

Appendices

Appendix A: Random Genre Determination Table 1.1

This table is provided to help you randomly select genres for your adventure environment. Draw three StoryCards and find them on the chart below, then combine the two most appealing results.

	Strength	Intellect	Dexterity	Will	Essence
1	High Seas	Prehistoric	Law Enforcement	Cyberspace	Between Worlds
2	Tomb Raid	Britannia	Secret Agents	Science!	School
3	Sorcery	Renaissance	Invasion	Vigilantes	Undead
4	Ancient Evil	Greco-Roman	Martial Arts	The Mind	The Heavens
5	Lost World	Neighborhood	Disaster	Post-cataclysm	Shapeshifting
6	Faerie Tale	Far East	Arena	Mecha	Underwater
7	Ghost Story	Middle East	Captivity	Frontier	Animate Objects
8	High Fantasy	Nordic	Business	Dystopia	Robots
9	Religion	Island	Show Biz	Space Age	Gears & Steam
10	Military	Criminals	Rebels	Aliens	Underworld
11	The Hunt	Wild West	Noir	Mutation	Animals
12	Giant Monster	Servants	Childhood	Time Travel	Little Folk