

Suburbs, Part 1:

Name:

Architecture	Aspect	Map:

Suburb Type	Streets	Lighting	Climate	Mundane Stuff

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Suburbs, Part 2:

D4 x Neutral Group Generator:

Form	Aspect	Job/Reaction

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D4 x Threat generator:

Form	Aspect (Attack, Defence, Weirdness, etc)

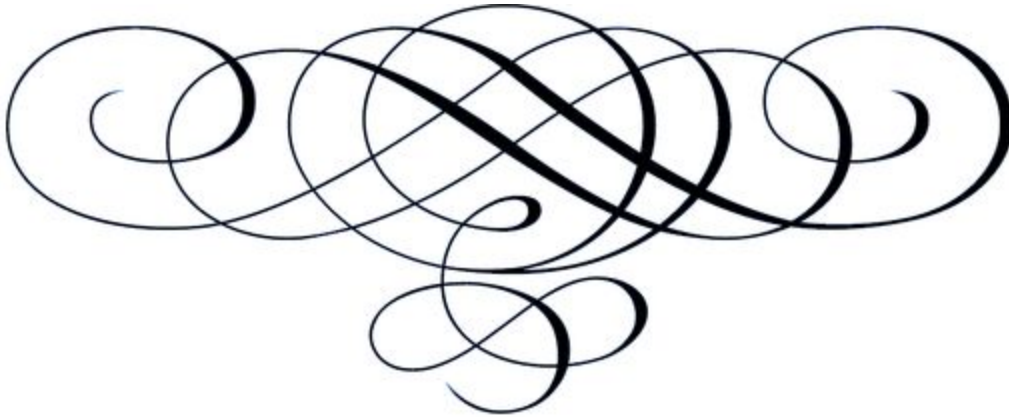
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D4 x Point of Interest

Building	Aspect	Aspect	Floor Plan

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Dungeons:

Rumours:

Target	Place	Weirdness

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Traps/Dangers

Aspect	Aspect

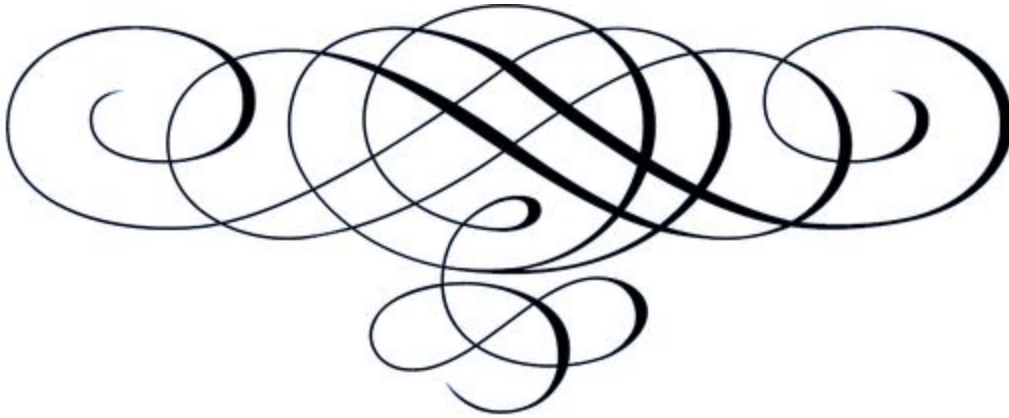
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Monsters

Form	Aspect (Attack, Defence, Weirdness, etc)

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Random Encounters:

Point of Interest

Building	Aspect	Aspect	Floor Plan

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NPCs

Form	Aspect	Entourage	Job/Reaction

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Monsters

Form	Aspect (Attack, Defence, Weirdness, etc)

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Guilds:

Guilds

Realm of Expertise	Modus Operandi	1st Name	2nd Name

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Guild Missions

Target	Desired action	Job location	Danger at site	Reward

Or

Target	Desire	Site	Danger	Floor plan	Reward