

## Ideas For RPG Story Themes

- **The reluctant hero** - displaced for some reason, he/she is the only hope, must go on epic quest to find / destroy / recover / discover the thing... but the hero is unsure or not interested (classic Luke Skywalker plot).
- **The unlikely hero** - The hero is awkward or not skilled and manages to triumph despite being less capable than a typical hero. For example, the hero is a coward, forced to take action against their will, or a small child who is not strong and must use his or her wits to succeed.
- **The anti-hero** - rebel who is sticking it to the man and trying to bring down society for whatever twisted reason
- **Straight up quest for power** - start off as the humble apprentice seeking power and riches (to, you know, impress the ladies, rule the world, become President, etc).
- **Kill the dragon** - A monster(s) is terrorising your people, you must take up arms and vanquish it.
- **Recover the relic** - A precious "thing" needs to be found in order to prevent (or enable) another thing from happening. Eg. The Holy Grail or The Stolen Data Drive.
- **A world at war** - conflict between 2 or more peoples / races / species where you must fight for your group.
- **Revenge** - something bad happened, you want to right the wrong.
- **Political power play** - more Game of Thrones with lots of intrigue, choosing sides, mystery, etc
- **Rebellion** - Classic Star Wars theme where you are gathering support of the commoners against the evil empire in an attempt to start a rebellion and overthrow the emperor.
- **Good versus evil** - potentially giving the player the option to be good or to be evil, kinda like every Peter Molyneux game ever made (eg. Fable)
- **Unraveling the mystery** - player is thrust into a situation with very little information and told to survive and discover the truth (eg. waking up from a coma and everyone is gone; knocked out and carried away to unknown land, etc)
- **The Last One** - you are the final XYZ (eg. person with wizard powers; member of your clan) and you are determined to make sure your people aren't forgotten.
- **The devil has come** - portal has opened, death has walked through, you must stop it
- **Blackmail** - someone is holding something over you, making you do tasks / quests to stay in the good books. Ultimately the hero needs to find the baddies and stop the blackmail.
- **Remove the spell (or Clearing the Hex)** - bad person (or accident or past war of magic or just the way its always been) has caused a spell to be placed on person / place / thing.
- **Solve the case** - a crime has been committed, player must follow the long line of clues to solve this case.
- **Escort service** - (no, not that type of escort!) ... player must guard / protect / escort someone or something \*precious\* to a place.
- **Manhunt** - Bad guy is on the loose and you need to find him.
- **Clear your good name** - you are perceived to have done a wrong and must escape capture long enough to clear your name.

- **Lost memories** - you wake up to find that you have lost your memory and need to piece together what has happened and who you are (eg. Total Recall).
- **The Grand Adventure** - There is no specific plot aside from the fact that the world awaits and needs to be explored (eg. No Man's Sky).