

Set Piece
Name

Scene Overview Conection to Adventure and PCs

Major NPCs

Major Villain	Ally	Victim	Other: _____																
<table border="1"><tr><td colspan="2">NPC</td></tr><tr><td>Hook</td><td>Motivation</td></tr></table>	NPC		Hook	Motivation	<table border="1"><tr><td colspan="2">NPC</td></tr><tr><td>Hook</td><td>Motivation</td></tr></table>	NPC		Hook	Motivation	<table border="1"><tr><td colspan="2">NPC</td></tr><tr><td>Hook</td><td>Motivation</td></tr></table>	NPC		Hook	Motivation	<table border="1"><tr><td colspan="2">NPC</td></tr><tr><td>Hook</td><td>Motivation</td></tr></table>	NPC		Hook	Motivation
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Goals

Goals: Villain	Goals: PCs	Goals: Anyone else
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Setting

Setting: Cool Description	Setting: Stunable Features	Setting: Environmental Complication
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Minor NPCs

Henchman	Mook	Ranged Mook	Other: _____																
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Twists

Time Sensitive Complication	Mid Scene Twist
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Reward

Reward: Money	Reward: Items	Reward: Clues / Information
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