

<p>Story event</p> <p><b>CONFRONTATION</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Character face-off</li> <li>• Multiple outcomes</li> <li>• Stakes clear</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Dialogue branch</li> <li>• Combat system</li> <li>• Choice track</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Resolves character conflicts</p>	<p>Story event</p> <p><b>TIME CRISIS</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Urgent choice</li> <li>• Limited time</li> <li>• High stakes</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Timer system</li> <li>• Quick events</li> <li>• Outcome track</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Forces quick decisions</p>	<p>Story event</p> <p><b>INVESTIGATION</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Find clues</li> <li>• Interpret evidence</li> <li>• Order matters</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Evidence system</li> <li>• Knowledge track</li> <li>• Deduction tool</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Reveals story truth</p>
<p>Story event</p> <p><b>ALLIANCE SHIFT</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Loyalty test</li> <li>• New bonds</li> <li>• Power change</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Faction system</li> <li>• Alliance track</li> <li>• Reputation manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Changes relationships</p>	<p>Story event</p> <p><b>RESOURCE CRISIS</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Limited means</li> <li>• Hard choices</li> <li>• Long impact</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Resource system</li> <li>• Need tracker</li> <li>• Impact manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Tests priorities</p>	<p>Story event</p> <p><b>ETHICAL DILEMMA</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• No right answer</li> <li>• Values clash</li> <li>• Impact all</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Moral system</li> <li>• Value track</li> <li>• Impact manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Shows character values</p>
<p>Story event</p> <p><b>PERSONAL CRISIS</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Inner struggle</li> <li>• Mental challenge</li> <li>• Growth chance</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Mental state</li> <li>• Growth track</li> <li>• Dialog system</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Develops character</p>	<p>Story event</p> <p><b>PUBLIC EVENT</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Community gather</li> <li>• Social impact</li> <li>• Status matter</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Crowd system</li> <li>• Status track</li> <li>• Event manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Shows social dynamics</p>	<p>Story event</p> <p><b>SECRET REVEALED</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Truth exposed</li> <li>• Reactions vary</li> <li>• Trust changed</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Info system</li> <li>• React track</li> <li>• Trust manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Changes relationships</p>

<p>Story event</p> <p><b>ENVIRONMENT CRISIS</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• External threat</li> <li>• Group response</li> <li>• Resource test</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Threat system</li> <li>• Response track</li> <li>• Resource manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Tests leadership</p>	<p>Story event</p> <p><b>POWER STRUGGLE</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Authority fight</li> <li>• Politics key</li> <li>• Allies shift</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Power system</li> <li>• Politics track</li> <li>• Support manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Changes hierarchy</p>	<p>Story event</p> <p><b>PERSONAL LOSS</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Value gone</li> <li>• Recovery path</li> <li>• Support test</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Loss system</li> <li>• Support track</li> <li>• Recovery manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Shows character depth</p>
<p>Story event</p> <p><b>CULTURE CLASH</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Values differ</li> <li>• Bridge possible</li> <li>• Identity test</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Culture system</li> <li>• Bridge track</li> <li>• Identity manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Tests understanding</p>	<p>Story event</p> <p><b>SURVIVAL TEST</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Physical threat</li> <li>• Resource manage</li> <li>• Team test</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Survival system</li> <li>• Resource track</li> <li>• Team manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Tests resilience</p>	<p>Story event</p> <p><b>FAMILY DRAMA</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Home conflict</li> <li>• Loyalty test</li> <li>• Legacy matter</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Family system</li> <li>• Loyalty track</li> <li>• Legacy manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Tests relationships</p>
<p>Story event</p> <p><b>CAREER CHALLENGE</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Skills tested</li> <li>• Rep at stake</li> <li>• Future impact</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Skill system</li> <li>• Rep track</li> <li>• Career manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Shows competence</p>	<p>Story event</p> <p><b>TRUST TEST</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Loyalty check</li> <li>• Proof needed</li> <li>• Stakes high</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Trust system</li> <li>• Proof track</li> <li>• Loyalty manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Tests relationships</p>	<p>Story event</p> <p><b>RECOVERY PATH</b></p> <hr/> <p><b>CORE ELEMENTS</b></p> <ul style="list-style-type: none"> <li>• Healing time</li> <li>• Support key</li> <li>• Hope focus</li> </ul> <hr/> <p><b>TECHNICAL NEEDS</b></p> <ul style="list-style-type: none"> <li>• Recovery system</li> <li>• Support track</li> <li>• Hope manage</li> </ul> <hr/> <p><b>STORY IMPACT</b></p> <p>Shows resilience</p>

<div>Story event</div> <div>JUSTICE QUEST</div> <div>CORE ELEMENTS</div> <div><ul style="list-style-type: none"><li>• Right vs wrong</li><li>• Law vs moral</li><li>• Impact all</li></ul></div> <div>TECHNICAL NEEDS</div> <div><ul style="list-style-type: none"><li>• Justice system</li><li>• Moral track</li><li>• Impact manage</li></ul></div> <div>STORY IMPACT</div> <div>Tests values</div>	<div>Story event</div> <div>LEGACY MOMENT</div> <div>CORE ELEMENTS</div> <div><ul style="list-style-type: none"><li>• Future impact</li><li>• History made</li><li>• Meaning clear</li></ul></div> <div>TECHNICAL NEEDS</div> <div><ul style="list-style-type: none"><li>• Legacy system</li><li>• Impact track</li><li>• History manage</li></ul></div> <div>STORY IMPACT</div> <div>Shows importance</div>
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