs are somehow inadvertently responsible for everything. What seems to be a problem with an alternative. No one has soiled the Bridge [edit] PCs are assigned to guard a single vital spot (everything from a mountain pass to a solar system) from impending or possible attacks. They must plan their defensive strategy, create clocks that trap, and so on, and then deal with the enemy when it arrives. The intelligence the PCs were given turns out to be faulty, but acting on the new information can result in greater danger - but then couldn't act on it, and PCs must choose or make a compromise. PCs learn that the enemy has good and sympathetic reason to want to destroy the protected place. They need to find out where they are, why they are there and how to escape. They were brought there specifically to help someone in trouble. They were brought there by accident, as the product of something strange and secret. Some of the PCs' enemies were transported with them (or separately), and now they have a new battlefield, and innocent to convince which guys are the good guys. Ounces prevention [edit] A crook or organization gets ready to do something bad, and the PCs have received a tip-off was a red herring meant to distract PCs from the actual capers. There are two simultaneous Bad Things on the way, and no apparent way to prevent them both – how to choose? Pandora's Box[edit] Someone Has Tampered With Things Man Not, or opened a portal to the Mean People Dimension, broke a wall in the state prison, or summoned an ancient Babylonian god into a penthouse. Before PCs can even think about confronting the source of the problems, they must deal with the waves of problems already released by it: monsters, old enemies out for revenge, curious aliens who think cars/citizens/McDonald's hamburgers look like food, and so on. PCs can't just take the released badness to the mat; They have to collect it and push it back into the source before the adventure can really end. PCs are drawn in to the source and must solve problems on the other side before returning to this one. A secret book, code or other rare element is necessary to put the breach (maybe just the guy who opened it). A close cousin of this plot is the basics someone has traveled into the past and messed with our reality story. Quest For Sparkly Hoozits [edit] Someone needs a dingus (to fulfill a prophecy, heal the monarch, prevent a war, cure a disease, or whatever you have). PCs need to find a dingus. Often an old dingus, and then deal with taking it from wherever it is. Dingus are incomplete when found (one of the most annoying and un-fun plot twists in the universe). Someone already owns it (or recently stole it, sometimes with legitimate claims or cause). Dingus is information, or an idea, or a drug, not a particular dingus. PCs must go undercover or otherwise infiltrate a group or community, get dingus by fraud or stealth. Recent Ruins [edit] A city, castle, spaceship, outpost, or other civilized construction lies in ruins. Very recently it was just dandy. I want the PCs to get into the ruins, explore them and find out what happened. Whatever destroyed ruins (including mean people, weird radiation, monsters, a new breed, ghosts) are still a threat; PCs must save the day. The inhabitants destroyed themselves. The ruins are an abandoned ship or spaceship that was recently discovered. The ruin is a ghost town that stumbled across as PCs travel - but the map says the city is alive and well. Alternatively, a city recently destroyed by some monster or disaster suddenly reappears completely unscathed, and the PCs must discover the mystery of its resurrection, possibly destroying it in the process. Running the gauntlet [edit] PCs must travel through a dangerous area, and get through without being killed, robbed, humiliated, debased, sick, or trained by what's there. The place is not dangerous at all and the various dangers are actually attempts to communicate with the party by some agent or Other. Safari[edit] PCs are on a hunting expedition to or kill an elusive and valued being. They must manage its environment, its own ability to evade them and possibly its ability to fight them. The creature is immune to their devices and weapons. There are other people who actively protect the creature. The animal's lair allows the PCs to stumble on another adventure. Score One for the Home Team[edit] PCs are participants in a race, competition, tournament, scavenger hunt or other volunteer sport. They have to win. The other participants are less honest, and the PCs must overcome their attempts to win dishonestly. PCs compete for a deeper purpose than victory, such as keeping another participant safe, or spying on one, or just to get into the place where the event goes down. PCs are imprisoned, and must engineer an escape, overcome any guards, automatic measures, and geographical isolation their prison imposes on them. Something has happened in the outside world and prison security has fallen aground because of it. PCs have been hired to test the prison - they are not normal inmates. Other prisoners decide to blow the whistle for defiance or revenge. The PCs are undercover to spy on a prisoner, but are then mistaken for real inmates and kept incarcerated. PCs must escape on a tight schedule to get to another adventure outside the walls. Take us to Memphis and don't slow down [edit] PCs are on board a populated transport (East Indiaman, Cruise Ship, Ferry, Sleeper Starship) when it's hijacked. PCs must intervene while normals sit and twiddle. The hijackers are state agents pulling a complicated capers, forcing PCs to pick sides. The hijackers do not realize there is a secondary danger to be addressed and any attempt to convince them is seen as a trick. The normals are unhelpful or even hostile to PCs because they think that PCs just make things worse Troublemakers [edit] A bad guy (or a group of them, or multiple parties) is kicking up a ruckus, upsetting the neighbors, poisoning the reservoirs, or otherwise causing problems. PCs must not harm the offender/perpetrators. They must be bags alive and well. The bad guys have prepared something dangerous and hidden as insurance if they are caught. The bad guy is a monster or dangerous animal (or an intelligent being who everyone thinks is a monster or animal). The bad guy is a respected public figure, superior officer, or someone else abusing their authority, and PCs can meet hostility from usually helpful who do not accept that bad guy is bad. A balance of power maintains the hassle, and PCs must choose sides to tip the balance and correct things. The trouble is diplomatic or political, and their goal is to enter an unknown area and scope it out. Of course, the job is not just going to be surveying and drawing sketches of local fauna; something is there, something fascinating and threatening. Either the site itself is threatening (in which case PCs must both play National Geographic while trying to escape with their skin, sanity, and credit rating) or the site itself is very valuable and wonderful, and something else that is intent on ensuring that PCs don't let anyone else know. Other potential conflicts involve damage to PCs' transport or communication equipment, in which case this will be Don't Eat the Purple Ones. (see above) We are on the outside of it. Either PCs accompany other characters in the midst of such a plot (often encouraged to defend the plot from the outside as it was), or they are minding their own business when the others involved in the storm, PCs could already enjoy (or native to) shelter when a strange group arrives. If PCs are unwelcome variant is employed, then maybe PCs will be the only voice for reason to still the religious zeal, racial prejudice, anti-monster feelings, or whatever else is the source of conflict. PCs are at the receiving end of the adventure. Take any of the plots here and reverse them, placing PCs in the position where NPCs (often the villain, fugitive, etc.) usually are. Instead of hunting, they should be hunted. Instead of fixing, they should avoid getting stuck themselves (ow). Alternatively, leave a classic plot Twists that work with almost any Plot Ever [edit] PCs should work with an NPC or organization they'd rather not buddy around with (those who are usually rivals or villains, or just a snooty expert sent together to help them, but they won't unless PCs agree to help them with their own causes. The villain is someone the PCs know personally, even respect or love (or someone they fall for, in the middle of the story). PCs must succeed without violence or with special discretion. PCs must succeed without access to power, equipment or other resources they are used to having. The villain is a recurring group compared to PCs have already failed to succeed, and their bodies/equipment/etc provide clues to help the PCs do better. There are innocent ones nearby that PCs must keep safe while dealing with the adventure. The adventure begins suddenly and without warning or armament; The PCs are put into the fire in action in scene one. PCs must pretend to be someone else, or pretend to be themselves, but with very different affinities, values or tastes. PCs can't do everything and must choose: what evil to thwart? What innocents to save? What value or ideal to maintain? PCs must make a personal sacrifice or others will suffer. PCs are not asked to solve the problem, just to provide support against the background of major problems: get in a shipment of supplies, sneak out a patient who needs medical care, or so on. One of the PCs is (or is supposed to be) a lost heir, fulfillment of a prophecy, a volcano god, or another group of PC-like characters competing on the same adventure, possibly with very different goals for the result. Sauce S. John Ross also wrote a lot of

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