

## Sean Patrick Fannon's Original Plot Point System

### THE PLOT POINTS SYSTEM

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This is a system intended for Players to be able to invoke positive effects for their characters at times when they really want or need them. However, the system also allows for those benefits to be "paid for" through negative or complicating plot elements when a PC doesn't have any Plot Points on hand.

Every time a player invokes Payback Points (points that are accrued when they want Plot Point benefits but have none on hand), the accumulated total determines a number of dice to be rolled at the end of every game session. Every point equals 1d6; the number of accumulated dice are rolled against the Complications Table and the player's character accrues the results (as dictated and implemented by the GM, normally through some story arc and role-playing).

In addition to the obvious benefits and effects, this system also (through the Payback Table) encourages and assists the GM in making sure to address certain Disadvantages that otherwise might be ignored through forgetfulness or lack of motivation on the GM's part. The Payback Table is not intended to "force" the GM into anything; they should feel free to ignore the results and use some other effect as they wish. The table may, however, help them to remember to invoke some Disadvantages that have been ignored for too long.

For the players, this is a system that they can use to avoid embarrassing failures or disastrous results because of the dice. In addition, they can also attempt to pull off things with their abilities and powers that the rules might otherwise not allow for. This system also creates an easier means for handling Luck and Unluck in a game.

"COOL EFFECTS"	PLOT POINT COST
Automatic Hit (Minor Targets only, no roll)	1
Guarantee Average Damage/Effect (no roll)	1
Re-Roll to Hit or Skill Roll	3
Re-Roll 1s (for damage / effect)	1
Re-Roll 1s and 2s (for damage / effect)	2
Automatic Skill Success (skill at 11+)	2
Automatic Skill Success (skill at 14+)	1
Minor "Power Stunt"	1
Major "Power Stunt"	2
Unbelievable "Power Stunt"	3
+1 OCV or DCV in a Phase	1 per (3 MAX)

Plot Points are great bonuses to award players in the stead of extra XPs.

For example, Plot Points can be given out during or at the end of a session for exceptional role-playing, great ideas, funny one-liners, keeping a character journal, drawing pictures of the PCs or various scenes in the game, painting miniatures, or whatever else the GM values in their gaming session that they would like to reward.

Note that Plot Points awarded at the end of a session should be given

after Payback Point results are determined.

Luck - Each d6 of Luck is rolled at the beginning of a session, and the BODY is counted. The results are Plot Points that can be spent "freely;" they accrue no points against the Complications Table. Any unspent Luck Points are subtracted from accumulated Payback Points at the end of a session, before rolling on the table.

Unluck - Each d6 of Unluck is rolled at the beginning of a session, counting the BODY. These points are added to any accumulated Payback Points before rolling on the Complications Table. In addition, for every "6" that comes up, the character gains one immediate roll on the Payback Table, to effects to be invoked as soon as possible.

#### Accumulated Payback Points

At the end of every session, tabulate all of a character's Accumulated

Payback Points; remember to add any Unluck Points and subtract any Luck Points. When a total is determined, divide by three and roll that many d6 (2 "leftover" equals a half-die, 1 equals "+1"), comparing the result against the following table:

Roll	Effect
1 - 4	No Effect (retain points for next session)
5 - 9	Roll on the Payback Table
10 - 14	Gain One Additional Minor Disadvantage (<15)
15 - 19	Gain One Additional Major Disadvantage (>15)
20+	"Something Horrible"

With a "Something Horrible" result, the GM is encouraged to be as awful

to the Player Character as possible - someone's life should be ruined, someone should suffer permanent disfigurement - even a death is appropriate.

Regardless, once some kind of effect is generated, the character's Payback Points are "wiped clean;" they start fresh again.

#### PAYBACK TABLE

#### Roll (3d6) Effect

3	Character fails an important Skill Roll
4	Character fails an important Activation Roll
5	Character misses an important To-Hit Roll
6	Character's Focus/Device fails or breaks
7	Character suffers a major "power loss"
8	A Vulnerability or Susceptibility is triggered
9	An Enraged or Berserk comes into play
10	A Psychological Limitation is triggered
11	An Accidental Change occurs
12	A Physical Limitation or Dependency is invoked
13	A Hunted or Watched makes a move
14	A DNPC, Secret ID, or Public ID causes problems
15	Distinctive Features or a Reputation cause trouble
16	Character suffers a Minor Personal Crisis
17	Character suffers a Minor Professional Crisis
18	A MAJOR Crisis of some sort happens

If the GM wishes to honor the rolls associated with some Disads (Hunted, for example), then they should roll against that as soon as the effect is rolled above; if the roll is negative, the GM should re-roll on the chart. The same is true if something is generated that cannot affect a character; simply re-roll until something comes up that is relevant to the character.