

# Context, Cool Stuff & Consequences

## Put Something You Like From

- Characters' Backstory
- Book or Movie You Enjoy
- Your Favorite Monster
- Your Favorite Myth
- Current Events
- Scientific Discovery
- An Inspiring Song or Poem
- That Wierd Idea From the Shower

## Players' Actions Could Create:

- Enemies
- Allies
- Legends
- Rumors
- Bravery
- Valour
- Fear
- Retaliation

Cool Stuff

Consequences



## What do the players know about what's happening?

- What happens if the players do nothing?
- Who else is reacting?
- Who doesn't know yet?
- What is changing or staying the same?

## What don't the players know?

- How could they find out?
- Who wants to tell them?
- Who wants to hide this secret?
- Does the game become more interesting if they know?

Context

