TWIST - *Transdimensional Wizards Investigating SpaceTime*

You don't know magic? Don't worry, anyone can learn, and we need your help at TWIST asap! TWIST chapters are vanishing from multiple realities, the stars are going out, and a time-traveling memetic plague is spreading in multiversal hive cities. Track down clues through distant galaxies, alternate timelines, and parallel planes to uncover … something???

Getting Started

TWIST is a roleplaying game for 2 or more players. One player is the Game Master (GM), and is in charge of describing the scenes and setting. The rest of the players act as characters. The rules for playing as a character are listed below.

Skills and Interdimensional Investigation Stuff

Skills - Player Characters (PCs) have 4 skills: Prowess, Social, Mind, and Special. Each starts at 0. Beyond that, PCs start with 9 points, which can be distributed amongst these skills, except for Special, which always starts at 1. No skill can start above 5 after the addition of points.

Skill Checks - When doing something hard, roll 2d6 plus the appropriate skill. The GM determines the skill and the difficulty number (harder tasks have higher difficulty numbers). If you exceed the difficulty, you win. A skill check may be opposed, in which case you must beat an opponent's skill check instead of a static difficulty number. Neither party wins in a tie.

Bonuses and Penalties - Clever use of spells, role playing, or environmental factors may result in the GM adding ad hoc bonuses or penalties to Skill Checks, including attacks.

Exploration - Visiting new worlds/eras grows your magic. The 1st time you travel to a new locale, the GM can describe it in several sentences. You can learn 1 new spell that uses nouns from the GM's description plus any verb from the list below.

Clues - In addition to clues you find through roleplaying, players can, once per session, make a Mind or Social check to find a clue for a specific Discovery or Mystery. The GM will provide you with a clue based on the result of the check.

Mysteries and Discoveries - When you make a Discovery or solve a Mystery, you can learn 1 new spell using words of your choice from the lists below. You may also increase your Special and 1 other skill of your choice by 1 each.

Spell Stuff and Word Lists

Players start with 1 spell. To learn a spell, pick a verb from below. Fill each _ with one noun. Example spells include ***Repair Spaceships*** and ***Change Plasma to Furniture***. To cast a spell, make a Special Check. The GM will set the difficulty number based on how hard the objective is. For example, using your Repair Spaceships spell to repair a colossal space station would have a higher difficulty number than using it to repair a small spacecraft. A Special Check is not needed for easy cases like fixing scratched paint on a ship. A resisting sentient being is unaffected by a spell unless the caster's Special Check exceeds the being's special + 7.

Adding New Words - PCs and GMs are encouraged to add new words to the lists below to mix it up. In general, words should not be significantly more generic or vague than the example worlds.

Known Words - The unique set of nouns and verbs in Spells known by your character.

Countering - If you sense a spell being cast and at least two of the words in the spell are Known Words, you can give the caster a Penalty to their spell casting check equal to your Special. You can counter multiple spells at once.

Anti-Spell - You can undo a previously cast spell's effect(s) by making a special check if at least two of the words in the spell are Known Words. For example, if somebody casts "Change Mammals to Jellyfish", you could return the transformed mammals to their original form. The check's difficulty number is the caster's special + 7.

Verbs
Repair _ - Repairs Nouns, restores DP, removes illnesses and ailments
Conjure _ - Make new Nouns. Conjured Nouns are permanent and immune to Anti-Spell
Destroy _ - Nouns, including Conjured Nouns, are destroyed. Immune to Anti-Spell
Change _ to _ - Change Nouns to other Nouns. Can alter skills at GM discretion
Control _ - Manipulate and/or command Nouns
Sense _ - Detect, scry on, and/or commune with distant or hard to find Nouns
Obscure _ - Hide Nouns from senses, technology, and/or magic
Prohibit _ - Nouns of your choice cannot approach, inhabit, or touch targets or regions
Teleport _ - Teleport anything to locales with Nouns, or teleport Nouns to/from anywhere/when

Nouns - Portals, Plasma, Steel, Computers, Spirits, Trees, Citric Acid, Music, Mammals, Acceleration, Thoughts, Radiation, Hypercubes, Geodesics, Glass, Furniture, Spaceships, Rocks, Dinosaurs, Ammunition, Armor, Jellyfish, Tachyons, Poetry

Fighting Stuff

Action - A skill check, spell, anti-spell, or attack. Attempts to counter a spell do not require an action, and a player can counter multiple spells at once. Simple activities like talking or opening a door can be included as part of your action.

Fighting - Everybody declares an action. All actions and their results, such as DP loss, occur simultaneously. Repeat.

Defense Points (DP) - Your ability to defend yourself. If you run out, you are incapacitated and cannot take actions. Defense points replenish after a 5 minute rest. Your maximum DP = Prowess + Special + 10

Attack - Make a Prowess Check, add your weapon bonus, subtract target's armor bonus. Subtract result from target's DP.

Weapons/Armor- Weapons/Armor provide bonuses for attacking/defending: +2 for light weapons/armor, +4 for heavy, etc. Special gear may have extra effects. Per GM discretion, some weapons can hit multiple targets in a single attack.

Ad hoc Damage - Sources besides attacks, such as explosions or spells, may cause DP loss. As a rule of thumb, Small effects deal 1 damage, medium 5, and large deal 50 or more. The damage is usually reduced by the target's armor.