Plot Immunity Scores

1. Evade likely off-screen death.
2. Evade minor problems with an obvious solution. Evade certain off-screen death.
3. Evade major problems that have an obvious solution, or minor one without any obvious solution. Evade likely on-screen death.
4. Evade major problems with no clear solution. Evade certain on-screen death.
5. Have events off-screen make the current catastrophe simply go away. Note that for dealing with a single problem, this is a great way to utterly write yourself out of the plot and have no fun. However, it's a good way to handle multiple crises at once. Just step off-screen.

Intrigue Scores

1. Gain knowledge which, while not exactly secret, is not publicly known either.
2. Obtain secret information.
3. Obtain highly classified and protected information. Have a few low-placed spies.
4. Have many spies in areas of low and middle importance. Obtain information whose very existence is classified.
5. Secretly direct a major civilization's spy network to your own aims.

Empathy Scores

1. Gain an unimportant NPC as a friend. Hear gossip of varying veracity.
2. Help people through emotional trauma.
3. Befriend an important NPC. Hear highly reliable gossip.
4. Befriend major foes or their henchmen.
5. Get someone to start spilling their deepest secrets to you for no good reason.

Magnetism Scores

1. Attract the immediate attention of those around you.
2. Impress groups of people. Gain an unimportant bystander as a devoted admirer.
3. Build a strong but not fanatical following.
4. Attract long-term attention and celebrity. Attract the personal attention of those in high office, and impress them.
5. Attract fanatical attention from thousands locally, or millions across the universe. Gain a high official as a devoted admirer.

Comprehension Scores

1. Learn how to make something perform one of its basic functions. Solve annoying riddles or puzzles.
2. Learn the basic principles on which something is based. Guess a person's Core Values correctly (but not their rankings).
3. Learn all of a device's functions as if you had the user's manual. Correctly guess events in a person's past.
4. Invent new uses for an existing device. See the cause and motivation for someone's behavior.
5. Predict a person's behavior accurately. Break a code or cipher by instinct.

Romance Scores

1. Flirt successfully. Reject unwanted romantic advances.
2. Play matchmaker successfully. Find a one-night stand. Make an unimportant NPC fall in love with you.
3. Start a good long-term relationship. Stun someone with your mere presence. Ruin someone's relationship.
4. Find someone worth falling in love with. Get one of the major villains to fall in love with you.
5. Get someone to fall madly in love with you after merely catching your eyes from across the room.

Complications p114; (The cost to buy extra twists).

Import	Level	Example
9	1	Light wounds (lose ¼ Biotech & Stringtech reserves), some foes escape unharmed, public embarrassment, friends annoyed with you, your position or goals are revealed to your enemies.
8	2	Moderate wounds (lose ½ Biotech & Stringtech reserves), unconsciousness, major delays, your friends are angry with you, your character is befriended by the enemy.
7	3	Serious wounds (lose ¾ Biotech & Stringtech reserves), your character kidnapped, all your foes escape unharmed, your property destroyed, money lost, deluded by the enemy, friends lost.
5	4	Critical wounds (lose all Biotech & Stringtech reserves), friends turned against you, projects ruined, reputations altered, your character brainwashed.

You can buy more than one level of twist at once. It is easier for low capability high theme characters.

Plot Immunity
Example Descriptors
Tough as Nails, Allies, Badass, Overlooked, Resilient, Invisible, Too Insane, Support Network, Family Ties, Deus Ex Machina, Redshirt Sacrifice, Overconfident.

Empathy
Example Descriptors
Reluctant, Bad News, Matters of Love, Trusting Fools, Shoulder to Cry On, Good News, Day-to-Day, Problems, Digital

Intrigue
Example Descriptors
Eavesdropper, Pillow Talk, Digital, Political, Instant Insider, Stumble Upon, Psychohistorical, Spy, Government Newsfeed

Magnetism
Example Descriptors
Fame, Friendship, Political, Ideological, Physical, Convincing, Memetic, Cult, Pheromonic, Religious, Bullshit Artist.

Comprehension
Example Descriptors
Intuitive, Logical, Emotional, Forced Monologuing, Explanations, Ex Machina, Methods Behind the Madness, Invention, Religious

Romance Scores
Example Descriptors
Long-term, Short-term, Hopeless, Unexpected, Tragic, Legendary, Sexual, One-Night Stands, Devoted, Manipulative, Loving, specific types of people

Import p9; (The sum of your Theme ratings (1-5) cap your maximum capability).

Import	Maximum Capability	Complication Level
9	3	1
8	5	2
7	7	3
5	10	4

Low capabilities give access to higher theme effects and make extra effects easier to purchase using complications.

How do I use my Themes?
- Twists are used to fuel the Theme effects. Think of them as a hero point or bennie.
- Each theme has a rating giving a certain strength of narrative/plot intervention.
- Each theme also has a descriptor which flavours how the theme manifests.
- You invoke this intervention by spending a Twist.
- Complications are a way to buy extra twists. You take the complication, and gain a twist.
- You can gain theme effects higher than your theme rating by spending extra twists.

For example, *I have still have my twist from the start of the game and the theme Plot Immunity rated at 3. I'm facing Certain Death On Screen. PI-3 doesn't block this. I spend a twist, and then also take a complication to get a 2nd twist which I spend to increase the impact of my theme to Plot Immunity 4. I take a related penalty, and then narrate how I escape Certain Death On Screen drawing upon the theme descriptor as a guide...*