

# EPISODE BEAT CHART

CAMPIGN	SEASON/EPISODE
TITLE	
BEAT	DETAILS
<b>Adventure Summary</b>	
<b>Hook</b>	<input type="checkbox"/> Crisis <input type="checkbox"/> Discovery <input type="checkbox"/> False Accusation <input type="checkbox"/> Kidnapped <input type="checkbox"/> Looming Threat <input type="checkbox"/> Lost Memory <input type="checkbox"/> Murder <input type="checkbox"/> Play a Cliff-hanger <input type="checkbox"/> Play a Development <input type="checkbox"/> Revelation
<b>Cliff-hanger</b>	<input type="checkbox"/> Ambush <input type="checkbox"/> Battle <input type="checkbox"/> Chase <input type="checkbox"/> Confrontation <input type="checkbox"/> Contest <input type="checkbox"/> Dogfight <input type="checkbox"/> Duel <input type="checkbox"/> Fist Fight <input type="checkbox"/> Monster <input type="checkbox"/> Obstacles <input type="checkbox"/> Pursuit <input type="checkbox"/> Race <input type="checkbox"/> Skirmish
<b>Development</b>	<input type="checkbox"/> Advantage Revealed <input type="checkbox"/> Alliance <input type="checkbox"/> Back from the Dead <input type="checkbox"/> Betrayal <input type="checkbox"/> Clue <input type="checkbox"/> Foreshadowing <input type="checkbox"/> Framed <input type="checkbox"/> Gain Mastery <input type="checkbox"/> Hazardous Quest <input type="checkbox"/> Hesitation <input type="checkbox"/> Hidden Weakness <input type="checkbox"/> Lie Revealed <input type="checkbox"/> Mistaken Identity <input type="checkbox"/> Not What It Seems <input type="checkbox"/> Obsession
	<input type="checkbox"/> Personal Stake <input type="checkbox"/> Puzzle <input type="checkbox"/> Rescuers <input type="checkbox"/> Retreat <input type="checkbox"/> Revelation <input type="checkbox"/> Romance <input type="checkbox"/> Sabotage <input type="checkbox"/> Second Chance <input type="checkbox"/> Secret Meeting <input type="checkbox"/> Strange Bedfellows <input type="checkbox"/> Turnabout <input type="checkbox"/> Vengeance <input type="checkbox"/> Villain's Monologue <input type="checkbox"/> Warning

BEAT	DETAILS
<b>Cliff-hanger</b>	
<input type="checkbox"/> Ambush <input type="checkbox"/> Battle <input type="checkbox"/> Chase <input type="checkbox"/> Confrontation <input type="checkbox"/> Contest <input type="checkbox"/> Dogfight <input type="checkbox"/> Duel <input type="checkbox"/> Fist Fight <input type="checkbox"/> Monster <input type="checkbox"/> Obstacles <input type="checkbox"/> Pursuit <input type="checkbox"/> Race <input type="checkbox"/> Skirmish	
<b>Development</b>	
<input type="checkbox"/> Advantage Revealed <input type="checkbox"/> Alliance <input type="checkbox"/> Back from the Dead <input type="checkbox"/> Betrayal <input type="checkbox"/> Clue <input type="checkbox"/> Foreshadowing <input type="checkbox"/> Framed <input type="checkbox"/> Gain Mastery <input type="checkbox"/> Hazardous Quest <input type="checkbox"/> Hesitation <input type="checkbox"/> Hidden Weakness <input type="checkbox"/> Lie Revealed <input type="checkbox"/> Mistaken Identity <input type="checkbox"/> Not What It Seems <input type="checkbox"/> Obsession	<input type="checkbox"/> Personal Stake <input type="checkbox"/> Puzzle <input type="checkbox"/> Rescuers <input type="checkbox"/> Retreat <input type="checkbox"/> Revelation <input type="checkbox"/> Romance <input type="checkbox"/> Sabotage <input type="checkbox"/> Second Chance <input type="checkbox"/> Secret Meeting <input type="checkbox"/> Strange Bedfellows <input type="checkbox"/> Turnabout <input type="checkbox"/> Vengeance <input type="checkbox"/> Villain's Monologue <input type="checkbox"/> Warning
<b>Climax</b>	
<input type="checkbox"/> Final Battle <input type="checkbox"/> Final Revelation	
<b>Resolution</b>	
<input type="checkbox"/> Ending Cliff-hanger <input type="checkbox"/> Greater Threat <input type="checkbox"/> Happy Ending <input type="checkbox"/> Heroes Captured <input type="checkbox"/> Heroes Escape <input type="checkbox"/> Villain Escapes <input type="checkbox"/> Villain is Killed <input type="checkbox"/> Villain Surrenders	