

- A time disturbance effect creates “ghosts” from the past--and/or future.
 - ARRPG version: alternate dimension bleed effects into universes ahead or behind of ours. Or at the same time. Or full of vampires.
- Idea for a setting: post-apocalyptic modern earth. Apocalypse was supernatural equivalent of dirty nuclear winter: magical fallout & its effects are defining environmental hazard: bizarre terrain effects, mutations, hallucinations, animate spells, the works.
- Note for potential ARRPG adventure seed: "therapeutic cloning" means growing new organs to replace failing ones. In Roboverse, it might mean something a little more... ambitious. And possibly psychotherapeutic.
- Cindy Mayweather might do well as inspiration for an ARRPG plot
- Time zeppelin psychic vampires.
- Action Scientist with the Science aspect If fire doesn't work, you're not using fire right.
- Big Wolf on Campus is a good field to mine for ARRPG plots.
- Steampunkers, take note: an 1868 patent for the suction cup called it an "atmospheric knob." It was used as a portable handle for opening drawers and the like.
- Spirit of Intellect named Parrish. (Parrish the Thought!)
- He writes letters to his minions which boil down to "Please hold this note. To Whomever Has Killed The Bearer of This Note: My next minion can be found using the attached directions."
- Grimm potion-making is an excellent example of DFRPG's thaumaturgic casting mechanics in action
- I wonder how my players would react if a villain broke down blubbering when they foiled his evil plan?
- [Powered exoskeleton designed for fighting fires](#) or, as TV Tropes points out, fighting "the vengeful, hellfire-fueled ghost of Smokey the Bear."
 - <http://www.yankodesign.com/2014/05/19/the-iron-man-of-firefighting/>
- potatothulu slumbers beneath the soil, dreaming of plantlike terrors that defy the definitions of life and death.
- Can I be a rouge rogue asterisk? Hiding redly in the footnotes waiting to stab a passing reader?
- <http://sploid.gizmodo.com/lockheed-martins-new-fusion-reactor-might-change-humani-1646578094>
- deep in Tesladyne labs is a very special goldfish. A goldfish that lives in and feeds on nuclear fire. And it keeps growing. And, um. Ideally, PCs rescue it in their first adventure from elsewhere.
- Superman shows up. We need to change the solar radiation into something the damnable brute can't draw energy from.
- Someone who took the revolving door of the afterlife super-seriously, and just stopped caring about death. Sometimes he's alive, sometimes he's not, he's still walking around either way

- Robots bent on destroying humanity because they really really really really really do not like blues music. They have asked people to stop but it has not worked very well. They have tried disposing of blues artists but new ones keep appearing. Their only logical recourse is to prevent new people from appearing.
- Internet Fae: imagine a fae whose nature is defined by the "Someone is wrong on the internet" compulsion.
- I vaguely recall a story with some time-travel themed gangsters of some kind. One punches a guy into next week. Literally. The guy gets a bloody nose, and winds up in the same spot a week from that point. The story was very silly.
 - Changeling: the Lost has a power like that. I ran a Summer Court sorcerer for awhile who hunted vampires on the city streets by making them vanish out of crowds, only to reappear at about 1 in the afternoon
- Can of wormholes?
- Furbies can become possessed: <https://twitter.com/pawdugan/status/501819618944487425>
- Aspect: An explosive reception(ist).
- <http://9gag.com/gag/anXe8no/the-necromancer-rises>
- Lasers and Feelings (die mechanics)
- "Telesdr" is a great name for a hoity elf.
- Idea for Tron-themed crusade game: I just learned about a very fun language: [Vigil](https://github.com/munificent/vigil) <https://github.com/munificent/vigil> . Any code which throws an uncaught exception, or does not fulfil its obligations, is wrong and must be punished.
- <http://ursulavernon.tumblr.com/post/102223502418/at-some-point-our-heroine-i-dont-know-her-name>
- Given how many underestimated people named Quinn there are (Stargate, Batman, Agents of Shield, Sliders) I wonder if there's a Quinn equivalent to the Conspiracy of Daves.
- Modern cyberpunk: The people you're stealing from are playing minigolf in the only patch of green in twenty blocks in their secure little "campus". They are having "innovation breakfasts" and coming up with smartphone apps and writing about themselves online constantly. Basically move the corporate baddies into the Internet Age instead of making them resemble big industrial and finance firms of the 80s.
- Firefly-style "space junker" Fate mechanics from Diaspora ("the Fate space game").
- It had regular-style aspects and whatnot. But then the ships just had a list of aspects that was stuff like "Out of Ammo" Which were supposed to be tagged negatively. But the outcome of that was that everything seemed like a rickety bucket of crap perpetually malfunctioning. Just based on what was written down on the sheet.
- A race of nigh immortal machine-beings, who regarded Earth as a remote combat zone for intraspecies warfare millions of years ago, returning to Earth in present day for the final battles of their ancient war.

Some of them slept hidden on Earth for the interim, others left and are returning. Their war is not about us, and we are used only as convenient pawns in their battles, but the war may wipe us out as collateral damage.

- It's Transformers, but it's also horribly Lovecraftian.
- Ghosts of Mars: possessing spirits that bodyjump when their possessee is killed. Removes the obvious solution to Rampaging Monsters.
 - Also, consider using the “vengeful alien spirits” concept to greater nuanced potential: explore their ruined culture, and discover that not all spirits are vengeful. Will a PC allow a helpful spirit to possess them? If the ghosts can only communicate while possessing someone, that complicates things.
 - Don't forget to have the possessed people do things to make their environment more home-like, such as crudely fashioning their tech out of our junk. They should also use alien social rituals. Think of them as *punk, using our tech and bodies instead of corporate resources.
- Party finds a Thing--spaceship is easiest--with a note (automated message) attached: “If you find this, destroy it. Do not open/enter/board.” What do they do? (compels all around)
- Future religion based around alien artifacts--turns out they're Mythos artifacts and the religion is basically an Elder Cult with dignified trappings.
- Zombies with a queen: only the queen can make more zombies, so they drag bodies to her.