

GENERAL

SIMPLE

COMPLEX

ABSTRACT

INTENSITY

WORLD

NAME

ASPECTS

INHABITANTS

QUEST

MISSION

OPPOSITION

HINDRANCE

AID

ESCALATION

REWARD

TWIST

PROGRESS & TENSION

LOCATION

PAST & PRESENT

DESCRIPTOR

TROUBLE

BUILDING

INFLUENCE

MOOD

RUMOR

SEEKS & OFFERS

EXPLORATION

TERRAIN

ORNAMENT

EVENT

FINDINGS

CREATION

PURPOSE

TRAIT

MAGIC

CORRUPTION

PEOPLE

NAME

DISPOSITION

ROLE

DESCRIPTOR

QUIRK

DRIVE

SECRET

SEEKS & OFFERS

CREATURE

NAME

FORM

POWER

FEATURE

ACTION

SCENE

CHALLENGE

SENSES

DETAIL

DEVELOPMENT

COMPLICATION

ADVANTAGE

REACTION

ACTIVITY

FATE

CHANCE

