Story beat
INCITING DISCOVERY

CORE ELEMENTS
- Truth revealed
- Stakes established
- Questions raised

TECHNICAL NEEDS
- Info reveal system
- State tracking
- Reaction system

STORY IMPACT

Changes story direction and character motivation

Story beat
MORAL CHOICE

CORE ELEMENTS
- No clear right answer
- Values tested
- Consequences

TECHNICAL NEEDS
- Choice tracking
- Consequence manager
- Relationship system

STORY IMPACT

Reveals character and affects relationships

Story beat
BETRAYAL

CORE ELEMENTS
- Trust broken
- Motives revealed
- Power shift

TECHNICAL NEEDS
- Relationship states
- Memory system
- Dialogue adjust

STORY IMPACT

Changes alliances and story direction

Story beat
ALLIANCE

CORE ELEMENTS
- Trust building
- Common goals
- Past resolved

TECHNICAL NEEDS
- Team mechanics
- Goal tracking
- Cooperation system

STORY IMPACT

Creates new story opportunities

Story beat
PERSONAL LOSS

CORE ELEMENTS
- Value stripped
- Growth forced
- Recovery path

TECHNICAL NEEDS
- Loss tracking
- Recovery options
- Impact system

STORY IMPACT

Character development catalyst

Story beat
TRUTH REVEAL

CORE ELEMENTS
- Secret exposed
- Multiple reactions
- History changed

TECHNICAL NEEDS
- Info manager
- Reaction system
- History update

STORY IMPACT

Recontextualizes past events

Story beat
POWER SHIFT

CORE ELEMENTS
- Authority changes
- Rules change
- Adaptation needed

TECHNICAL NEEDS
- Authority track
- Rule system
- Social updates

STORY IMPACT

Changes story dynamics

Story beat
SACRIFICE

CORE ELEMENTS
- Value given up
- Others affected
- Priorities shown

TECHNICAL NEEDS
- Cost system
- Impact track
- Relationship update

STORY IMPACT

Shows character depth

Story beat
BREAKING POINT

CORE ELEMENTS
- Limit reached
- Change triggered
- Direction shift

TECHNICAL NEEDS
- State tracking
- Personality sys
- Behavior mod

STORY IMPACT

Forces character evolution

Story beat
RECONCILIATION

CORE ELEMENTS
• Conflict resolved
• Understanding reached
• Future set

TECHNICAL NEEDS
• Repair system
• History check
• Future track

STORY IMPACT
Heals relationships

Story beat
DARK NIGHT

CORE ELEMENTS
• Hope lost
• Questions all
• Recovery unclear

TECHNICAL NEEDS
• Despair system
• Hope mechanics
• Recovery trigger

STORY IMPACT
Tests character resolve

Story beat
GAME CHANGER

CORE ELEMENTS
• Rules shift
• New options
• Strategy change

TECHNICAL NEEDS
• Rule updates
• Option system
• Strategy track

STORY IMPACT
Opens new possibilities

Story beat
PAST RETURNS

CORE ELEMENTS
• History impacts
• Old wounds
• Path challenged

TECHNICAL NEEDS
• History system
• Impact track
• Timeline manage

STORY IMPACT
Forces character growth

Story beat
ULTIMATE TEST

CORE ELEMENTS
• Skills tested
• Limits pushed
• Growth shown

TECHNICAL NEEDS
• Skill check
• Challenge scale
• Growth track

STORY IMPACT
Proves character development

Story beat
SURPRISE ALLY

CORE ELEMENTS
• Unexpected help
• Trust tested
• Options open

TECHNICAL NEEDS
• Alliance system
• Trust mechanics
• Path options

STORY IMPACT
Creates new dynamics

Story beat
POINT OF NO RETURN

CORE ELEMENTS
• Final choice
• Path locked
• Stakes raised

TECHNICAL NEEDS
• Choice lock
• Path system
• Stakes manager

STORY IMPACT
Commits to direction

Story beat
IDENTITY CRISIS

CORE ELEMENTS
• Self questioned
• Beliefs tested
• Growth needed

TECHNICAL NEEDS
• Identity track
• Belief system
• Growth manage

STORY IMPACT
Forces character change

Story beat
SACRIFICE CHOICE

CORE ELEMENTS
• Must give up
• Options valid
• Impact long

TECHNICAL NEEDS
• Choice impact
• Loss system
• Future track

STORY IMPACT
Defines character

Story beat
FINAL STAND

CORE ELEMENTS
• Skills tested
• Character shown
• Resolution set

TECHNICAL NEEDS
• Skill system
• Resolution manage
• Arc complete

STORY IMPACT
Concludes character arc

Story beat
AFTERMATH

CORE ELEMENTS
• Results shown
• New normal
• Future path

TECHNICAL NEEDS
• Result system
• State manager
• Future track

STORY IMPACT
Shows story impact