

Plot Generator: the Card Game



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Thanks

With thanks to [Marcus L. Rowland](#) for the inspiration. Like his game, the mechanics are similar to Bartok. Although primarily a solo game to be used by GMs

Key concepts

Plots are divided into four suits - each suit representing a genre, these suits vary according to the setting of the game being run. For example, a Doctor Who game would might have Comedy, Mystery, Horror/Tragedy and Action.

Each genre is broken up into 9 levels of intensity and 3 specials (for the court cards) and a wild card (the Ace).

Finally the Jokers are used as reversals.

Playing Cards

For a card to be played on another card it must either-

- Be of the same suit and numerically higher or lower in value than the current face-up card (Varying intensity)
- Be of a different suit and numerically the same as the current card (Varying genre)
- Be a Joker (Reverse)

How to play

Either start with a random card, or go through the deck and choose a card to start with.

Whenever you need a plot decision - draw cards. You can do this in a number of ways-

- Draw a random card and use it.
- Draw cards until you get one you like and use it. Shuffle the other cards back in.
- Draw cards until one of them matches the "Playing Cards" rule above and play it. Shuffle the other cards back in.
- Draw a hand of cards (say 5 or 7) and play one that matches the "Playing Cards" rule above. Replace it from the deck and keep your hand of cards until the next time you need a plot decision.

Cards

Card	Type	Suggested Use
Ace	Wild	Choose any intensity for the current genre/suit
2	Intensity	Minor - external
3	Intensity	Minor - internal
4	Intensity	Minor - all
5	Intensity	Medium - external
6	Intensity	Medium - internal
7	Intensity	Medium - all
8	Intensity	Major - external
9	Intensity	Major - internal
10	Intensity	Major - all
Jack	Special	New character/item/setting
Queen	Special	Develop an existing character/item/setting
King	Special	Get rid of a character/item/setting
Joker	Reversal	Flip the plot or the intensity, threats become friends, enemies - allies, comedy becomes horror etc.