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What is a NCCG?

A *Non-Competitive Card Game* is a game where the goal is not to win, but to cooperate in foiling or fulfilling an Objective. In this kind of game people can yes, succeed or fail, but a Session can only really be considered a failure if no one had *Fun*.

This is an approach more similar to RPGs, where many players play against a GM that controls the antagonists. Players may choose Heroes and experience the game in their shoes, or they can assume the mantle of GM, and control Villains and Mooks.

But here's the thing: while the Heroes can and will use everything in their arsenal to prevent the Villain from fulfilling his Objective, the GM does not have to. His objective is not winning. His objective is bringing Fun to the table and serving it raw. His only goal is feeling awesome and making the players feel the same.

Goal of the Game

If at any time there are no Heroes in play, The Villains are considered the Champions and win the game. Any time there is no Villain in play, the Heroes win.

1. For the Heroes the goal is to Incapacitate all Villains, or make them Surrender.

2. For Villains, the goal is to Fulfill his Objective, or Incapacitate all Heroes. If they fulfill their Objective, they win **immediately**.

Terminology

Player

The controller of a Hero Character.

GM

The controller of Villains and Mooks Characters.

Party

The group of Heroes in play.

Pools

A Pool is a number that represents how many coins you should Roll at any time. There are two types of Pools in this Game:

1. Roll Pools are the prevalent kind of Pool in Plot Twist. It is determined by adding an Attribute+Heroic or Skill.
2. Damage Pools are used to cause Damage. Pools are found by adding an Attribute+Weapon Bonus+Modifiers.

Rolls

A Roll is an opportunity to determine randomness in Plot Twist. Players and GM must Roll a number of coins equal to the value of the appropriate Pool.

Any result of Heads is considered a Success.

Every time a Roll is made it must respect one of the following systems:

Fixed Rolls

This kind of Roll is made by Rolling a Roll Pool against a Fixed number, usually printed on a card. If you achieve **more Successes than the Difficulty**, you are considered to have Won that Roll, or are Victorious in that Roll.

Opposing Rolls

Opposing Rolls are always made against another Roll made by another Character. it's commonly referred to using the term "vs" when describing the Roll. Both Characters Roll as many coins as his Pool permits and the number of Successes (Heads) is compared. **If any Character obtained more Successes he is considered Victorious (or Winning), and the other is considered Defeated (or Losing)**. If a tie occurs, all Characters are considered Defeated unless specified otherwise. Generally a Win provokes an effect written in the cards.

Ex.

An Opposing Roll is required to Attack. Dr. Simoakli uses Body (6)+Fighting (4). His Pool is 10 coins. His opponent, Hope, uses Body (2)+Agility (3). Her Pool is 5 coins.

Simoakli obtains 6 Successes while Hope only gets 2. The Attack hits and we move to a Damage Roll

Chosen Roll

A Chosen Roll is not pitted against another Character, instead the Player making the Roll chooses an arbitrary number **and must obtain more Successes than the chosen number to achieve Victory**. The results of this Victory is generally tied to the number chosen. This is used especially for Healing and Apologist, and the number chosen reflects how much Stress is Regenerated.

Ex.

A Player chooses 3 in his Healing Roll. If he obtains 4 or more Successes in his Roll, he Regenerates 3 points of Stress.

Damage Rolls

Damage Rolls are used to determine Damage dealt. The Pool is Rolled, and any Successes are considered as the value to be dealt. **All Damage Rolls include one Automatic Success to be added to the result, unless modified.**

Ex.

Athena has Body (5) and her Weapon causes +1 Physical Stress. Her Pool is 6 coins. She Rolls 3 Successes. Adding the

Automatic Success we total 4 Stress Damage dealt.

Automatic Successes

Automatic Successes are added after any Roll that has them. Do not reduce the Roll Pool, instead add Automatic Successes to the *result* of the Roll.

Margin

Margin are Successes that exceed the Difficulty, the result of an opponent's Roll or the chosen number. All Rolls need at least a Margin of 1 to Win.

Conflicts

Conflicts are the main stage for Plot Twist. **A Conflict begins at the start of the Game, and lasts until a Villain Flees, or an Interview is triggered somehow.** Heroics may only be used in Conflicts, and some Skills (Public Relations and Apologist) may only be used *out* of a conflict. Turns only happen during a Conflict.

Turns

Both Players and GMs act on the same Turn. What is alternated between them is something called *Initiative*. First the Heroes act with Initiative, then they pass it to the Villains. The Players must decide their order of actions in a Turn, and a Villain must wait until any Hero that wants to take an action has

taken it. A Character with initiative plays all cards, Attacks and effects before a Character without it. The Turn has 3 phases:

1. **Start of Turn.** Here all cards that trigger at the beginning of a Turn take effect. A Twist! is always Revealed first in this phase, unless there are no unrevealed Twist! in the deck. All Characters renew their Combat actions this Phase every Turn. Free Actions may be taken. **Bystanders may be played.**
2. **Combat.** Combat is Initiated in this Phase. After the Heroes have Initiated and finished their Combats, they pass the Initiative to the Villains who may Initiate Combat then. Combat cards can be played exclusively during this phase. **Events may be Flipped.** Free actions may be taken.
3. **End of Turn.** Here all cards that refer to the "end of the Turn" trigger. Villains lose 1 Hate at every End of Turn. All cards that use the term "In X Turns" either receive a counter or, having counters enough, take effect. The term "For X Turns" means that at this phase the card either receives a counter, or having enough counters, is Discarded or otherwise Nullified. **No Free action may be taken this Phase.**

Counting Turns

Every card in this game that counts Turns use the same system: **Time counters**. All cards with time counters stay in the game at least until they fill their Time counters or are otherwise removed. **Every End of Turn a card that uses time counters is in play, it gains a Time counter. When the number of Time Counters are equal to the number printed on the card, its effects either take place (“In X Turns”), or end (“For X Turns”).** If the card is a Detail or an Ally, remove them from the game.

“**This Turn**” always means that the card will have effects until the next End of Turn Phase. It is considered to have a printed number of 1.

Free actions

Free actions are all actions and Rolls that are permitted and determined by a card that is played, is in play, is a Reference Card or is permitted by this rulebook; unless stated in the contrary. Characters may take each Free action *once each Turn*, but may take as many Free actions as he pleases. **Free Actions may be taken at any moment in a Turn besides the End of Turn Phase.** Characters with Initiative take actions First.

Combat actions

There are 2 types of Combat actions in this game: Move actions and Attack actions. You renew them

every Start of Turn Phase. **You can never have more than 1 Attack action, and 2 Move actions.**

You renew at every Start of Turn:

1. Two Move Actions (♠). Move actions are used generally for Movement Combat cards, but may have other applications.
2. One Attack actions (👊). Attack actions can be used to make Attacks, but may sometimes have other uses.

Uniqueness Rule

A card is considered a copy of another if it has the same name as the original card. You cannot play a card with the same Name as one in play. cards may have Personas. A Persona is an epithet appended to the name of the card and separated by a “-”. Personas are not Names. **A Character with the same Name but different Persona can be played if his other Persona (or his version with no Persona) has been Incapacitated, by restoring 5 Belief divided among any Heroes. It enters play with 6 hate. Remove the original Persona from the game.**

Identity

As a Free action, you may identify as anything you wish, or choose to have no Identity. **You can only have 1 Identity at a time.**

Setup

1. The GM places his Main Villain, Equipment, Mooks and the initial Location in play face-up. He also places in play his Objective face-down. At the same time each Player places his Chosen Hero and Equipment on the Table. Place Energy, Belief and Hate counters.
2. Both Players and GM choose 5 Plots or Characters to compose their Plot Hand.
3. Both Players and GM choose 10 cards to put in their Combat Deck.
4. Players choose as a group the cards each wants to put in the Twists! Deck (10 cards).
5. GM chooses 5 Events to compose the Events Cluster.
6. Each Hero loses 1 Belief, and the Main Villain gains the total amount in Hate.
7. If you need to, place all Reference cards in play.
8. Conflict Begins.

Areas of Play

Character Cluster



In the Character Cluster you find the Character card, Weapon card and any other relevant card for a Character. If the Character is a Villain, you'll find his Objective here too. **There can never be 2 copies of the same Character in play at any time.** A Game can never have more than 5 Heroes total.

Resistances

Resistances the maximum amount of Stress or Belief a Character may have. They are always equal to the relevant Attribute x3. From top to bottom on the left side we have:

1. Physical Resistance (Body)
2. Mental Resistance (Mind)
3. Social Resistance. (Charm)

And on the bottom-right we have Belief (that is not a Resistance)

The counters used to fill your Belief have this same name, as in “one Belief”. Resistance counters are called Stress, as in “one Physical, Mental or Social Stress”. All Characters start a Game with Belief filled to capacity with enough Belief counters. The other resistances are kept at zero. **The number of Stress+Trauma counters in a Character may never be bigger than the Resistance value. He also cannot have more Belief counters than his Belief value.**

Consequences of full Resistances.

If your Mental or Physical Stress is equal to your Resistance you are Incapacitated, and cannot act anymore. If your Social Stress is equal to your Resistance, you lose all Belief and Energy, and cannot gain any Energy as long as you have full Social Resistance.

Belief and Energy have no consequence for being at 0 counters.

Regeneration and Removing Trauma

Regenerate means that you Remove Stress counters on the Character. **Stress+Trauma can never be more than the value of the printed Resistance. To Remove Trauma only remove the counter.**

Belief

Belief is equal to Power x3. It starts the game full and is spent at the whim of the Player or returned by the GM to obtain various effects. Belief is only Cured when the GM decides, gaining benefits in exchange for it. **If your Character deals any amount of Trauma, he pays 1 point of Belief for every point of Trauma dealt.** Belief can be spent at any time in a Conflict, during a Turn to obtain its benefits. Spending Belief is not an Action. Only Heroes have Belief.

Spend X Belief:

- {1}: To play 1 Detail.
- {1}: Once a Turn, to gain 1 Attack action.
- {2}: To gain 1 Automatic Success in any Roll.
- {2}: To gain 1 Keyword this Turn or raise 1 Heroic to 3 for 2 Turns.
- {5}: To play a Hero. He enters play with 0 Belief.

Playing a Hero

When you play a hero, you control it for the rest of the game. Place any equipment he could use from your collection into play.

Reversal of Fortunes






Each Turn the GM may Cure up to X Belief on Target Heroes by returning the counters to them, where X equals the number of Heroes in play. When Belief is Cured, the GM chooses one or many of the effects below:

{1}: Lock 1 Keyword or Heroic on a target this Turn.


{2}: Target Villain gains 1 Automatic Success in any Roll

{3}/Any Hero: Initiate a Villain Crossover, or put a different Persona into play (see Uniqueness Rule).

{4}:/Any Hero: Initiative is reversed this Turn.

{5}/Any Hero: Initiate a Masterplan. All Villains gain      , or put a different Persona into play (see Uniqueness Rule).

Lock

A Locked Keyword or Heroic can only be used, or taken advantage of by paying  (1 Energy) each time the Heroics are used or each time that a Keyword is invoked for effects, or used to play cards.

Villain Crossover

The GM can Cure 3 Belief in any number of Heroes to initiate a Villain Crossover. Crossover Villains enter play at 6 Hate Counters and at 6 maximum Hate and cannot Flee. If their Hate is reduced to 0 they simply Hide, turning face down and waiting to be called for a Crossover again. His counters remain except for Hate. He cannot Sneak Attack. **Crossover Villains cannot Add Quantity counters to Mooks.** If the Main Villain is Defeated or Surrenders, the GM chooses another Villain in play to become the Main Villain, and recover his maximum Hate. If the Main Villain Flees during a Crossover, the Crossover Villains follow suit, and Relocate with it. If a Crossover Villain is Incapacitated, they are discarded, and cannot enter play again. **The GM can never play the same number of Villains as there are Heroes played, only less.**

Masterplan


During a Master Plan a Main Villain is not going to divert from his objective whatever it may be, and all Villains in play get 5 extra Energy to spend. All Rolls that are printed in a Objective will have a +1 Bonus. The GM may Cure 5 Points of Belief in any number of Characters to initiate a Master Plan.

Hate ()

Villains have no Belief, instead they have a mechanic called "Hate". Hate is equal to Power x3.



Villains must pay 1 Hate at the end of every turn of Combat when in a Location. **If your Character deals any amount of Trauma, he pays 1 point of Hate for every point of Trauma dealt.** Spending hate is not an action. A Villain may spend X Hate to obtain the following benefits:

Spend X Hate:

 : To put 3 Quantity Counter on any Mooks in play. (Main Villain Only)

 : To raise 1 Heroic to 3 this Turn.

 : Once a Turn to gain 1 extra Attack action

  : To deal 1 Belief Damage.

Villains can gain hate by Incapacitating Heroes. For every Hero Incapacitated, the Villain who Incapacitated it gains X Hate, where X is the number of Heroes remaining.

Fleeing

At the end of Turn, if the Main Villain must pay Hate and can't because he is at 0 Hate, the Villain **Flees**. If this happens Heroes can initiate **Pursuit**: The Villain plays a Lair if there's none in play. A Villain cannot Flee if he cannot play a Lair and there is none in play. If Fleeing is impossible for any reason, and the Villain is still at 0 Hate, the Villain will Surrender. Otherwise, Conflict ends and all Villains, Mooks and all Heroes in play Relocate to any lair in play and a new Conflict starts. If the Heroes decide **not to Pursue**: The Conflict ends and an Interview

begins. The Heroes have a chance to Regenerate Social Stress and Energy during an Interview, while the Villains have no such luxury. Villains gain no counters beyond Hate when out of Conflict unless specified. Then the GM decides the Location of the next Conflict, among those that have already been played. When a new Conflict arises, the Villain recovers all their Hate, and Relocates to the new Location. **When a Villain Flees, every Bystander at the origin Location is considered Recruited and all in other Locations are considered Killed.** Apply their effects. Any effect that refers to "Turns" takes place on the next Start of Turn Phase.

Interviews

If a Villain Flees and is not Pursued, an Interview begins. During the interview the GM will represent a Reporter asking questions. Each question can be answered using Public Relations or Apologist to obtain the effect of the Skills. **The Reporter will ask one question about each Location in play, and one about every Event that was Revealed.** Cards may add questions to the Reporter's list. The GM is free to ask more questions or provide Bonuses to the Rolls, but can never apply a Penalty or ask fewer questions than the determined above.

Energy (✱)

Energy is another kind of counter that is not a Resistance. Energy is dependent on Power and the quantity of Social Stress you have. Power

determines the initial value of Energy counters you start the Game with, multiplying the value of your Power x3, and you can never have more than 0 Energy if your Social Stress is 0. **Energy does not have an upper limit**, being able to surpass their initial value by any arbitrary amount. Only Heroes and Villains have Energy. Spending Energy is not an action. **Energy can be used at any time in a turn, but a Character can only spend a number of Energy per Turn equal to the Character's Power.** Only Heroes and Villains have Energy

Spend X Energy:

✱: To Regenerate 1 Stress.

✱: To gain 1 coin in any Pool, even Damage ones, before the Roll.

✱✱: To Remove 1 Trauma.

X✱: To activate an Heroic, Advantage or Keyword that requires X Energy.

Attributes

Attributes describe your Character in terms of Physical, Mental or Social prowess:

1. Body, used for Physical Rolls.
2. Mind, used for Mental Rolls.
3. Charm, used for Social Rolls.
4. Power, *never* used in any non-Damage Rolls.

Every time the Rules or a card refers to Physical Rolls what they mean is that you should use Body in that Roll. Same for Mental and Mind, and Social and Charm. All Non-Damage Rolls use exactly one Attribute and one Heroic or Skill.

Heroics

Heroics are characteristics that your Character has that express their superpowers and how they interact with the world of Plot Twist. Heroics are divided into 3 Abilities: Aptitudes, Experiences and Talents. Heroics can be used in a Conflict to achieve many effects. Heroics only combine with Body (Physical) or Mind (Mental) for a Roll. **Actions described here that are not used in Combat are all Free actions.**

Aptitudes

- Agility - Physical: Defend from Melee Attacks.
- Perception - Mental: With 6 accumulated Successes in Fixed Rolls against Difficulty 0 you may peek at the Villain's Objective.
- Resilience - Physical: In general.
- Mental: Defend from Mental Attacks.
- Reflexes - Mental: In general
- Physical: Defend from Ranged Attacks.
- Experiences
- Healing - Mental or Physical:
✱: Regenerate Mental or Physical Stress in yourself. Make a Chosen Roll. The chosen

number is the amount of Stress Regenerated.

- Gadgeteer: X ✱: Gain X Ranks in another Heroic, up to you Ranks in Gadgeteer.
- Hacking - Mental: Accumulate 6 Successes in Fixed Rolls against Difficulty 0 to peek at the Villain's Objective.
- Psyche - Mental: Attack and Defend in Mental Combat, at any Distance.

Talents

- Fighting - Physical: Attack with Melee Attacks and Defend from Melee Attacks.
- Ener. Projection - Mental: Make Ranged Attacks.
- Stealth - Physical: Hide as a Free action. See Status.
- Flight - Mental: In general.
- Physical: Defend from Ranged Attacks. Enter or leave Flying as a Free action.

Skills

Skills are a kind of Ability That uses the Charm Attribute. Some can be used during a Conflict, and some can only be used during an Interview.

- Apologist: This is used to answer the Reporter's questions during an Interview. Make a Chosen Roll. The number you chose is the number of Social Stress counters a

target Regenerate. May only be used during an Interview.

- Public Relations: This is used to answer the Reporter's questions during an Interview. Make a Chosen Roll. The number chosen is the number of Energy counters you may distribute between all Heroes (Except Spirits of the Night). May only be used during an Interview.
- Offend: Use to make Social Attacks. Can only be used during a Conflict
- Use to Defend from Social Attacks. Can only be used during a Conflict.

Keywords and Advantages

Some Keywords have inherent Effects, and some are only used to fulfill the requirements of cards. They are always the first words of the field and are separated by a "-" sign. Advantages are feats that are specific to a Character, and represent their individuality and uniqueness. Advantages are separated by paragraph or by a "-" sign when the former is not possible.

List of Keywords with intrinsic effects.

- **Armor**
Your Character has Armor against Physical Attacks equal to his Power.
- **Mental Armor**
Your Character has Armor against Mental Attacks equal to his Power.

- **Overcharged**

Ranged Attacks cause +2 Stress Damage. Overcharged Weapons already consider this Bonus.

- **Spirit of The Night**

You do not gain Energy from Interviews. You always gain the value of your Power in Energy after any Interview, even one with no questions.

- **Tactician**

A Tactician may Initiate a second Combat once each Turn with a Character or Bystander he has not yet Attacked this Turn.

List of Keywords with no intrinsic effect.

- Teleporter
- Telekinesis
- Speedster
- Rich
- Mentalist
- Captain
- Sergeant
- Support
- Inventor
- Tank

Keywords with no intrinsic effect are only used as requisites or as targets.

Character Classes and Colors

Each Character has a Color connected to it. Heroes have more than just a Color: Heroes have Classes either. Classes define the Character role in their Party and **all Classes are Keywords**. Each Class is associated with a Color, But **Colors are not Classes, nor Keywords**.

White: Mentalist (DPS on Mental Damage)
Silver: Captain (CC, Tank and DPS)
Black: Sergeant (Physical DPS)
Red: Tank (Tank, sometimes DPS)
Blue: Inventor (Jack of all trades, Support)
Green: Support (you guessed it, Support)

Golden is not associated with any Colors and **Golden cards may be played by anyone**. If a card is of a determined Color, and is not a Twist! only Characters of that color can play or otherwise use the card. It is as if the card had a "Requires X Color" printed on the card. If the card is a Twist! it only checks for the presence of any Hero of that Color in play, since Twists! are not played by anyone specifically. It is as if the card had "Requires a Hero of Color X in play" printed on. Cards can require specific Classes and be Golden. If the card requires a Class but is of a different Color than the associated to that class, the card will have "Requires Tank" or "Requires Support" effectively printed on the card. **But if it is of any Color that is not Golden, that card will require that Color too.**

You may have a Red card that has "Requires Captain" printed. That Card requires both a Red Character *and* a Character that is a Captain.

Equipment cards

Equipment Cards are cards that begin the Game in a Hero's Character Cluster. Equipment provides lasting benefits to the Character that wields them. Weapons have their respective type that expresses the kind of Attack can be made with it. There are no



Social Weapons. They may be of a particular Color, or have Requirements. **The Damage Bonus is**

shown as Bonus to Trauma/Bonus to Stress in the bottom-right corner. if the weapon has a "*" in it means that it does not cause that kind of Damage be it Trauma or Stress. A 0 means that the Weapon causes that type of Damage, but no bonus is given. **Only one equipment may be used at any time by a Character, unless noted in cards.**

Ex.

If a weapon has a "0/2" printed in the bottom-right corner, it means that the weapon causes Trauma, but provides no Bonus to it. It also means that the Weapon causes +2 Stress Damage.

If the Weapon has a " / 1" in the corner it means that the Weapon causes +1 Stress Damage, but cannot cause Trauma.*

Mook cards

Here are the Mook cards and any other relevant card that affects Mooks. Mooks are a special kind of Character. Mooks do not have any Resistances or



Energy, instead **they use a Quantity Counter that represents how many Mooks are in play.** A Villain can spend 1 Hate to put 3 Quantity Counters on any Mooks in play. They can spend their Quantity Counters to obtain 1 added Coin in any Roll, limited to X counters per turn, where X is their Power. If you were to deal Damage to a Mook, remove 1 Quantity Counter instead of dealing damage. Cards and only cards can alter how many Mooks die after Damage. (ex: Cleave). Mooks do not have Keywords or Advantages, and cannot use or have Equipment. **If a Mook has no Quantity Counters there's no Mook in play and they cannot take actions.**

Objective Cards

Objectives are the cards that determine what a Villain is after and what is his, well, *objective*. Objectives begin the game face-down and may



impose requisites to the first Location where the Conflict starts. As soon as a Villain triggers the requisites of the Threat symbol, he wins the game. A Villain will generally attempt to complete his objective before attempting to Incapacitate Heroes, but nothing prevents an objective that involves Incapacitating any number of Heroes There are 2 Symbols that are relevant to Objectives:

1. The Reveal Symbol (🌀). This Symbols defines what happens when this card is Revealed and flipped face-up.
2. The Threat Symbol (⚡). This Symbol defines what the villain must do to Win the Game, besides getting rid of all Heroes.

Events Cluster

In the Events Cluster, you find the 5 Events the GM has chosen to bring to the game, facing down. Only X events can be Revealed In a game where X is equal to the number of Heroes in play.



Events can only be played During combat and are not actions. Events generally have two symbols:

1. The Reveal symbol (🌀) This symbol represents the effect of the Event and any rules repercussions when it's turned face-up.

2. The Nullify Symbol (⚡) This is what the Heroes must do to Nullify the Event, ending it's effects. Events last until Nullified.

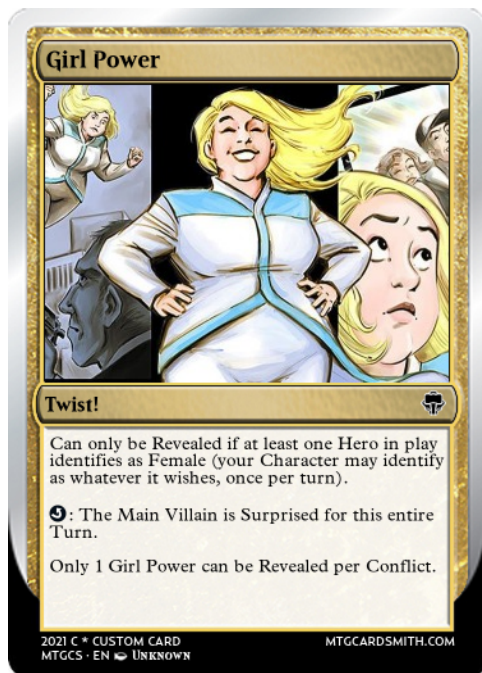
Nullify

When a Card is Nullified, it remains in play but its cardtext is considered blank.

Twists! Deck

Here you find the Twists chosen by the Heroes to affect this Game. 10 Twists! are placed in this Area, and 1 *must* be Revealed every Turn, unless the Twists! deck is empty. Twists may have the same symbols as an Event. Twists! last until Nullified or a trigger is achieved. Twists! may specify the Turn in which they can be played. You may count turns (up to 10) using the Twists! themselves.

Playing Twists is not an action, and is done first thing in a Start of turn Phase.



Combat deck



All Players select 10 cards to compose their combat decks at the beginning of the game. At the Start of Turn on the 1st Turn, they draw 3 cards from their Combat Deck. Before the first Combat of the Game, Players and GM have a chance to Mulligan any cards they do not wish to keep in hand, by discarding those cards and redrawing to 3, once per Game. At the End of Combat Step you may discard any cards you do not want to keep, and redraw to 3

Any Character that has an Attack action and Initiative can initiate a Combat with any other Character or any Bystander in his Location during the Combat Phase. **Heroes may only initiate Combat once. Villains may Initiate as many Combats as he has actions as long as he Initiates it with different targets.**

Combat is divided in 5 Steps:

1. Start of Combat
2. Movement
3. Maneuver
4. Attack
5. End of Combat

Start of Combat Step

Before the Movement Step is where cards that refer to the "Beginning of Combat" or use the phrase "Before Combat" take place and produce effects. Cards may also refer to the name of this Step. A Character with Initiative declares that it is Attacking any other Character. Any Character can **Attack Together** and join the Attack. **If Attacking Together, both Attackers share Move actions.**

Movement Step

In the Movement Step only Movement cards can be played. This Step has the objective of determining the Distance in which the combatants will Attack each other. **Combat starts at Ranged Distance**

and from that players may play Movement cards to alter it. When both Players agree on a Distance, either by not having cards to play or by not wanting to play them, the Distance is determined and we follow through to the next Step. **Characters may never have more than 2 Move actions at any given time, but may gain them if not at 2 actions.**

Distances

There are only 2 Distances in Plot Twist: Ranged and Melee. At Melee Distance all Attacks may be performed. At Ranged Distance Melee Attacks are prohibited and may not be used. Mental Attacks and Social Attacks are not considered to be Ranged Attacks even if made at Ranged Distance.

Maneuver Step

In this Step only Maneuver cards can be played. These cards are generally only played at a specific Distance, and also generally, they modify the incoming Attack.

Attack Step

Here the combatants may Attack spending their Attack action. They may use a card or not. Cards always modify the basic Attacks below. **A Character may never have more than one Attack action at a time but may gain them if at 0 actions.** Both combatants may Attack during this Phase. They

may make as many Attacks as they have Attack actions for.

End of Combat Step

Here the Combat ends. Any card that refers to the end of combat refers to this Phase. Here combatants can Discard any Combat card, and redraw to 3.

There are 4 types of Attack in Plot Twist:

Physical Attacks

Melee Attacks

Melee Attacks are the only Attacks that cannot be used at Ranged Distance. They always Damage in Physical Stress, or they cause Physical Trauma, and always use Body as a Damage Attribute. These can be made with Melee Weapons and do not require any Heroics. **They are performed using Body+Fighting, and are Defended against using Body+Fighting or Agility.**

Ranged Attacks

Ranged Attacks can be done at any Distance. They always Damage in Physical Stress, or they cause Physical Trauma, and use Power as their Damage Attribute. These can be made with Ranged Weapons and require Energy Projection. **They are**

Performed using Mind+Energy Projection. to Defend against a Ranged Attack use Body+Reflexes or Flight. Do not confound Ranged Attacks with Attacks made at Ranged Distance.

Mental Attacks

Mental Attacks can be done at any Distance. They always Damage in Mental Stress or cause Mental Trauma, and use Mind as their Damage Attribute. These can use Mental Weapons and require Psyche. **To make a Mental Attack Roll Mind+Psyche. To Defend against them, use Mind+Resilience or Psyche.**

Social Attacks

Social Attacks can be done at any Distance. They always Damage in Social Stress, and use Charm as their Damage Attribute. There's no Social Trauma. There's no Social Weapons, and Social Attacks require nothing. **To make a Social Attack, use Charm+Offend. To Defend against a Social Attack use Charm+Rebutt.**

Players can use Attack cards to enhance their Attacks but all Attacks fall into one of these categories.

The Character with Initiative will declare his first Attack, and Roll the Pool determined above vs the relevant Defense Pool. **If the Attacker has more**

successes than the Defender, he will cause Damage. As a rule of thumb keep in mind that every time you are Defending from a Physical Attack you will Roll Body plus a Heroic. Same applies to Mental Attacks and Mind, and Social Attacks and Charm.

The Damage caused is always determined by the formula (Attribute+any Weapon+any Bonuses) *minus* (Armor+Cover of the target). That result will be your Damage Pool. If your Damage Pool is equal to or less than zero, the Armor and Cover of the target prevents all Damage. **If you have at least 1 coin after Armor+Cover has been applied, you Roll that many coins to resolve the Damage dealt. If you have no coins you do not apply Automatic Successes.**

Armor and Cover

The value of Armor in a Character that has the appropriate Keyword is equal to his Power. Armor tends to be more permanent and is never truly lost, as long as you have the Keyword. Armor cannot be stacked, but can be modified.

Cover is more or less transient, and it's value is determined by cards that make a Character gain Cover. Cover can be stacked with Armor and with itself and can be modified. Cover is only lost if destroyed, or by the effects of a card.

Even if you have no successes in the Damage Roll, you get 1 (or more) Automatic Success(es) so unaltered Damage is never 0. If you get any successes in the Roll, you still apply Automatic Damage as normal, adding them to the result Rolled. **Every Hero has 1 Automatic Success on Damage Rolls, until modified.**

“Caused” and “Dealt”.

Every time a card Refers to “causing” Damage, it means that you have to apply the Armor/Cover of the target first. Damage that is “dealt” is Damage that is directly added to the target's Stress or Trauma points ignoring Armor/Cover.

Stress and Trauma

There are two types of Damage: Stress Damage (that can be caused by anyone) and Trauma Damage (restricted to the effect of cards). **Stress Damage is represented by adding as many Stress counters as the Damage dealt. Trauma is represented by adding Trauma counters.** If you are using official Plot Twist counters, flip them to show the Trauma Side. Stress can be Regenerated by spending 1 Energy, or by Healing. Trauma can only be Removed by spending 2 Energy and cannot be Healed. You can never have more Stress+Trauma in a Resistance than it's initial value (the one printed on the card). If you have the same value, you are Incapacitated or Demoralized. Belief

is subjected to different rules, and can never have Trauma added to.

Statuses

Incapacitated

You are Incapacitated when you fill all Stress in the Physical Resistance, or in the Mental Resistance: You are dead or insane, and out of the game. cards that have lasting effects that you controlled Remain in play. If there were any Belief in your Character, those counters remain in play. You can use them to play Plots, **at an extra cost of 1 more Belief per card played, even Locations or Bystanders.** If a Card refers to “you” it refers to another Hero of your choice.

Demoralized

If your Social Stress is equal to your Resistance: **The Character loses all Energy and Belief, and cannot gain Energy.** If you lose Social Stress, you stop being Demoralized

Stunned

You are Stunned if victim of a card effect: **Your Character cannot Attack or Move, but can Defend.** To stop this Status, spend 2 Move actions and 1 Attack action (☐☐☐)

Prone

You are Prone if victim of an card effect: **Exit Flying and the Character can't Defend (any Attack that has a Success hits) or Move, but can Attack** To stop this Status, spend 2 Move actions and 1 Attack action (☹☹☹)

Surprised

You are Surprised if you are a victim of a card or effect, suffers a Successful Sneak Attack, or is Perceived as a Hidden Character: **All Roll Pools get -2**. This Status lasts until you Defend from an Attack or as long as the effect of a card lasts

Flying

Can be entered and left by a minion with Flight as a Free action. If you lose the Flight Heroic you exit Flying. **Non-Fliers can't move to Melee Distance when against Fliers.**

Hidden

You can Hide as a Free action if you have Stealth or by effects of cards: **Combat cannot be initiated with you and you can only Sneak Attack**. You can be perceived, ending the effect, with a Roll of Perception of any Character vs your Stealth, as a Free

action. Lasts until perceived or until you make a Sneak attack

Sneak Attack

A Hidden Character can (only) Sneak Attack. A Sneak Attack is considered initiating Combat and is performed by Rolling the Hidden Character Stealth vs the target's Perception. The Loser is Surprised. In case of a tie, no one is Surprised. **After a Sneak Attack you choose and set the Distance of the Combat. Skip the Movement Phase.**

Plot Hand

Each Player chooses 5 Plots or Characters to compose their Plot Hand. You can only have one copy of each Plot or Character in your Plot Hand. There are 5 types of Plot: Details, Locations, Lairs, Bystanders and Allies.

Details

Details are the particular contribution each character has to the game. They can be played by spending 1 Belief at any phase that allows for Free action, **but they are not considered Free actions**. You may play how many Details you want each Turn.

Locations

Locations are the places in which some Conflicts and all Interviews take place. There can only be one copy of each Location in play. One location is revealed before the game begins by the GM, generally in accordance to his Objective. **Locations can only be played if another card permits it. If a card reads "Play a Location" and you cannot play it, ignore that cardtext.**

Relocations

When a Villain Relocates, it means that **all Villains**,



Heroes and Mooks Move from one Location to any arbitrary other. Any effects the origin Location have are substituted by the effects of the destiny Location, if any. Bystanders are always left behind in their original Location. Lairs are not Locations. You can Relocate during the Combat Phase but not during Combat. **After combat has been Initiated no one can Relocate.**

Lairs

Lairs are the hideouts of the Villains, the place where they go to regroup. This kind of Plot can only be played by Villains when they are Fleeing to prevent a Surrender.

Lairs are not Locations. You cannot

Relocate to a Lair, but can Relocate from it. No Bystanders can be played at Lairs. **Villains do not have to pay Hate at the end of a Turn when they are in a Lair.**



Bystanders



REQUIREMENTS
AND EFFECTS.
{R} = RECRUIT
{K} = KILL

DIFFICULTY ON
AN ATTACK/LIFE

Bystanders are played in a Location as a Free action by both Players and GM alike at the Start of Turn Phase. **You can play as many Bystanders as you want with 1 Free action.** After they enter play they can be Recruited or Killed to obtain effects. A Hero may only Recruit Bystanders, and Villains and Mooks can only Kill them. **There can never be two copies of the same Bystander in play at the same time.** Bystanders are Discarded after any of their Recruit or Kill effects take place. **Bystanders do not have Resistances or Roll coins.**

This is accomplished In the case of Recruiting by making a **Mental or Social Attack** that has to make a Fixed Roll against the Difficulty (the first number In the bottom-right of the card, before the "/) to hit, and has to deal Damage in this Attack equal to or bigger than the Life of the Bystander (the second number printed on the card, after the "/). If both these things happen, the Bystander is considered Recruited, is Discarded and the effects after the "{R}:" take place. If the effects refer to "You" it means the Character who Recruited them.

In the case of Killing, the task is accomplished by making a **Mental or Physical Attack** that has to make a Fixed Roll against the Difficulty (the first number In the bottom-right of the card, before the "/) to hit, and has to deal Damage in this Attack equal to or bigger than the Life of the Bystander (the second number printed on the card, after the "/). If both these things happen, the Bystander is considered Killed, is Discarded and the effects after the "{K}:" take place. If the effects refer to "You" it means the Character who Killed them.

When a Villain Flees, every Bystander at the origin Location is considered Recruited and all Bystanders in other Locations are considered Killed. Apply their effects. Any effect that refers to "Turns" takes place on the next Start of Turn Phase. If the effect requires any targets, the Players decide

each target for Recruited Bystanders and the GM chooses each target for Killed Bystanders.
Bystanders cannot be played when in a Lair.

Allies

Allies are a special kind of character that is played from the Plot Hand. All Allies use Time counters and **all Allies are removed from play if their Time counters reach the number printed on the card as if they had “In X turns remove this card from play” as cardtext.** They have the same actions as any Character, and have no Keywords or Energy. They are under control of the player that brought them into play. **An Ally can Attack Together with any Hero that shares its Color and is considered to Move alongside it. They still share Move actions.**

What you will need to play:

- 8 kinds of counters or the 3 Counter Sheet Cards per Character.
- Some way to represent 1 Combat action and 2 Move actions, per Character. Different sized coins will suffice.
- At least 15 coins or any other binary way of deciding randomness.
- A collection of cards.
- Tablespace. Lots of it.

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