

# Story Sheet

## Adventure Prep

- ❖ Prepare the **character Profile**, if you play with a new Demon-marked. The Player will gain Code points according to the Profile, so he will bring these elements into the story.
- ❖ Write a **few lines of preparation for Act One**. Think of the opening Scene as challenging and compelling. Do **not** plan in advance for a specific outcome of the Scene or the Act.
- ❖ Write or think of a few possible developments of Act One **into Act Two and Three**. Do **not** force the story that way, do **not** railroad, **just be prepared** and have elements ready.
- ❖ Think of the **Mission** to assign in Act One. Think of possible triggers, guidelines, possible events, potential allies and enemies. Plan the Dark Overlord agenda and attacks.

## Act One

- ❖ Complete the Demon-marked sheet **with the Player**, give scores according to the instructions.
- ❖ **Run Act One** in the first session, or few sessions of play. Remember to:
  - Introduce the **setting**, or at least a solid starting point for **Adventure** and **Location**
  - Introduce and clarify the Demon-marked **Mission**. Make sure it's clear **to the Player**
  - Offer opportunities to show the **character Profile**, to earn Code Points
  - Introduce some possible **bonds with humans**
  - **Work with the Code**. For now mostly "be neutral and observe" and "sacrifice and bring justice"

## Adventure Example One

This is an example with increasing difficulty. Mark the box when you completed the scene.

- ❖ Act One:      diff. 8-10      diff. 5-8        diff. 3-5         diff. 3-
- ❖ Act Two:        diff. 10-12,        diff. 8-10         diff. 5-8           diff. 5-
- ❖ Act Three:    diff. 12+      diff. 8-12        diff. 5-8         diff. 5-

## Adventure Example Two

Start hard, and then give time to plan in Act Two. Mark the box when you completed the scene.

- ❖ Act One:      diff. 12+      diff. 10-12        diff. 3-5         diff. 3-
- ❖ Act Two:       diff. 8-10        diff. 5-8         diff. 3-5           diff. 3-
- ❖ Act Three:    diff. 12+      diff. 8-12        diff. 5-8         diff. 5-

## Custom Adventure

Erase unnecessary difficulty blocks, then set the difficulties (higher on the left).

- ❖ Act One:        diff.         diff.          diff.           diff.
- ❖ Act Two:        diff.         diff.           diff.           diff.
- ❖ Act Three:      diff.         diff.           diff.           diff.

## Adventure Keys

- As Master, remember the following keys:
- ❖ **DESCRIBE**: give details, keep a log
  - ❖ **CHALLENGE**: put pressure, create threats
  - ❖ **FIGHT**: be merciless, without bending rules
  - ❖ **EXPLORE**: do not prepare much in advance
  - ❖ **WONDER** at what Grama has to offer you

## Running Scenes

- To run the adventure Scenes:
- ❖ **FRAME**: give an interesting setting or detail
  - ❖ **NARRATE**: listen and respond to the Player
  - ❖ **EVOLVE**: if the story stalls, add an element
  - ❖ **RESOLVE**: don't leave hanging threads
  - ❖ **MOVE AHEAD**: get out, come back later

## Always Watch For

- ❖ Opportunities to **bring up the Profile**: create danger and give a chance to gain Code Points
- ❖ Cases when the Player **fails the Profile or the Code**, to assign Demon Points
- ❖ Difficulties, struggles, that force the Player to **take Demon Points** by using Demon dice
- ❖ The **Stages of Possession**: how does it look in fiction? Is it visible now? By whom?
- ❖ The **bonds with the humans**: are they **vulnerable** to Chaos? Do they see the **Possession**?

## Notes And Log