1.
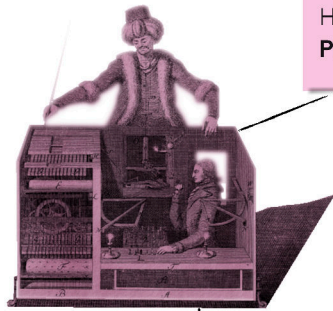
Hello and welcome to the **Plotonomicon**!

Always happy to try a new Role-Playing Game!

Well, you can play **Plotonomicon** as a game, but mostly, it's a technique to help you during Role-Playing or Storytelling. Use the **Plotonomicon** alongside your rules and setting, to come up with story ideas, plot twists, characters, lore…

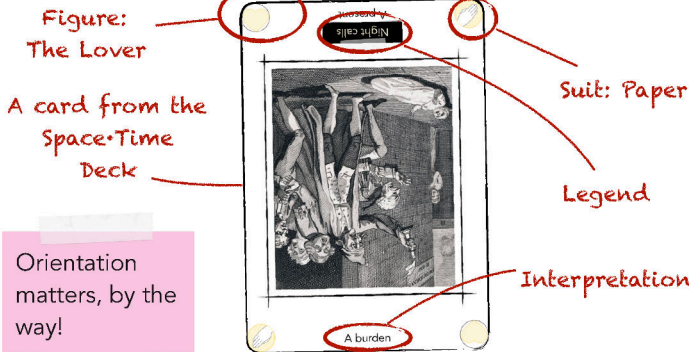You will need the **Space·Time Deck** or a story Tarot.

2.

In the **Plotonomicon**, everything starts with a Question and a card.

What Question?

If we're starting from nothing, probably *"Where does this story start?"* Now that we have a Question, please draw a card.

Figure: The Lover

A card from the Space·Time Deck

Suit: Paper

Legend

Interpretation

Night calls

A burden

Orientation matters, by the way!

3.

What does this all mean?

Anything you want it to, as long as you can narrate your interpretation. Use some of all of what you see on the card. Since I asked you the Question, you're the authority for the Answer.

Can I get some help?

Absolutely. You can ask for ideas around the table. However, everybody except you is only allowed one sentence.
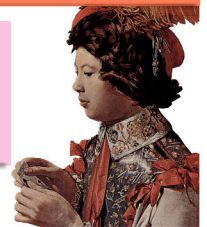
Paper: it's a library!

It's at night!

With a middle-aged bachelor!

4.

Could it be a lab instead of a library?

Absolutely.

…and in space?

…and because of the night, it's a burglary?

This works perfectly. Would the following summarise your answer adequately?

The story starts in a space station, during what passes for night, with the characters attempting a burglary in a lab.
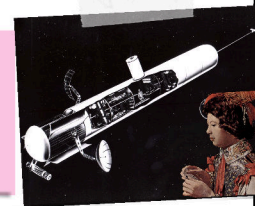
Exactly!

5.

Each time we add an Answer, we Establish a new Fact. So, you just created the first Fact of our story.

Cool. What's a Fact?

Something defined as true and on which we can build a story. As long as it makes sense, I cannot contradict it and other Answers cannot contradict it.

But Facts can disappear, right?

Exactly! For instance, a Fact mentioning that you're in the space station vanishes once you leave the station.

6.

By the way, why are we here?

Good Question. Yellow, could you please draw a Card?

Diminished

If only there was a hairdresser in this deck

A meaningless symbol

"A meaningless symbol"… Could this be some cryptic alien artefact that we're here to steal?

Also, we're here to expose it to the world!

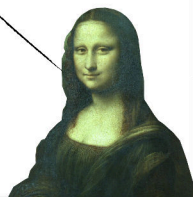New Fact established! Looks like the story is ready to start.

7. (Later)

Mischief accomplished. It's now time to escape in your shuttle! Green, please tell us, what's waiting for you outside?

Superseded theory? It's an Inquisition Battleship!

Two new Facts, then:

There's an Inquisition with Battleships.

An Inquisition Battleship is waiting outside the station.

(card:) New life into old ideas / You, go back in your corner immediately! / SQUARE AND STATIONARY EARTH / Superseded theory
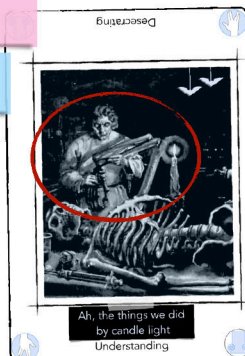
8.

Also, Blue, something is happening around the station What is it?

That's Doctor Frankenstein, isn't it?

If you want it to be.

Then there's something being dismantled. Say, the ruins of a massive spaceship.

Fact established, and you'll be playing hide and seek in the ruins!

(card:) Desecrating / Ah, the things we did by candle light / Understanding

9.

Wait a moment, how comes we didn't know about the ruin?

Your characters know about it. It might even be part of your plans.

But *I* didn't! What if it causes a contradiction with what we've done so far? Maybe our characters wouldn't have come during this dismantlement, right?

Every Fact established is true. If that's the case, I'll count on you to explain why your characters came nevertheless.

So… you're a lazy GM, you know that?

Guilty as charged.
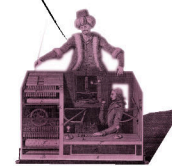
10. (Later)

I'm bored. Blue is piloting, Green and Orange are gunning, I have nothing to do!

Something onboard will need your urgent attention… Please draw a Card and tell me what.

Mmmh.. Aliens? Plan 9? Suggestions, anyone?

Zombies!

The artifact!

I know, the artefact has captured ghosts and starts leaking them!

Fact established! Also, the first ghost is your missing younger brother.

(card:) Failures on top of failures / PLAN 9 FROM OUTER SPACE / Plan 9? Ah, Plan 9! / From failure into cult

11.

Did you mention creating characters?

Indeed. Just phrase it as a sequence of Questions. For instance: "What's their role in the story?", "What do they look like?", "What can they do?", …

What about settings?

"Where do we start?", "How does it feel?", "What caused the current situation?", "How are things heading?", "What can protagonists do about it?", …

A dungeon crawl?

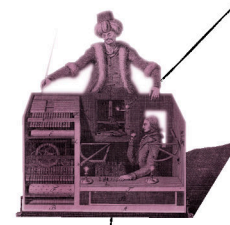"Why was this room built?", "What befell it?", "What does it hide?", "What's that sound?"…

Alright… Yeah, I can see how you could run a campaign without preparing it.

12.

Couldn't you use the Plotonomicon to replace a ruleset?

The Plotonomicon is designed to play with existing rulesets, from d20 to Microscope to no rules at all. But yes, we also have a sister ruleset called **N-Dimensional Tourists**: https://space-timewilltell.yoric.xyz/n-dimensional-tourists

I knew it!

Also, we've put tons more examples online: https://space-timewilltell.yoric.xyz/plotonomicon