

<div>Heist</div> <div>CORE CONFLICT</div> <div>Security vs. Thieves</div> <div>KEY ELEMENTS</div> <div>Planning phase, Team roles, Security systems, Risk management</div> <div>SUCCESS METRICS</div> <div>Plan execution, Stealth level, Team survival, Clean escape</div>	<div>Revenge</div> <div>CORE CONFLICT</div> <div>Justice vs. Vengeance</div> <div>KEY ELEMENTS</div> <div>Investigation, Combat skills, Target tracking, Moral choices</div> <div>SUCCESS METRICS</div> <div>Truth revealed, Skills mastered, Justice served, Impact made</div>	<div>Conspiracy</div> <div>CORE CONFLICT</div> <div>Truth vs. Power</div> <div>KEY ELEMENTS</div> <div>Evidence gathering, Connection mapping, Trust building, Information hiding</div> <div>SUCCESS METRICS</div> <div>Proof collected, Network mapped, Truth exposed, Safety maintained</div>
<div>Survival</div> <div>CORE CONFLICT</div> <div>Life vs. Death</div> <div>KEY ELEMENTS</div> <div>Resource management, Threat assessment, Crafting, Health tracking</div> <div>SUCCESS METRICS</div> <div>Resources used, Threats avoided, Health kept, Safety reached</div>	<div>Rivalry</div> <div>CORE CONFLICT</div> <div>Skill vs. Strategy</div> <div>KEY ELEMENTS</div> <div>Competition, Training, Strategy, Reputation</div> <div>SUCCESS METRICS</div> <div>Skills grown, Wins achieved, Fame earned, Mastery shown</div>	<div>Monster Hunt</div> <div>CORE CONFLICT</div> <div>Hunter vs. Beast</div> <div>KEY ELEMENTS</div> <div>Tracking, Research, Equipment, Strategy</div> <div>SUCCESS METRICS</div> <div>Beast found, Hunt executed, Trophy claimed, Knowledge gained</div>
<div>Rescue</div> <div>CORE CONFLICT</div> <div>Time vs. Safety</div> <div>KEY ELEMENTS</div> <div>Location finding, Path planning, Resource use, Team coordination</div> <div>SUCCESS METRICS</div> <div>Target saved, Time beaten, Safety kept, Mission done</div>	<div>Chase</div> <div>CORE CONFLICT</div> <div>Speed vs. Strategy</div> <div>KEY ELEMENTS</div> <div>Movement, Obstacles, Resources, Environment</div> <div>SUCCESS METRICS</div> <div>Distance kept, Path cleared, Goal reached, Energy saved</div>	<div>Showdown</div> <div>CORE CONFLICT</div> <div>Prep vs. Execution</div> <div>KEY ELEMENTS</div> <div>Training, Planning, Equipment, Timing</div> <div>SUCCESS METRICS</div> <div>Ready state, Perfect timing, Clean execution, Victory achieved</div>

<div>Time Crisis</div> <hr/> <div>CORE CONFLICT</div> <div>Speed vs. Quality</div> <hr/> <div>KEY ELEMENTS</div> <div>Time management, Decision making, Priority setting, Resource allocation</div> <hr/> <div>SUCCESS METRICS</div> <div>Deadline met, Problems solved, Resources saved, Impact managed</div>	<div>Infiltration</div> <hr/> <div>CORE CONFLICT</div> <div>Stealth vs. Detection</div> <hr/> <div>KEY ELEMENTS</div> <div>Cover keeping, Intel gathering, Security bypass, Escape planning</div> <hr/> <div>SUCCESS METRICS</div> <div>Stealth kept, Data gained, Mission done, Exit clean</div>	<div>Artifact Hunt</div> <hr/> <div>CORE CONFLICT</div> <div>Speed vs. Care</div> <hr/> <div>KEY ELEMENTS</div> <div>Research work, Recovery plan, Protection method, Transport path</div> <hr/> <div>SUCCESS METRICS</div> <div>Item found, Safely moved, Well protected, Goal reached</div>
<div>Double Agent</div> <hr/> <div>CORE CONFLICT</div> <div>Loyalty vs. Mission</div> <hr/> <div>KEY ELEMENTS</div> <div>Cover identity, Info management, Trust balance, Mission focus</div> <hr/> <div>SUCCESS METRICS</div> <div>Cover kept, Intel gained, Trust earned, Goal achieved</div>	<div>Escape</div> <hr/> <div>CORE CONFLICT</div> <div>Freedom vs. Trap</div> <hr/> <div>KEY ELEMENTS</div> <div>Path finding, Resource gathering, Timing, Stealth</div> <hr/> <div>SUCCESS METRICS</div> <div>Route found, Tools gained, Guards dodged, Freedom won</div>	<div>Investigation</div> <hr/> <div>CORE CONFLICT</div> <div>Truth vs. Deception</div> <hr/> <div>KEY ELEMENTS</div> <div>Evidence collection, Witness talks, Lead following, Case building</div> <hr/> <div>SUCCESS METRICS</div> <div>Proof found, Case solved, Truth shown, Justice served</div>
<div>Protection</div> <hr/> <div>CORE CONFLICT</div> <div>Defense vs. Threat</div> <hr/> <div>KEY ELEMENTS</div> <div>Threat assessment, Security plan, Resource use, Team work</div> <hr/> <div>SUCCESS METRICS</div> <div>Threats stopped, Target safe, Team intact, Mission done</div>	<div>Sabotage</div> <hr/> <div>CORE CONFLICT</div> <div>Damage vs. Stealth</div> <hr/> <div>KEY ELEMENTS</div> <div>Target study, Plan making, Impact timing, Trace hiding</div> <hr/> <div>SUCCESS METRICS</div> <div>Goal hit, Unseen done, Impact made, Clean exit</div>	<div>Last Stand</div> <hr/> <div>CORE CONFLICT</div> <div>Hold vs. Overwhelm</div> <hr/> <div>KEY ELEMENTS</div> <div>Defense prep, Resource use, Position hold, Morale keep</div> <hr/> <div>SUCCESS METRICS</div> <div>Position held, Team alive, Supplies last, Victory won</div>

Mind Games	Disaster
<div>CORE CONFLICT</div> <div>Will vs. Will</div> <div>KEY ELEMENTS</div> <div>Target study, Strategy plan, Control keep, Impact make</div> <div>SUCCESS METRICS</div> <div>Mind won, Goal reached, Control kept, Game won</div>	<div>CORE CONFLICT</div> <div>Order vs. Chaos</div> <div>KEY ELEMENTS</div> <div>Crisis check, Resource use, Team lead, Impact reduce</div> <div>SUCCESS METRICS</div> <div>Lives saved, Damage stopped, Order kept, Crisis beat</div>