

Plots

[parent_page_rulesnarrative](#)

Types

1. Long Term Plot
 - This will be the main theme of a campaign, therefore the most expensive plot to modify. There can only be one plot for the campaign.
2. Short Term Plot
 - This is the main theme of a particular session in a campaign. There can only be one plot for a session. Occasionally these plots may go longer than a session.
3. Long Term Subplot
 - Any amount of subplots can exist in a campaign. They are usually closely related to your character and their personal goals and motivations.
4. Short Term Subplot
 - Individual character actions in a session can easily fall in this category. Especially if there is a goal or outcome to be achieved (such as escape from their jail cell“, or “get to the scene of the crime ASAP”). These changes are the cheapest to make.”

Groupings

A player should list in order the most important groups for their characters. How much it costs to change the plot for a group depends on how important that grouping is to the character and the other players. Naturally the most expensive plots to change will be those that effect the other players. The best way to work out what order the groups should be in for importance is to ask for your character A person from group A and a person from group B have died. Both funerals are on the same day. Which would my character attend?“

Suggested Groupings

Self, lover, immediate family, close family, relatives, social club, sex, religion, race, nationality, best friend, close friends, acquaintances, work mates, fellow team supporters for a sport, locality (ie hometown, apartment building, suburb, city), hobby, planet, ethnic group

Affecting other Players

- Directly - The other player belongs to that group. (ie the player is a workmate and the plot change is about workmates)
- Indirectly - The other player belongs to a group affected by that group (ie the plot causes a sport team to be killed and the player belongs to the fans of a rival sport team)
- Not Affected - No other player is affected.

Importance

Groups should be put in the following categories of importance

1. Vitally Important
2. Very Important
3. Important
4. Not Important
5. Not Relevant

Costs

The cost to make changes with Plot Points.