

# EPISODE BEAT CHART

CAMPAIGN

SEASON/EPISODE

TITLE

BEAT

DETAILS

## Adventure Summary

### Hook

- Crisis
- Discovery
- False Accusation
- Kidnapped
- Looming Threat
- Lost Memory
- Murder
- Play a Cliff-hanger
- Play a Development
- Revelation

### Cliff-hanger

- Ambush
- Battle
- Chase
- Confrontation
- Contest
- Dogfight
- Duel
- Fist Fight
- Monster
- Obstacles
- Pursuit
- Race
- Skirmish

### Development

- Advantage Revealed
- Alliance
- Back from the Dead
- Betrayal
- Clue
- Foreshadowing
- Framed
- Gain Mastery
- Hazardous Quest
- Hesitation
- Hidden Weakness
- Lie Revealed
- Mistaken Identity
- Not What It Seems
- Obsession
- Personal Stake
- Puzzle
- Rescuers
- Retreat
- Revelation
- Romance
- Sabotage
- Second Chance
- Secret Meeting
- Strange Bedfellows
- Turnabout
- Vengeance
- Villain's Monologue
- Warning



**BEAT**

**DETAILS**

**Cliff-hanger**

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**Climax**

- Final Battle
- Final Revelation

**Resolution**

- Ending Cliff-hanger
- Greater Threat
- Happy Ending
- Heroes Captured
- Heroes Escape
- Villain Escapes
- Villain is Killed
- Villain Surrenders



**THE FORGE**

Genesisys RPG Podcast