WHAT HAPPENED BEFORE

Introduction

„What Happened Before" is a tool to give a newly formed adventure group more background and establish them more firmly in the larger world. Get to know your characters and your group better by creating three past adventures together.

No conflicts or battles will be played out directly, just think about what happened and what effects the adventure had on the present.

The individual points are worked off per adventure from top to bottom, whereby each player should contribute his ideas. If dice have to be rolled, this is handled according to the main mechanics of the game system.

If necessary, a bad dice result can also cause a long-lasting consequence. (Wounds, loss of health points, disadvantageous talents).

Location

Specifies the location, nation, or area where the adventure takes place.

Problem

Specifies a problem, antagonist, or event that occurred or was encountered when you arrived.

Motivation

One or more players consider how their character is affected by the problem or why they want to address it. By the end of the three adventures, each character should have been involved somewhere at some point.

Aggravation

The problem worsens or there is an unexpected twist. All players without motivation roll to act against it. Everyone who rolls describes how their action affected the situation based on the result of the dice roll.

Relationship

Each player makes up a positive or negative connection of their character with another player character. It can be directly related to the adventure, but it can also be in the past.

Resolution

Players who have previously thought of a motivation now roll the dice to bring the problem to a conclusion. Everyone who rolls the dice describes how the action affected the situation based on the result of the dice, and everyone considers together whether this results in a good or bad ending.

Boon

Regardless of whether the situation ended well or badly, the players who thought of a motivation for this adventure receive a boon. This can be many things, for example a magic object, the support of an NPC or a special talent.

WHAT HAPPENED BEFORE

Location	Location	Location
Problem	Problem	Problem
Motivation	Motivation	Motivation
Aggravation	Aggravation	Aggravation
Relationship	Relationship	Relationship
Resolution	Resolution	Resolution
Boon	Boon	Boon