

# PLOTFIELD DIAGRAMS

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Each Golden Age Adventure is accompanied by a *PlotField Diagram*, illustrating the arrangement of all significant objects in a single glance.

The guidelines in this section will familiarize you with the use of PlotField Diagrams, both in prep and in play.

## OBJECT TYPES

Regions, Locations, Lifeforms, NPCs and Maguffins are all indicated by specific symbols and shapes, as are significant lines of relation: both relations of force and relations of support.

### REGIONS

REGIONS are represented by rounded rectangles of red/pink. Objects contained within the borders of the Region are contained or “reside” within that Region. Objects whose boundaries cross the border of a Region may be found either within the Region or outside of it.

### LOCATIONS

LOCATIONS are represented by rounded rectangles of orange. Objects contained within the borders of the Location are contained or “reside” within that Location. Objects whose boundaries cross the border of a Location may be found either within the Location or outside of it.

### LIFEFORMS

LIFEFORMS are represented by green-bordered ellipses. If the ellipse crosses the border of a Location or Region, the Lifeform may be found either inside or outside of it. If the ellipse intersects with multiple Locations or Regions, the Lifeform may be found in both or all of them.

### NPCs

NPCs are represented by blue-bordered ellipses. If the ellipse crosses the border of a Location or Region, the NPC may be found either inside or outside of it. If the ellipse intersects with multiple Locations or Regions, the NPC may be found in both or all of them. As in the Object Listings, an NPC with a dashed border is optional or conditional.

### MAGUFFINS

MAGUFFINS are represented by violet-bordered hexagons.

## LINES OF RELATION

Objects may be connected to other Objects in two ways: by *Relations of Force* or *Relations of Support*. These *Lines of Relation* are represented by arrows of two different types, as detailed below.

### FORCE

RELATIONS OF FORCE are represented by fat pink arrows. They indicate the directions of *action* or *antimony* that will be enacted by one Lifeform or NPC upon other ones. The arrow indicates the direction of force. Bi-directional arrows indicate mutual antipathy. If it's a specific type of force, this will be indicated in small text.

### SUPPORT

RELATIONS OF SUPPORT are represented by dotted green arrows. They indicate the directions of *loyalty* or *support* that will be given by one Lifeform or NPC to other ones. The arrow indicates the direction of loyalty. Bi-directional arrows indicate mutual support. If it's a specific type of support, this will be indicated in grey text.

## PLOTFIELD DIAGRAMS IN PLAY

Because the PlotField Diagram contains all the important Lines of Relation, it can be used to guide NPC moves and offscreen action. Whenever it's time for the story to progress, a glance at the fat pink arrows will show you who might be moving into position to cause a Crisis, and against whom. Likewise, if anyone has been crossed, threatened, hurt or killed, the dotted grey arrows indicate whose loyalty and support may kick into action.

It's important to remember that the Lines of Relation in the diagram represent the already-unfolding drama, which exists without any intercession by the PCs. Once the PCs start affecting things, relations may change. If that happens, the diagram becomes a guide to interpreting those changes.

## EXAMPLE PLOTFIELD DIAGRAM

At right is a generic example of a PlotField Diagram.

While spatial relations are *implied* in these illustrations, it is important to remember that a PlotField Diagram is not a map: it is a conceptual tool to help you envision how things are related to other things, and to imagine how the action might unfold.

# EXAMPLE PLOTFIELD DIAGRAM

