

PLAYER GOALS PART 1

A player rolls for three goals: On completion of a goal they gain one *GM's Inspiration* and roll for a new goal.

1. Combat

1. Hit every enemy at least once
2. Make 3 successful *Attacks of Opportunity*
3. Defeat an enemy before it can act
4. Successfully *surprise* attack an enemy from cover or above with a melee attack
5. Attack an enemy while both are submersed
6. Disarm an enemy
7. Hit an enemy while *blind*
8. Spend 3 rounds *prone*, *grappled* or *entangled*
9. Capture an enemy without damaging it
10. Release an enemy you have injured

2. Killing

1. Kill an enemy with your bare hands
2. Kill an enemy with a thrown weapon
3. Kill an enemy with an improvised weapon
4. Kill an enemy with the environment
5. Kill an enemy with a specific damage type (1:Fire 2:Crushing 3:Falling 4:Acid 5:Poison 6:Drowning)
6. Inflict all damage to kill an enemy
7. After taking damage, kill 3 enemies
8. Get the killing blow on all enemies
9. Give an NPC the killing blow
10. Kill an enemy without being seen or heard

3. Taking damage

1. Take specific damage type (1:Fire 2:Cold 3:Acid 4:Psycic 5:Necrotic 6:Poison)
2. Take magic damage
3. Take trap damage
4. Take 3 different damage types
5. Survive 3 rounds of ongoing damage
6. Take a crit attack without falling to OHP
7. Heal half your *Max HP*
8. Drop to OHP but finish on positive HP
9. Finish on single digit HP
10. Do not take any damage

4. Inflicting damage

1. Do not damage any enemies
2. Inflict both ranged and melee damage to the same enemy
3. Inflict over 20HP damage in one action
4. Inflict your own HP in damage
5. Inflict 3 types of damage
6. Survive when you and an enemy take the same environmental damage
7. Hit with 5 consecutive attacks
8. Damage 3 enemies with the one action
9. Roll max damage
10. Accidentally damage an ally

5. NPCs

1. Seduce an NPC
2. Flirt with an NPC of a different race
3. Interrogate an NPC
4. Free an NPC from servitude or imprisonment
5. Communicate with an NPC who does not know your language
6. Persuade an NPC to gift you something
7. Discover the true goal of an NPC
8. Discuss your current quest with an NPC
9. Convince an NPC to change their actions after them telling you what they plan to do
10. Befriend a previously unknown NPC

6. Character

1. Get a tattoo
2. Save a dying character
3. Climb 500ft
4. Swim/dive 500ft
5. Sacrifice yourself (doesn't have to mean death)
6. Try something from another culture
7. Challenge a character to a duel
8. Start a new hobby
9. Roll two natural fumbles in a row
10. Roll two natural crits in a row

7. Creative

1. Repair something broken
2. Build something
3. Grow something
4. Craft something for a character
5. Cook something for a character
6. Draw/Paint/write something for a character
7. Perform in front of an audience
8. Create a successful trap (description)
9. Kill an enemy without drawing a weapon or using magic (or a magic item designed to damage)
10. Use an item in a creative way that it wasn't intended or designed for

8. Skills

1. Win a contested roll under a specific stat's skill (1:Str 2:Dex 3:Con 4:Int 5:Wiz 6:Cha)
2. Roll a natural crit skill check under a specific stat (1:Str 2:Dex 3:Con 4:Int 5:Wiz 6:Cha)
3. Tend to a wounded creature as best you can
4. Track an enemy or creature
5. Circumvent a trap without triggering it (no direct skill checks)
6. Go through a locked door without using the intended key
7. Discover a hidden door/passage/path
8. Roll three successive *athletics* or *acrobatics* rolls
9. Be mounted and involved in a chase
10. Attempt a skill you are not proficient in

9. Loot

1. Discover a unique artefact/relic
2. Discover a named weapon
3. Discover a lost adventurer's diary
4. Spend over half your loot on one purchase
5. Gamble half or over your loot
6. Donate half your loot to a worthy cause
7. Take a worthy trophy
8. Prevent the damage/destruction of loot
9. Host a party or buy everyone a round
10. Use an item from the previous encounters' loot

10. Daring Actions

1. Trip or lure an enemy at least one size larger
2. Deliberately antagonise an enemy into attacking
3. Kill someone in full view of many witnesses
4. Burn or destroy a building
5. Be adjacent to at least 3 enemies at once
6. Get kicked out of a public place
7. Get arrested
8. Escape from incarceration
9. Run into danger to save a character
10. Be the last one standing

All combat goals to be completed during a single encounter.

PLAYER GOALS PART 2

A player rolls for three goals: On completion of a goal they gain one *GM's Inspiration* and roll for a new goal.

1. Transport

1. Travel with a gypsy caravan
2. Ride in the back of a cart
3. Climb the rigging of a ship
4. Ride a flying vehicle
5. Travel by boat
6. Use a teleportation circle
7. Travel to a different plane
8. Help load/unload a caravan or ship
9. March with an army
10. Help an elderly NPC across a stream

2. Animals

1. Use livestock in a plot
2. Make animal noises as part of a plot
3. Capture a wild animal (alive)
4. Release a caged animal
5. Ride a mount other than a horse
6. Be present at the birth/hatching of an animal
7. Feed a wild animal
8. Talk to an animal in its language
9. Use an animal to deliver a message
10. Set animals to attack an enemy

3. Landscape

1. Enter a (1:City 2:Cavern 3:Forrest 4:Desert 5:Ocean 6:Portal)
2. Swim under a waterfall
3. Sleep in a tree
4. Camp under the stars
5. Shelter from the elements in a cave
6. Travel over a mountain range
7. Cross a sea
8. Infiltrate a fortification without being detected
9. Explore an ancient monument/standing stones
10. Witness a (1:Volcano 2:Gyser 3:Whirlpool 4:Tornado 5:Aurora 6:Iceberg)

4. Appearance

1. Buy some bling (non magical)
2. Buy some new clothes
3. Have a piece of clothing custom made
4. Create an item of apparel from a slain foe
5. Have a weapon custom made or embellished
6. Commission a painting/sculpture
7. Swap an item with an NPC
8. Sign a document
9. Read a book
10. Win a trophy for a competition

5. Interaction

1. Be under the magical influence of (1:Shape change 2:Flight 3:Invisibility 4:Psycic communication 5:Blessing 6:Size change)
2. Be invited to entertainment hosted by nobility
3. Ask an NPC soldier/guard about their commanding officer
4. Ask an NPC cleric/paladin about their deity
5. Ask an NPC warlock about their patron
6. Ask an NPC druid/ranger about their favourite animal
7. Ask an NPC fighter/barbarian about their special weapon
8. Ask an NPC bard for their favourite tale/song
9. Ask an NPC monk about their school
10. Ask an NPC wizard to shut up about their arcana

6. Background

1. Visit your parents (or their grave)
2. Return to the place you spent your childhood
3. Write a letter to a sibling/cousin/childhood friend
4. Meet up with a named NPC from your past
5. Use your *background feature*
6. Do something that exemplifies your personality
7. Explain your *bond* to an NPC
8. Perform an action that plays to your *flaw*
9. Play out your *ideal* to an NPC
10. Converse with a different NPC in each of your known languages

7. Heroic

1. Swing from a chandelier/rope/whip
2. Hold a door/cave-in/portcullis to let others escape
3. Make a dramatic entrance into a scene
4. Slide under an enemy's legs
5. Say a witty one-liner while dealing (or just after) a killing blow
6. Be thrown or projected
7. Deliberately shield a character from damage
8. Carry a wounded character to get healing
9. Interrupt and put a stop to a criminal activity
10. Save a character from (1:Drowning 2:Falling 3:Fire 4:Projectile 5:Trap 6:Arrest)

8. Self Preservation

1. Heal yourself before any other character
2. Only use ranged attacks during combat
3. Successfully hide to avoid confrontation
4. Intimidate an enemy to avoid confrontation
5. Make a successful save to avoid trap damage
6. Flee combat
7. Benefit from *Quarter cover*
8. Benefit from *Half cover*
9. Use an NPC as a meat-shield
10. Convince an NPC that a damaging action of yours was the fault of someone else

9. Dastardly

1. Make a dramatic exit from a scene
2. Find yourself on a wanted poster
3. Intercept a message
4. Double your current loot
5. Steal something from a noble or the high court
6. Take candy from a small child
7. Monologue to an incapacitated foe
8. Tie up an NPC
9. Employ an innocent and unaware NPC in a plot
10. Watch an enemy suffer while you have the chance to intervene

10. Talented

1. Gather information without being seen or caught
2. Place an object into an NPC's pocket without them noticing
3. Identify a spell from papers or runes
4. Treat wounds without using magic
5. Identify heraldry or a religious icon
6. Identify and harvest a useful plant
7. Climb to escape impending doom
8. Pass yourself off as a known NPC
9. Correctly identify a monster and it's traits
10. Jump between buildings or off a building without taking damage