



# SITUATION ENGINEERING SHEET

CAMPAIGN: \_\_\_\_\_ SITUATION: \_\_\_\_\_

**INSPIRATIONS** (LABEL WHICH PLAYER EACH COMES FROM.)

## CONFLICT #1

INSPIRATIONS & PLAYERS

## CONFLICT #2

INSPIRATIONS & PLAYERS

## CONFLICT #3

INSPIRATIONS & PLAYERS

**CHECK:** ARE ALL PLAYERS REPRESENTED WITH AT LEAST ONE INSPIRATION?

## SIMPLE COGS

\_\_\_\_\_  
(ANT)  
\_\_\_\_\_  
(VIC)  
\_\_\_\_\_  
(SET)  
\_\_\_\_\_  
\_\_\_\_\_

## SIMPLE COGS

\_\_\_\_\_  
(ANT)  
\_\_\_\_\_  
(VIC)  
\_\_\_\_\_  
(SET)  
\_\_\_\_\_  
\_\_\_\_\_

## SIMPLE COGS

\_\_\_\_\_  
(ANT)  
\_\_\_\_\_  
(VIC)  
\_\_\_\_\_  
(SET)  
\_\_\_\_\_  
\_\_\_\_\_

**COMPLICATED COGS** (STRIKE SIMPLE COGS AS YOU LIST COMPLICATED COGS HERE.)

**ENGAGE:** ASSIGN EACH CHARACTER ONE COMPLICATED COG AS A FOIL.

**SITUATION ABSTRACT** (REMEMBER TO PROVIDE THE HOOK TO INVOLVE CHARACTERS!)