



## Twists

*A Twist must change the situation!*

Negative Twists can put obstacles in their way, make them pay, or raise the stakes. Positive or mixed Twists can introduce new characters, give information, provide help from a surprising direction, or reveal a shortcut to the goal.

### The Twist List

- Put them into combat.
- Damage or take away their stuff.
- They get what they want, but with a nasty hidden surprise.
- They fail, but find a clue.
- Hurt or take their friends.
- Damage or twist their relationships or reputations.
- Change the environment.
- Threaten them with something really nasty...
- ...then follow through if they fail again.
- Someone arrives with bad intentions or gets in the way.
- Someone else already got there first.
- An enemy benefits from their actions.
- Now there's more work (or a new quest) to do.
- They get split up (or captured).
- They take much longer than they expected or hoped.
- They can do it, but not right now.
- Injure or maim them.
- Give them a hard choice and don't let them off easy.
- Time-delay any of the above—let them know that the consequences of their failure (or of their apparent success) will be revealed later. They'll be antsy all session long waiting for their just desserts.

### Costs

*Costs are temporary penalties.*

Conditions are inherent to the character.

Favors are about social balance. Can owe Favors to organizations or even to deities.

Flaws are known issues with items or information.

*Offer players an in-character choice when appropriate.*

### Making, Finding, Connecting

When Making, default Twist is missing tool or ingredient.

When Finding or Connecting, default Twist is an enemy.

When Making or Finding, default Cost is a Flaw.

When Connecting, default Twist is already owing a Favor.

### Wealth

*Default Twist:* Give up or break the bank. Or offer barter.

*Default Cost:* Flaw or Short or Favor. 2 Costs: one is a Flaw.

### The Three Big GMing Rules:

*A Twist must change the situation!*

**Don't demand nonsense!**

*Say yes or let them roll!*

### Quick Session Plan

Look at players' sheets. Pick elements that haven't been seeing much use or that you want to see more of. Think of some ways to draw out those elements. Think of 3 scenes you hope to include. Bookmark or note any monsters you expect to use.

### Exploration and Searching

If they do the right thing, it works! If nothing to find, don't roll. Otherwise, roll an appropriate Skill. If the object is plot-critical, the Twist is a "Yes, but."

### Pacing Rolls

Rate region on population (1-3) and taxing (0-2). Roll a die based on passage of time or every 5 rolls. If die is less or equal to population, Encounter! Else if die is less or equal to population + taxing, Cost!

### Group Rolls

*Everyone must pass:* Worst player rolls. Others can help.  
*Only one must pass:* Best player rolls. Others can help.  
*Some may pass and some fail:* Roll individually.

### End of Session Results

- Victory! You save the kid and defeat the kidnaper. (Success)
- Tune In Next Week! You save the day, but then see the dragon coming over the horizon. (Success or Twist, depending on context)
- Misdirect. The prince was in another castle. (Twist)
- Captured! Now your plucky sidekick needs to save you. (Twist)
- The Big Reveal. The butler was the vampire all along! (Success or Twist depending on context)
- Saved! Prospects look grim until the masked miracle swoops in to save you! (Success or Twist depending on context. With a Cost: you owe a Favor)
- Sacrifice. You save the day, but at what price? (Twist, or Success with a Cost)

# GM Reference

### I'm Stuck!

We all get stuck sometimes. It's OK.

**Step 1:** Declare a 5 minute break. Others will be happy to stretch and get a drink.

**Step 2:** Look at the players' character sheets. Introduce something that points at one of their Tricks or Complications:

- Ask the players a clarifying question.
- Give the players a choice.
- Bring back an NPC or create a new one.
- Reveal or reincorporate a secret.
- Look at the Twist List for more ideas.

### Quick NPCs

What do they want?

What are their skills and weaknesses?

One quirk or identifying characteristic.

### Quick Combat Prep

Pick from Sample Monsters section.

Add, modify, or re-skin so the monsters fit.

Note down level-appropriate versions.

Come up with 1 or 2 bits of cool terrain.

Note 1 or 2 possible scenario Miss Triggers.

### Opposition Action Changes

*Obscure (replaces Observe):* +1A +1D. If enemy Observes, cancel scouting and +1A or +1D next round (both if Observed twice).

*Win At All Costs (usable only when enemy has a Strike):* +4A. Enemy removes a Strike.

### Double-Tie Outcomes

On a double-tie, use the following table:

Double-Tie Outcomes	
6	Love
5	An Astounding Discovery
4	A Third Power Enters the Fray (or Is Born)
3	A Natural Disaster
2	A Horrifying Act of Evil
1	Death

**Alternates:** A Foolish Mistake, A Miracle or Supernatural Event, A Selfless Act of Sacrifice, Betrayal.

### NPC Disposition

When players ask an NPC to do something, use this table, based on the NPC's disposition and how the task aligns with their interests.

	Disposition to Players				
	Hateful	Opposed	Neutral	Aligned	Adoring
Anti	Imposs.	Imposs.	Disad.	—	Adv.
Indif.	Imposs.	Disad.	—	Adv.	Auto.
Pro	Disad.	—	Adv.	Auto.	Auto.

*Most NPCs fall into the middle three columns.*

### Team Conflict Quick Set-Up

Grab a few traits from the list below. Give opposition an Advance and Defense equal to one less than the number of players.

### Team Conflict Traits

*Aggressive:* +1A.

*Defensive:* +1D.

*Attrition:* Opponent takes an extra Hit when you Draw.

*Dangerous:* Opponent takes an extra Hit when you Push.

*Crafty:* On a Draw, give your opponent -2D in the next round.

*Superior Crafty:* On a Draw, your opponent's D is reduced next round by the amount by which your D beat the opponent's A.

*Penetrating:* On a Push, give your opponent -2D in the next round.

*Superior Penetrating:* On a Push, your opponent's D is reduced next round by the amount by which your A beat the opponent's D.

*Ablating:* When you score a Hit, instead of giving your opponent a Strike or removing a trait, you may give them -2D in the next round.

*Draining:* When you Hit, you may *instead* recover 1 trait or remove 1 Strike. This trait cannot be removed unless you have at least 1 Strike.

*Sup. Draining:* When you Hit, you may *also* recover 1 trait or remove 1 Strike. This cannot be removed unless you have at least 1 Strike.

*Recovery:* On a Draw, you may recover one trait or remove one Strike. This trait cannot be removed unless you have at least one Strike.

*Superior Recovery:* Recover from one Hit at the end of each round, not including any Hits taken that same round. This trait cannot be removed unless you have at least one Strike.

*Final:* Your opponent's Strikes are irremovable while this is active.

*Consequential:* If the players win, they owe a Minor Concession on top of whatever they already owe.

*Versatility:* Assign an extra +1 to either A or D before the rolls.

*Sup. Versatility:* Assign an extra +1 to either A or D after the rolls.

*Fortified:* Once per Conflict, ignore one Hit.

*Costly:* Opponent takes one Strike when they win.

*Invulnerability:* Cannot lose while this is active. Instead, take a Hit.

*Sup. Invuln.:* Same, but can't be removed while other traits are active.

*Increasing Power:* A score increases by 1 at the end of each round.

*Increasing Defense:* D score increases by 1 at the end of each round.

*Fated:* All tied rolls go in your favor.