



MYTHIC

GAME MASTER EMULATOR

2ND EDITION

**CREATE DYNAMIC ROLE-PLAYING
ADVENTURES WITHOUT A GAME MASTER**

By Tana Pigeon



MYTHIC

GAME MASTER EMULATOR

2ND EDITION

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A Mythic Journey

Welcome to the Second Edition of *Mythic Game Master Emulator*! This book has been a long time coming, but I'm pleased to present at last a fresh new version of Mythic that reflects nearly two decades of player experience.

Mythic Role Playing was first published in 2003, the result of years spent longing for and experimenting with a solo role-playing method that felt satisfying to me. Having used it for my own solo adventures, I felt Mythic deserved to exist as its own book and not just scattered pages in a folder. My intent was to produce a single copy for my own private collection—surely no one else would be interested in such an unusual endeavor as solo role-playing.

I was pleasantly surprised to find there were many others also wanting an effective solo play strategy.

Fast forward to today, and oracle-style solo role-playing is a standard and accepted part of the tabletop role-playing industry with its own vibrant and creative community. Mythic has inspired many others to create their own solo oracle systems, leaving players with a wide variety of options that suit a gamut of tastes and play styles. Solo rules are even finding their way into published games as an expected element of the rulesets.

I cannot express how proud I am that Mythic has changed the hobby that I love. Where I once assumed no one would be interested in solo role-playing because it went against the grain of what role-playing games were perceived to be—a social experience—I now see it flourishing and growing.

And just like I felt Mythic deserved the respect of being in an actual book back in 2003, today I feel Mythic deserves the respect of being in an updated volume.

This Second Edition of *Mythic Game Master Emulator* is meant to give the system a fresher, cleaner look. The text has been rewritten with an eye towards making Mythic approachable to new players while still giving experienced players plenty to work with. The core mechanics are much the same, with some streamlining based on almost 20 years' worth of Mythic play and feedback from fans. New material has been added, some unique to this edition, some adapted from *Mythic Variations*, *Mythic Variations II*, *The Adventure Crafter*, and *Mythic Magazine*.

The rules and ideas contained in this book are what I believe to be the most essential tools for successful and enjoyable solo role-playing today.

Happy adventuring!

Tana Pigeon, January 2023





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Mythic Adventures

The Mythic Game Master Emulator replaces a live Game Master (GM) with a set of rules that emulate a GM's creative decision-making, allowing you to play any role-playing game (RPG) solo or in a group without a designated person to run things. Mythic becomes your GM, answering your questions and progressing the adventure one step at a time. While the system is based in your expectations and interpretations, it's designed to periodically subvert those expectations and introduce surprises to keep the narrative exciting. This may sound complicated, but Mythic's core

mechanics are deceptively simple, and once you put them into practice it won't be long before it all starts to click.

Let's go over the various ways that Mythic can be used as well as the individual components that make it all work.

MYTHIC, YOUR ROLE-PLAYING PARTNER

There are a number of ways you can use the Mythic Game Master Emulator. Here are a few to get you started.

HOW DOES IT WORK?

How does Mythic emulate and replace a living human being who would otherwise be running your game?

Mythic uses a few concepts to achieve this end:

- » A Yes/No question and answer mechanic
- » Random Events that add surprises
- » Meaning Tables that offer inspirational prompts for important details
- » Lists tracking important goals and characters which are randomly selected when called for
- » A Scene structure to give your adventure form and order
- » A Chaos Factor that changes the tempo of the adventure as you play

Everything above is guided by your expectations and interpretations based on the ongoing Context. This makes sure the adventure continues in a coherent fashion while still allowing for twists and subversions that keep things exciting.

Solo Role-Play

Mythic is designed primarily for solo role-playing, where you play alone with your RPG system of choice and use Mythic to answer questions, resolve the action, and guide the narrative along.

Group Role-Play With No GM

The same rules that allow you to play solo can also be used by a group of Players referring to Mythic for answers instead of a GM. Group play like this requires Players to agree on when to ask questions, what questions to ask, and how to interpret results. Exactly how you arrange to play will depend on your particular group's dynamics; see the sidebar "Mythic With a Group" on page 8 for some suggestions.

Co-GM

The tools that allow you to generate adventures on the fly also allow a GM to run a traditional role-playing group using Mythic behind the scenes. This gives you the freedom to decide how much you want to come up with yourself and how much you want to discover in play.

You could start your adventure with no prep and use Mythic to come up with everything as you go, leaving you almost as surprised as your players, or you could generate the adventure in advance and tweak things to your liking before you hit the table with your group. If you'd rather split the difference, Mythic can be used to come up with "adventure seeds" that act as a springboard for your own ideas without you having to start from scratch.

If you'd prefer to do most of the prep work yourself, you could use Mythic to fill in the gaps of your outline or shape anything you hadn't counted on once the adventure is live. Mythic can easily become your advisor, suggesting twists or alternatives to what you already have that you can run with or discard as you see fit.

... And Another Thing ...

Above are the most common ways Mythic can be used. However, imaginative players can find other ways to use Mythic as well.

For example, Mythic can be used as a writing tool to help you craft fictional stories. Since Mythic is, at its heart, a narrative constructor, it's only natural that it'd make as good an assistant writer as it does an assistant GM.

If you love being a Game Master, you can flip the script and use Mythic to emulate live Players instead, asking Fate Questions to see what the Player Characters do as you run them through an adventure or published module.

Speaking of published modules, Mythic can also be used to run yourself through a published



MYTHIC WITH A GROUP

A group of players using Mythic to guide their adventure should decide ahead of time how decisions will be made, such as what the first Scene will be, how to come up with Expected Scenes, when to ask Questions, what Questions to ask, and how to interpret Mythic's answers and prompts. Here are a few suggestions on how to divvy up this work:

DECIDE AS A GROUP: Have everyone collaborate and make decisions together. This can be efficient if you all work well together; however, it can also slow things down as you pause to reach a consensus at every decision point.

CHOOSE A PRIMARY GUIDE: Pick one person to have the final say after hearing everyone else's suggestions. This has the benefits of group improvisation and moves faster than deciding everything as a group.

ROTATING GUIDE: Choose a Primary Guide, then periodically change who that Guide is, such as every Scene or every dice roll. This is probably the best balance of group input and game efficiency. Everyone gets their chance to be in control, and no one Player bears the full burden of decision-making because responsibility is shared evenly around the table.

The methods above all require Players to cooperate and trust each other. Each of you needs to accept that your ideas won't always prevail, and that's okay. You're a group of storytellers working together in a tradition going back thousands of years. There's also the satisfaction of knowing that none of you are fully in control: Mythic is part of the group as well, acting as the Game Master who ultimately determines whether or not your ideas play out as expected.

adventure solo; you can find guidance for this on page 156.

The possibilities are endless!

FATE QUESTIONS

Fate Questions are the core of Mythic, the mechanism through which the adventure moves forward. The idea behind Fate Questions is that you can ask Mythic anything, posed as a Yes/No Question, just as if you were asking a live Game Master. Is the room occupied? Does the alien attack? Do I find any ammunition after searching the house? Is the treasure chest locked? Does the wizard cast a spell?

When you ask a Fate Question, you decide on the Odds that the answer will be Yes based on your impression of the adventure so far, or the Context. Mythic uses common language for Odds to make them as intuitive as possible, such as Likely, 50/50, or Nearly Certain.

Once you have your Question and your Odds, you consult the Fate Chart to get the percentage chance of a Yes answer, then you roll 1d100. If you roll that percentage or less then the answer is Yes; if you roll above it then the answer is No. Rolling very low or very high will give you Exceptional Yes or Exceptional No, respectively. Once you have your answer you interpret it in the Context of the current adventure and keep playing.

With each Question having four possible answers the narrative of your adventure will shift slightly with every Question you ask, and the answers you receive and how you interpret them will shape the Context. This process of Question, answer, interpretation builds on itself: every new Question adds Context and sends the adventure in a direction, leading to the next Question which does the same, and so on. In this way Fate Questions construct your adventure as you play. The further along you get the more naturally the process flows.

Fate Questions are discussed in the “Fate Questions” chapter on page 17.

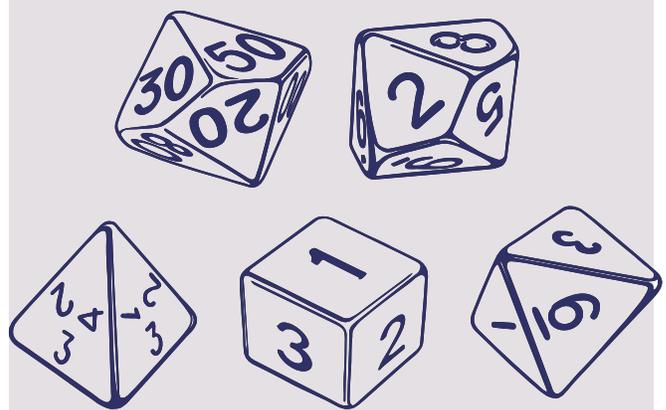


WHAT YOU NEED

You don't need much more than this book to get a Mythic adventure off the ground.

Mythic Fate Questions and tables require the use of two d10 dice. These are usually rolled to get percentile results (1-100). You'll also need a d4, d6, and d8 for rolling on Lists.

Any sheets and forms you may need are included with this rulebook. You can also find downloads for them on the wordmillgames.com website.



CHAOS FACTOR

A good GM knows when to ramp up the tension and when to ease off and let the players catch their breath. This ebb and flow of action is a crucial part of any adventure and it rarely stays the same throughout.

The Chaos Factor is Mythic's way of simulating this changing tempo. It uses a value between 1 and 9 to measure how much control the PC has over the action. The higher the value the more Mythic generates active elements such as Random Events, unexpected Scenes, and Yes answers to Fate Questions.

The Chaos Factor is discussed in the “Fate Questions” chapter on page 17.



WHAT'S CHANGED?

You may be familiar with the first edition of *Mythic Game Master Emulator* and wondering, "What has changed?" While the rules have been completely rewritten most of the core components of Mythic are the same while much has been added or refined. Here is a summary of the biggest changes:

THE FATE CHART: Odds have been slightly simplified and some of their titles changed to hopefully give a more intuitive feel for deciding Odds as you play. The table itself has been redesigned to also make it more intuitive, and some of the percentages have been lowered to add more uncertainty to Fate Question answers.

THE FATE CHECK: This mechanic was brought in from *Mythic Variations II*. It has been refined to make it feel more like the Fate Chart.

RANDOM EVENT FOCUS TABLE: The Focus Table has a new addition to it, "Current Context". The d100 roll values have also been slightly re-balanced.

CHOICES: *Mythic GME Second Edition* gives more power to Player choices. You'll find rules pertaining to choices throughout the book. For instance, choosing an Event Focus instead of rolling is an option.

LISTS: There is more direction in how to handle Lists in a defined way. Lists are also weighted, with elements able to appear more than once on a List. This makes Threads and Characters Lists more dynamic.

MEANING TABLES: Some of the words in the Actions and Descriptions Meaning Tables have been changed to make their meaning more clear.

ELEMENTS MEANING TABLES: In addition to the Actions and Descriptions Meaning Tables there are 45 Elements Meaning Tables that are more specifically themed. This gives you the option to choose a Meaning Table that is most relevant to the current Context.

OPTIONS: There are a lot of options throughout Second Edition, more ways for you to customize your Mythic experience. These run a wide gamut, from choosing how you want to start and end Scenes to mechanics like Keyed Scenes to guide your adventure.

DISCOVERING MEANING: Referred to as "Complex Questions" in *Mythic Variations*, Discovering Meaning is about generating adventure details by rolling on a Meaning Table. This takes on greater significance in Second Edition with the wider range of Meaning Tables.



RANDOM EVENTS

Although most of your adventure is built upon Fate Questions, Mythic will periodically interject new elements at random. These Random Events allow Mythic to add surprises and plot twists that aren't based in your expectations, guaranteeing that you'll never know for sure what's going to happen next.

Random Events can occur when you ask a Fate Question or when you start a new Scene. They are generated using the Event Focus Table and the Meaning Tables. The Event Focus tells you which aspect of the adventure the Random Event involves, while the Meaning Tables give you a pair of words meant to inspire an interpretation of what the Random Event is. If the Event Focus Table gives you "PC (Player Character) Positive", and the Meaning Tables give you the words "attainment" and "travel", you might interpret these words to mean that your post-apocalyptic PC has found a working vehicle, or that your high-fantasy PC has found a possible means of escaping the dungeon they're trapped in.

Random Events are discussed in the "Random Events" chapter on page 35.

SCENES

To keep your unfolding adventure within a structured narrative Mythic divides the action into Scenes. What constitutes a Scene is up to you, but just like in a movie a Scene should be a discrete portion of your adventure that encapsulates an important moment or event. A Warrior searching through a cave system and battling lizardmen or a space-traveler walking through a market and buying supplies for his ship can both be a Scene.

When the important action in that Scene is over the Scene ends and we move on to the next Scene.

MYTHIC ADVENTURE ELEMENTS

FATE QUESTIONS

CHAOS FACTOR

RANDOM EVENTS

SCENES

LISTS

MEANING

EXPECTATIONS & INTERPRETATION

YOUR CHOSEN RPG

The end of a Scene is when Bookkeeping takes place: updating the Threads and Characters Lists and adjusting the Chaos Factor.

Scenes are discussed in the “Scenes” chapter on page 59.

LISTS

Mythic uses a simple List system to keep track of important goals and characters in your adventure. The Threads List is for adventure objectives while the Characters List is for important Non-Player Characters (NPCs). These Lists are adjusted at the end of each Scene with Threads and Characters being added or removed. (You can also add Threads and Characters as they appear if you’d prefer.) Lists come into play with Random Events which use the Lists as random tables that you roll on to select which Thread or Character the Random Event is referring to.

Lists are discussed in the “Scenes” chapter on pages 60 and 111.

MEANING

Meaning Tables serve a purpose beyond Random Events: they can also be used to add detail to your adventure without asking a Fate Question.

Asking a Yes/No Question assumes that you have some expectation for the outcome. You might ask the Question “Is there a mushroom person in the cavern?” because you’ve encountered mushroom people in your adventure before and have come to expect seeing them. However, there will be Questions for which you have no expectations, and times when you want detail that doesn’t fit easily into a Yes/No framework. Questions about what something looks like or what someone does can fall into this category. In cases like these, you can get the information you need through Meaning Tables

USING THIS BOOK

The core rules for using Mythic Game Master Emulator to run solo role-playing adventures are spelled out in three main chapters: **Fate Questions**, **Random Events**, and **Scenes**. These chapters tell you everything you need to know to run exciting and effective Mythic adventures.

If you want to add more to your Mythic experience check out the **Variations** chapter. This section has additional rule supplements, variations on the core mechanics that might better suit your play style, and discussions on how to use the Mythic system in different ways.

If, on the other hand, you’re unfamiliar with solo role-playing or unsure of how the rules in this book are used in play, **The Big Example** offers a detailed demonstration of Mythic in action that will hopefully shed some light on the system’s ins and outs.

You’ll find a quick reference guide to the core rules in the **Rules Summary** chapter. This is handy for when you need a brief refresher on Mythic’s mechanics.

The final portion of this book is a collection of all the tables and charts found throughout, gathered in one place for easy reference during play. These pages have had the top and bottom borders removed for cleaner printing so that you can make copies for your own personal use.

or through one or more Fate Questions. Both options can achieve the same narrative end, and the one you use in a given situation may simply depend on your preferences.

The Player Character (PC) encounters a new Non-Player Character (NPC) in an alternate dimension, and the Player has no idea who or what the Character could be. They could ask a Fate Question like, “Is this person hostile?”, or they could go to the Meaning Tables to get inspirational words for what the NPC looks like and how they initially act. Maybe they roll

“ruin” and “mundane” and interpret this to mean that when the NPC is encountered he is vandalizing a building.

You can consult the Meaning Tables at any time to get a pair of words to use for inspiration and learn more about your adventure world.

Meaning is discussed in the “Random Events” chapter on page 46 and in the “Scenes” chapter on page 84.

EXPECTATIONS & INTERPRETATIONS

The rules above are all tied together by two things that come from you: expectations and interpretations. The mechanics for generating adventures on the fly while still forming a cohesive narrative hinge on you following your expectations, testing those expectations with Questions as you see fit, and interpreting the results of those tests. Your interpretations then become narrative fact, which feeds into your ever-evolving expectations of what happens next.

Expectations

Most Mythic play is done improvisationally: you decide in the moment what your PC does and how they respond to a given situation. You also improvise any details and circumstances in the adventure world that you don’t feel the need to test. This is you following your expectations about the adventure.

For example, let’s say a sci-fi PC is walking through a crowded market on a space station. His Player doesn’t feel the need to randomly generate the details of the market, so they decide that the market is what they expect.

Your expectations are used in Mythic to determine what is happening in the adventure much of the time. Just like with the space station



COMING TO TERMS WITH TERMS

This book uses a lot of phrases and terms you may or may not be familiar with. Here are the most frequently used terms and their abbreviations:

Chaos Factor (CF): A value between 1 and 9 used to control how much activity Mythic throws at you during an adventure.

Characters: Important people (and sometimes non-people) who populate your adventure. Player Characters (PCs) are characters controlled by you, the Player(s). Non-Player Characters (NPCs) are the characters your PCs interact with during an adventure which are mostly controlled by Mythic.

d100: Shorthand for a pair of ten-sided dice rolled together. You’ll see other dice types mentioned as well, such as d4, d6, d8, d10, and 2d10 (rolling two ten-sided dice and adding them together instead of treating them as a “tens” die and a “ones” die like you do for d100).

Fate Questions: Mythic’s central mechanic for generating information about your adventure as you play.

Game Master (GM): The person in charge of running an RPG. When playing solo, you and Mythic share the role of GM.

Lists: When capitalized, this refers to the Threads List and Characters List of a Mythic adventure.

Random Events: These are unexpected occurrences in your adventure that Mythic uses a special procedure to create.

Role-Playing Game (RPG): An organized system of rules for playing out engaging, immersive stories. While Mythic can be played on its own, it’s most commonly paired with a separate RPG, which the rules refer to as your “chosen RPG”.

Scenes: Basic units of in-game time. When you see the rules refer to Scenes with a capital S, they’re referring to a Mythic Scene in your adventure.

Threads: Tracked goals your PC is pursuing in an adventure.



SOLO PLAY EXAMPLES

This book assumes you're familiar with table-top role-playing; however, even seasoned role-players may not be familiar with playing solo. If you're new to this style of play, one way to get accustomed is to see others doing it. I've peppered this book with italicized examples that illustrate various Mythic concepts, and one of the later chapters is an extended example that demonstrates how all of these concepts work together.

There are also many talented solo role-players online who make videos and podcasts documenting their adventures. Not only are these episodes fantastically entertaining, they also serve as excellent examples of how to solo role-play. Each host runs their games in their own ways, which gives you the opportunity to see a variety of play styles. You can find these shows through a Google search or by asking around online role-playing communities; I've compiled a list of some in the "Resources" section of wordmillgames.com.

example, we often have expectations about what's going on and what will happen next: how something looks, how a creature acts, what's inside a treasure chest, whether the damaged vehicle will operate, and so on. These expectations will change throughout the adventure based on the events that unfold.

Everything that happens in your adventure which you establish as narrative fact is Context, and Context is what you base your expectations on. As the Context grows through play, your expectations become more developed.

You follow your expectations when you are sure of them. In the example above, the Player felt they understood what the space station was like because they had come across other space stations earlier in the adventure. There was plenty of Context to build these expectations on, so the

Player decided that their expectations did not need to be tested.

While your expectations will often be sufficient, you may choose to test them at any time. Usually you'll do this when you aren't sure exactly what to expect or when you have multiple possible expectations.

Our sci-fi PC wants to hire more crew for his ship, so he goes to a bar because he's had success in picking up crewmembers in such places before. After buying a drink, he asks the bartender if she knows of anyone looking for work. The Player thinks the bartender would know, but they aren't sure. It's time to test this expectation and see what the bartender says.

Testing an expectation in Mythic is done through Fate Questions. You pose your expectation as a Yes/No Question, assign it Odds based on your confidence in getting a Yes answer, and roll on the Fate Chart.

If you get a Yes, then events unfold as you expected; if you get a No, then something else happens instead.

The Player poses their expectation as a Fate Question by asking, "Does the bartender direct me to a possible hire?" with the chosen Odds of Very Likely. A Yes would mean the bartender does know of a hire and directs the character to them; a No would mean she doesn't know of anyone looking for work.

Interpretation

Once you've tested your expectations with a Fate Question you then interpret the answer you receive. Mythic provides a general framework of four possible answers to your Questions: Yes, No, Exceptional Yes, and Exceptional No. Just as your expectations guide you through developing detail in your adventure, they also form the basis of your interpretations.



TUNING YOUR IMAGINATION

Playing an RPG by yourself can take some getting used to, particularly if you're accustomed to the traditional dynamic between yourself, your GM, and your fellow gamers. There is a dynamic to solo role-playing as well, but it's one you have to discover on your own because it will be unique to your style of play and what you enjoy most about the gaming experience.

My suggestion is to try one or two "practice" adventures with Mythic to get a feel for how it works. Don't try to force anything; let yourself experiment and make mistakes. You'll probably hit a few sticking points, but as you work past them, you'll develop a sense of how everything works. Once you get past those initial hurdles, solo role-playing becomes much easier and much more exciting, and you'll find your adventures flowing smoothly as you find your groove.

While a solo role-playing experience loses the social aspects of RPGs, it gains whole new aspects that aren't possible with group play. You can explore any theme or adventure in any way you wish, make your adventures as big or as small as you like, as epic or as personal. Solo role-playing really is an experience like no other.

You may find that playing solo makes you a better player or Game Master in a traditional group setting. The solo experience gets you to think about characters and adventures in ways you may not have before, and these perspectives and experiences can easily carry over into social role-playing.

An interpretation of a Yes answer from the bartender could be this: The bartender smiles and nods. "Oh yeah, there's a few hungry people around here looking for work. See that guy in the corner booth? Go talk to him."

An Exceptional Yes might be interpreted this way: The bartender taps the bar top, and a monitor inside it lights up. "Check the board—it's full of people looking for work. Dozens, maybe hundreds. You should have no problem."

An interpretation of a No answer could be this: The bartender shakes her head. "Sorry, you're not the only captain looking for crew. I don't know of anyone looking for work right now."

An Exceptional No might be interpreted this way: The bartender gives him a serious look. "This station is corporation owned; it's illegal for independents to try and hire crew here. I'll pretend I didn't hear you."

All of the interpretations above were informed by the Context of previous encounters: crewmembers often hang out in bars on stations; there are other ship captains on this station; corporations are a force in this adventure; their influence is stronger in some places than others.

Putting It All Together

When you interpret an answer Mythic gives you, that interpretation becomes narrative fact and part of the Context for future Questions and expectations. Mythic adventures proceed in this fashion from one interesting moment to the next, building your adventure detail by detail.

YOUR CHOSEN RPG

Mythic is meant to fill the role of Game Master for your role-playing adventures. It can be used with just about any RPG out there, allowing you to play the game while Mythic answers your questions just like a Game Master would.





Fate Questions

Asking and answering questions is the heart of a Mythic adventure, your principal tool for learning about the game world and moving the narrative forward.

Mythic handles this process of inquiry using Fate Questions: ask a Yes/No Question, determine the Odds of the answer being Yes, consult the Fate Chart to get the percentile chance, and roll 1d100. Your roll will determine whether the answer is Yes, No, Exceptional Yes, or Exceptional No. Interpret the result within the Context of your adventure and continue playing.

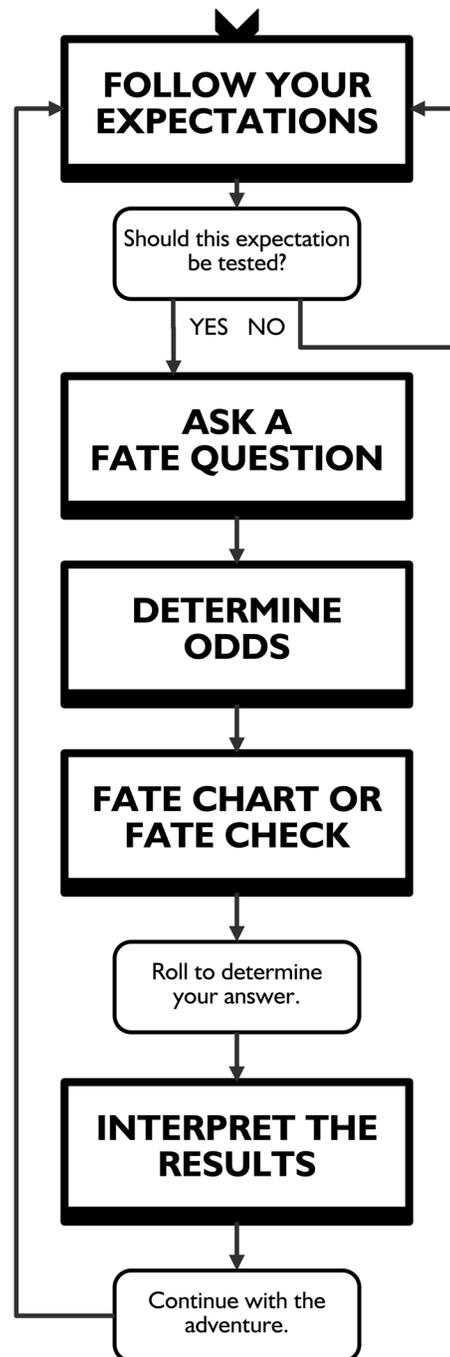
All of your Questions about the adventure can be resolved in this manner. “Are there monsters in this room?” “Is the door locked?” “Is it raining today?” Anything you would ask your Game Master in a social role-playing game you can ask Mythic in a solo game.

WHEN TO ASK A FATE QUESTION

As you play through an adventure, you improvise the details based on what you expect your Character to experience. You can pause your improvisation at any time to test an expectation with a Fate Question; usually, you do this during a moment of narrative tension or when you’re unsure of what will happen next.

The Player Character is on a distant planetary colony, trapped in a building overrun by aggressive alien creatures. They find themselves in the building’s control room, where they plan to activate the blast shields on all the windows and doors in the structure. Everything seems to

FATE QUESTIONS



be functioning fine, so The Player expects the blast doors to respond, but they aren't sure. What if the aliens damaged something? The Player decides to ask the Fate Question, "Do the blast shields go up?"

Later in that same adventure, the PC is searching for weapons and has made their way to the colony's armory. The Player doesn't know if there are any weapons left. Maybe the original colonists cleaned out the armory when they first faced the alien invasion. Since the Player is unsure, they ask Mythic, "Are there weapons here?"

THE FATE CHART

The Fate Chart on the following page is used to determine the percentile chances of your Fate Questions receiving a Yes answer. Along the left side are probability descriptors (Impossible, Likely, Nearly Certain, etc.), and along the bottom is the Chaos Factor.

When asking a Fate Question, decide what you think the Odds are of the answer being Yes. This is a gut decision based on the Question you're asking and the Context you're asking it in. The Fate Chart's Odds uses common language such as Likely or Impossible to judge probability.

Let's say the Player Character is an occult investigator searching a library for tomes of magic. The Player decides to make this search into a Fate Question: "Does he find any tomes?"

Maybe at this point in the adventure the PC has come across strange magic and supernatural events, and he knows that the library he's searching through once belonged to a sorcerer and occultist. Given this Context the Player assigns this Question the Odds of Likely.

On the other hand, maybe the original owner of the library is unknown but the Player suspects they might have been involved in magic. This



ASKING THE RIGHT QUESTIONS

Mythic relies on Fate Questions to construct the narrative of the adventure as you play; what you ask and how you ask it will influence your game. While it's best to phrase Fate Questions as naturally as possible, there are a few guidelines you should keep in mind.

Action Oriented

The Chaos Factor assumes that Yes answers are typically more active than No answers, so you'll get the best results if your Fate Questions focus on active and interesting elements. "Are there zombies outside?" is better than "Is it all clear outside?"

Guided By Expectations

It's generally best to let your Questions be guided by your expectations rather than your desires. A party of adventurers prowling down a dungeon hall might easily ask, "Do we hear anything?" but it would make little sense to ask, "Do I look down and see a Vorpil Blade of Instant Murder at my feet?" The current Context offers no logical expectation to prompt the second Question, but it does for the first.

Context is different from the previous one: there's less evidence that books of magic would be present. Given this Context the Player assigns the Odds of 50/50.

Choosing Odds

Who determines the Odds of a Fate Question? Well, if you're playing solo, then you do. If you're playing with a GM, then they do. If you're playing with a group then the Players must all reach a consensus on how the Odds are chosen.



FATE CHART

ODDS	Certain	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x	20 99 x	20 99 x
	Nearly Certain	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x	20 99 x
	Very Likely	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x
	Likely	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100
	50/50	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99
	Unlikely	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98
	Very Unlikely	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96
	Nearly Impossible	x 1 81	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94
	Impossible	x 1 81	x 1 81	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91
	CHAOS FACTOR	1	2	3	4	5	6	7	8	9

Your choices start in the middle at 50/50. These are the Odds to choose if you think there's roughly a 50% chance of getting a Yes answer, or if you have no idea of the probability. Odds range upward from 50/50 to Likely, Very Likely, Nearly Certain, and Certain, and downward from 50/50 to Unlikely, Very Unlikely, Nearly Impossible, and Impossible.

You may wonder at the Certain and Impossible Odds. After all, if something is impossible or certain then it's a foregone conclusion, right?

Not necessarily. The Odds are based on what you think they should be at the current moment, and that opinion is based on the Context of the adventure. Allowing some wiggle room in the results of extreme Odds acknowledges that what you and your PC know about the adventure is not absolute. Something may seem certain or

impossible, but unfolding events can still prove us wrong about what we thought we knew.

Extreme Odds can also become more or less likely based on the Chaos Factor. When the narrative is in high gear the impossible can become probable for the sake of keeping tension and excitement high.

The Chaos Factor

The Chaos Factor is a value tracked throughout the adventure that represents how much control the Player Characters have over current events. The more out of control Scenes get, the higher the Chaos Factor will climb; the higher the Chaos Factor, the greater your chance of getting a Yes response to Fate Questions. The Chaos Factor

FATE QUESTIONS

EXAMPLE ODDS				
ODDS	DESCRIPTION	"IS THE CREATURE HOSTILE?"	"WILL THIS ABANDONED CAR START?"	"DOES THE GUARD HELP US?"
CERTAIN	You're as sure of this as you can be.	It's stated its intent to destroy us and looks ready to do so.	It was driven here just a moment ago.	He is an ally, pursuing the same goals as us.
NEARLY CERTAIN	You're quite sure, but there is some doubt.	We've been fighting this thing all day.	We saw the vehicle operating a few hours ago.	He's helped us before and is sympathetic to our goals.
VERY LIKELY	It's quite likely, although far from sure.	It's armed, angry, and actively threatening.	There's signs of recent use, and it looks to be in good shape.	We're on the same team, of course he'll help.
LIKELY	It's slightly more likely than 50/50.	It's armed and angry.	The car appears to be in working order.	He seems to be on our side. I think?
50/50	It can go either way, or you have no idea.	It's a new encounter, we'll have to see.	We just found this vehicle. Maybe it works?	You don't know whose side he's on. Cross your fingers.
UNLIKELY	It's slightly less likely than 50/50.	It's unarmed and uninterested in us.	The vehicle looks a little rough.	He hasn't been too friendly.
VERY UNLIKELY	It's quite unlikely, but possible.	It looks docile. It doesn't seem to mind our presence.	The vehicle is a mess. It looks like it hasn't moved in a while.	He's been hostile. I doubt he would risk helping us.
NEARLY IMPOSSIBLE	There might still be a chance.	We've seen these creatures before. They've all been peaceful.	The vehicle has lots of visible damage and is a mess.	This guy is doing his job, he doesn't care about our mission.
IMPOSSIBLE	There's no way, unless I'm wrong about something.	These creatures have always been peaceful. This one seems tame.	This thing is a wreck. It would be a miracle if it started.	He's a true believer in our enemy.

FATE QUESTIONS

also determines the frequency of Random Events and how often Scenes begin as expected.

At the start of a new adventure the Chaos Factor is set to 5. A Scene that was chaotic and out of control increases the Chaos Factor by 1 point, while a Scene in which the Player Characters were mostly in control decreases it by 1. The value cannot drop below 1 or rise above 9; results that would push it beyond those limits are ignored.

We'll talk more about the ebb and flow of the Chaos Factor in the "Scenes" chapter.

The Chaos Factor has a big influence on the percentile chance of your Fate Question being a Yes. When consulting the Fate Chart, cross-

reference your chosen Odds on the left of the Chart with the current Chaos Factor at the bottom. The point at which these two intersect on the Fate Chart is the chance of your Fate Question being a Yes.

The occult investigator is searching the library for tomes of forbidden lore. The Player has determined that the Odds of finding such tomes are Likely. After all, this is the personal library of the mad mage Angus McGregor. The only reason they aren't assigning higher Odds is because the mage would probably keep his best books in a hidden location.



CHAOS FACTOR VALUES



Things have been fairly calm in the last few Scenes, with the Character maintaining control for the most part, so the Chaos Factor currently sits at a value of 3. Comparing the Odds of Likely to the current Chaos Factor, the Player determines that there is a 35% chance of finding a tome of magic sitting on one of the shelves.

SHIFTING TONE

A live Game Master isn't going to maintain the same tone throughout an adventure; there are times they'll want to push more action and times they'll want to dial it back. The Chaos Factor shifts throughout your adventure to simulate a GM shifting the tempo while running a game.

Since Yes answers to Fate Questions tend to be more action oriented, they become more and more likely the higher the Chaos Factor climbs. Higher Chaos also means higher chances of Random Events and a greater likelihood that your Scenes will start in unexpected ways; these aspects of the Chaos Factor are discussed more in the "Random Events" and "Scenes" chapters, respectively.

Here's an example of how the Chaos Factor influences Fate Questions to regulate the atmosphere of a game:

The Player Character Safrid, a high fantasy druid, has been exploring a dungeon. Safrid has handled the dungeon's various perils well so far, and the Chaos Factor has fallen to 4.

Suddenly, he comes across a Bog Beast, a truly terrifying creature! The battle doesn't go well, and he retreats, fleeing from the monster to relative safety. This Scene was a mess for Safrid; the PC definitely wasn't in control. The Chaos Factor goes up to 5.

In the following Scene, as Safrid flees, he runs afoul of a trap in the dungeon and barely escapes it with his life. Once again, this is a Scene where Safrid had difficulty dealing with trouble. The Chaos Factor goes up again to 6.

The higher Chaos Factor means Safrid faces greater chances of active elements during the adventure. Is there a trap in this room? Yes. Is the door locked at the end of the hall? Yes. Is the Bog Beast still chasing him? Yes. Chaotic conditions in each Scene encourage more chaotic conditions in following Scenes, creating a



QUESTIONABLE CHAOS

The Chaos Factor is a major influence on the answers to Fate Questions. While this is meant to vary the tone throughout the adventure, you can adjust the Chaos Factor's influence to suit your tastes. Check out "Choose Your Chaos Flavor" in the "Variations" chapter on page 147 for variant rules that change how much power the Chaos Factor exerts.

snowball effect where the tension slowly increases and the Chaos Factor continues to rise.

Eventually, Safrid gets a handle on things again. He finds a place to rest; he prepares for the Bog Beast and defeats it; he finds a potion that heals some of his wounds. The Character is facing the challenges of the adventure head-on and overcoming them. This control over the adventure reverses the rising tension, and things calm down as the Chaos Factor falls to 4, 3, and even 2.

The lower Chaos Factor starts to have the opposite effect from before: now that things are calm in the adventure, and the Chaos Factor is low, No answers to Fate Questions are more common.

When the Character is in control, No answers tend to be negative for them. Is there treasure in the chest? No. Does he have any food left? No. Now the lower Chaos Factor is working against Safrid; this encourages the pendulum to start swinging back the other way, setting the stage for future challenges that the character may face.

Not every Scene or Fate Question follows these assumptions exactly, but when you look at the course of an adventure as a whole they tend to hold true. The overall result is that the Chaos Factor shifts the tone of the adventure so you never get too comfortable or too sure of exactly how things are going to unfold.

Using The Fate Chart

You have your Question, you have your Odds, you know the Chaos Factor; now it's time to consult the Fate Chart. Cross reference the determined Odds with the current Chaos Factor to get the probability of a Yes answer to your Fate Question.

You'll notice that the values in the Fate Chart are expressed with a large central number flanked by smaller numbers on both sides. The central number is the percentile chance of a Yes answer. Roll 1D100 and compare the result to this value. If you roll within the value, then the answer is Yes; if you roll above it, then the answer is No.

By rolling very low or very high you can achieve Exceptional results. The smaller numbers to the left and right of the central number represent the extreme 20% of the Yes and No ranges, giving you a 1 in 5 chance of a Yes or No answer being Exceptional. Rolling equal to or less than the left-hand number is an Exceptional Yes; rolling equal to or higher than the right-hand number is an Exceptional No. A value of "X" means an Exceptional result is not possible with those Odds.

TO ANSWER YOUR QUESTION

Mythic will yield one of four responses to a Fate Question: Yes, No, Exceptional Yes, or Exceptional No. This gives you four possible paths of interpretation.

Yes

A Yes response to a Fate Question means the answer is your Expectation of what a Yes would mean. This is the most straightforward of the possible answers and likely won't require much interpretation.

FATE QUESTION ANSWERS

ANSWER	RESULT
YES	The answer is Yes, confirming your expectation.
EXCEPTIONAL YES	The answer is Yes, confirming your expectation and beyond.
NO	The answer is No. Go with the next most expected outcome.
EXCEPTIONAL NO	The answer is the opposite of a Yes, or the opposite of a Yes intensified.

8	10	50	91	100

Values on the Fate Chart are expressed with a central, large number showing the percentage chance of a Yes answer. Rolling 1d100 equal to or less than this number is a Yes answer. Rolling equal to or less than the number on the left, the lower 20% of the Yes answer range, is an Exceptional Yes. Rolling above the central number is a No, and rolling equal to or above the rightmost number is an Exceptional No. In the cutout above, a roll of 1-10 would be an Exceptional Yes, 11-50 a Yes, 51-90 a No, and 91-100 an Exceptional No.

“Is the door locked?” Yes, the door is locked. “Does the black hole begin to suck us in?” Yes, the black hole is sucking you in. “Is the gladiator armed with a sword?” Yes, he’s armed with the kind of sword you’d expect.

No

A No response to a Fate Question means the answer is the next most Expected outcome from what a Yes would have meant. With simple Questions, a No may be the opposite of a Yes and therefore easy to interpret; a complex Question might require more interpretative legwork.

“Is the door locked?” No, it’s unlocked. “Does the black hole begin to suck us in?” No, you’re fine for now. “Is the gladiator armed with a sword?” No, he’s armed with a spear.

Exceptional Yes

An Exceptional Yes is the same as a Yes but intensified, meaning you take your Yes answer to the next logical level.

“Is the door locked?” Yes, and it’s a darn good lock. “Does the black hole begin to suck us in?” Yes, and the stressors are causing damage all across the ship. “Is the gladiator armed with a sword?” Yes, a huge greatsword.

Exceptional No

An Exceptional No is the opposite of a Yes answer. If that would be the same as a regular No, then it’s the opposite of a Yes intensified.

“Is the door locked?” No, in fact the door is partially open. “Does the black hole suck us in?” No, you’re actually moving away from it. “Is the gladiator armed with a sword?” No, he’s not armed at all.

Random Events

One consequence of asking Fate Questions is inviting a Random Event to occur. When rolling d100 to answer your Question, if you get a double number (11, 22, 33, etc.), and the single value of that number (1, 2, 3, etc.) is equal to or less than the current Chaos Factor, then you've triggered a Random Event. We'll delve more into Random Events in the next chapter.

THE FATE CHECK

Not everyone likes looking up percentile values on a table. If you'd rather not use the Fate Chart to answer Fate Questions you can skip the Chart and use a Fate Check instead. You still roll 2d10, but this time you add the dice together instead of treating them like a percentile. This method of answering Fate Questions can be faster than using the Fate Chart and it matches the Odds fairly closely aside from a higher chance of Exceptional results.

Adjust For Odds & Chaos Factor

Like the d100 Fate Chart, a 2d10 Fate Check is modified based on the current Chaos Factor and the Odds assigned to a Fate Question. The "Fate Check Modifiers" table on the next page breaks down how the Odds and Chaos Factor affect your roll results.

For instance, if you asked a Fate Question with Odds of Very Likely you would apply a +2 modifier to the roll. If the Chaos Factor currently stood at 4, you would apply another modifier of -1. Adding both modifiers together gives a final modifier of +1.

If your next Fate Question had Odds of Nearly Impossible you would get a modifier of -4. Combined with the Chaos Factor modifier of -1 your total modifier is -5.



THE ART OF INTERPRETATION

Interpretation is an important part of the emulating process. Mythic answers your Questions, but these answers are merely prompts for you to make sense of.

Often interpretations will come easily. If the Question was, "I open the desk drawer; is there a gun inside?" then a Yes or a No will be clear. Sometimes, though, interpretations elude you, or an answer won't give you enough to interpret. If you feel like you need more information you can try to clarify the answer with another Fate Question. "Is the gun a pistol?" "Is it loaded?"

Be careful not to fall into the trap of asking for more detail than you need. A string of narrow, specific Questions can easily stall the flow of the game. Unless it's something important to the adventure it's generally best to ask a few "big picture" Questions and run with your expectations as far as you can. The goal is to gather just enough information to move things forward.

Fate Check Answers

The "Fate Check Answers" table summarizes what your roll total means. A modified total of 11 or more is a Yes answer, while a total below 11 is a No answer.

As with the Fate Chart, rolling very high or very low will give you an Exceptional answer. If the modified total falls within the 18-20 range then the answer is an Exceptional Yes; if the total falls within the 2-4 range then the answer is an Exceptional No. Your final total must fall somewhere within those ranges to count as an Exceptional result. A modified roll of 18 is an Exceptional Yes, while a modified roll of 22 is a regular Yes. This means modifiers will push your dice total toward those ranges but may also cause the total to exceed them, in which case no Exceptional result occurs.

FATE CHECK MODIFIERS

ODDS	ROLL MODIFIER	CHAOS FACTOR	ROLL MODIFIER
CERTAIN	+5	9	+5
NEARLY CERTAIN	+4	8	+4
VERY LIKELY	+2	7	+2
LIKELY	+1	6	+1
50/50	None	5	None
UNLIKELY	-1	4	-1
VERY UNLIKELY	-2	3	-2
NEARLY IMPOSSIBLE	-4	2	-4
IMPOSSIBLE	-5	1	-5

FATE CHECK ANSWERS

ROLL TOTAL	FATE QUESTION ANSWER
18-20	Exceptional Yes
11 or more	Yes
10 or less	No
2-4	Exceptional No
Doubles, single digit CF or less	Random Event

Random Events

Random Events are handled the same way with a Fate Check as they are with the Fate Chart. If both dice come up as the same number (11, 22, 33, etc.), and the single digit value (1, 2, 3, etc.) is equal to or less than the Chaos Factor, then you get a Random Event. As with the Fate Chart, the result that triggers an Event is still used to answer your Fate Question as well.

Safrid the Druid has survived the Dungeon of Galzarad ... so far. Now, in his travels through a deep, subterranean cavern, he's come across a rope bridge suspended over a chasm. Using a Fate Check, his Player asks the Fate Question, "Does the bridge look stable?"

The Player assigns this Question the Odds of Nearly Impossible (-4 modifier), and the Chaos Factor is currently 6 (+1 modifier), resulting in a final modifier of -3. This means the Player has to roll at least a 14 to receive a Yes answer.

The Player rolls 2d10 and gets a 3 and a 3. The rolled total is 6 with a -3 modifier for a final result of 3. That's below the target number of 11, so the answer is a No. This result also falls within the 2-4 range, making it an Exceptional No. And since a double number was rolled (3 and 3), and 3 is within the CF value of 6, this Question also results in a Random Event.

It looks like Safrid may be in for an interesting time trying to get across that bridge.

WHEN TO RUN WITH EXPECTATIONS AND WHEN TO QUESTION THEM

Fate Questions should be asked when you aren't sure whether an expectation you have is true. The more you use Mythic to create adventures the more you'll get a feel for when to ask a Fate Question and when to stick with your expectations.

If you find yourself conflicted, follow your interests, consider the Context of the adventure, and listen to your gut. Does it feel right to pose this detail as a Fate Question, or are you certain enough to take it for granted?

As your adventure progresses and develops more Context Fate Questions and their answers will get easier and easier to come up with. Much of the narrative's richness will come from details that were fleshed out by prior Fate Questions. Establishing that a certain NPC is unfriendly will shape your later expectations about that Character and might impact the Odds of future Fate Questions concerning their actions. In this way, a logical chain of events will build upon itself, shaping the structure of the adventure and spinning it into a narrative just like a Game Master would.

Give Me More!

In order to keep things moving in your adventure a good rule of thumb is to try and limit yourself to no more than two Fate Questions for any one detail; that should give you enough information to reach a reasonable expectation for just about anything. If you can manage with only one Question so much the better.

A pair of occult investigators are creeping through a graveyard at midnight, searching for the walking dead. They come across a mausoleum and inspect the entrance to see if it's been opened recently.



SAMPLE QUESTIONS AND ANSWERS

"We crash land the plane in an open field as safely as possible. Did it sustain any damage?"

Yes: The plane is damaged but not in any way that can't be repaired.

No: The ground was smooth enough that you were able to roll it to a stop in one piece.

Exceptional Yes: The ground was rough. One of the wheels came off in a ditch and pitched us sideways, crumpling a wing as we slammed into the ground. The plane is an unflyable wreck.

Exceptional No: A perfect touchdown without any damage. In fact, the plane is well-positioned for takeoff once you find fuel.

"We succeed in breaking open the vault. Do we find the vaccine inside?"

Yes: Yes, you do.

No: The vaccine isn't there.

Exceptional Yes: You find several cases of the vaccine, many more than you expected.

Exceptional No: You find the broken, ruined vials of the vaccine—it's been destroyed.

"We make our way through the woods. Do we encounter anything today?"

Yes: Yes, now you have to figure out what the encounter is.

No: All is peaceful.

Exceptional Yes: More than one encounter. Figure out what the first one is, then once that's resolved figure out the second one.

Exceptional No: All is peaceful today and tonight as well, so there's no need to check again when you make camp.

One of the Players asks, "Do we hear anything?" Mythic says Yes, but the Player doesn't have a clear expectation of what is heard.

“Does it sound like something scrambling inside a tomb?” No. “Does it sound like someone walking through the graveyard?” No. “Does it sound like something flying through the air?” No.

The Player is muscling through a run of No answers in search of a Yes, but they could have stopped after the second Question (“Does it sound like something scrambling inside a tomb?”). They already know that the investigators hear a noise that isn’t coming from inside the mausoleum, so a logical expectation at this point might be that they hear something outside in the graveyard—perhaps a shuffling sound—or that they hear something too faint to identify and will have to investigate further.

After two Questions the Player has enough information to make a reasonable interpretation that matches their expectations.

USING FATE QUESTIONS TO REPLACE RPG RULES

You can ask any Fate Question during an adventure, even one that would normally be handled with the mechanics of your chosen RPG. If you can’t recall a certain rule or haven’t fully learned the game, you can use Fate Questions as an on-the-spot substitute, similar to the “snap judgements” a live GM might make to save time. You can assign Odds to these Fate Questions based on the Context of the adventure and your current understanding of the RPG’s rules.

The Player is playing a post-apocalyptic game that has rules for randomly determining details about any surviving settlements the Player Character comes across. During an adventure, the PC encounters a village, but the Player can’t remember the rules for generating settlements



USING MYTHIC AS AN RPG

So far, this section has focused on using Fate Questions to replace “spot rules” in your chosen RPG, thereby reducing the time you spend flipping pages in search of a mechanic you can’t remember. You can take this further by replacing any rules you don’t feel like using, or you can even forgo the rules entirely and just use Mythic. This spectrum from Mythic to mechanics lets you be flexible with how you play.

For instance, if you wanted to use a chosen RPG but felt more inspired by its setting than its actual rules, you could just take the setting and replace the mechanics with Fate Questions. But maybe there are some rules in the game you really like, such as a sanity system or a cybernetic hacking minigame. These you could port over as Fate Questions, following the tone and intent of the original rules but resolving them with Mythic instead.

You can also use this approach to learn a new RPG. Rather than reading it cover to cover, you can just start playing and replace anything you don’t understand yet with Fate Questions. Then, as you learn more of the RPG, you can incorporate more and more of the game rules into your adventure.

This is another beautiful thing about solo role-playing: you have tremendous control over how you play, not just in the narrative of the adventure itself but in the meta aspect of what rules you use and how you use them.

and they don’t want to stop in the middle of playing to look them up.

They do remember that the process involves determining key factors like population size, technology level, and systems of law and order, so they take this knowledge of the RPG rules and turn it into Fate Questions: “Does the village have a decent size population?” “Do they have advanced technology?” “Is the village ordered and

structured?” Once the Player has enough to go on the PC can begin to interact with the new location.

Later on in the adventure the PC ends up in a situation where she is at risk of drowning. The Player can't remember the rules for determining whether a character drowns, so to keep things moving they leave it up to a Fate Question: “Does the PC start to drown”? They then interpret the resulting answer and continue playing.

Chaos, Events, And Exceptional Answers

Mythic's Fate Questions are intended to guide the narrative of an adventure and the Chaos Factor is there to regulate that narrative. Questions like “Does the kingdom have harsh laws?” are narrative, story-oriented Questions; the answers to them can vary depending on the CF, and the CF varies depending on what's happened in the adventure so far. Past narrative impacts current narrative.



But when you're using Fate Questions to replace the rules of an RPG (combat "to hit" rules, recovery from damage, task resolution, etc.), what matters more than the ebb and flow of narrative tension is consistency. I suggest, in these cases, that you disregard the current CF and treat it as a value of 5. This will give those Fate Questions default, middle of the road percentiles without the Chaos Factor skewing results.

You should also consider whether to honor Exceptional results. Unless you know that the rule you're replacing has degrees of success and failure, it may be best to treat Exceptional results as regular answers.

The Player has just picked up a new superheroes role-playing game. They understand enough of the rules to make a Character, so they decide to jump right in with a solo Mythic adventure.

During the first Scene, the PC finds themself in an apparently empty building. They have a power that allows them to sense when other people are nearby, but the Player can't remember the rules for how to use it. Looking it up would break the narrative tension, so the Player decides to pose it as a Fate Question instead: "Do I successfully use my power to sense if there are others nearby?"

The Player knows that the PC's power should be strong enough to cover the entire building (unless the building is actually bigger than it looks), so they decide that the Odds of a Yes are Nearly Certain. Since this Fate Question is replacing a rule in their chosen RPG, they ignore the current Chaos Factor of 7 and treat it as a 5. According to the Fate Chart, this gives the PC an 85% chance of successfully using their power.

The Player rolls and gets an 8. With the modifier from the Odds, this puts the result within the range of an Exceptional Yes. However, the Player knows that this RPG doesn't have degrees of success for this power—it either works or it doesn't—so they treat the answer like a simple Yes.

FATE QUESTIONS AS RPG RULES

FATE QUESTION	Pose the Fate Question to act as the RPG rule.
CHAOS FACTOR	Treat the Chaos Factor as a value of 5 for these Questions, regardless of what the actual Chaos Factor value is right now.
EXCEPTIONAL RESULTS	Treat Exceptional Yes and No as a regular Yes and No if the rule being replaced doesn't use degrees of success or failure.
RANDOM EVENTS	Ignore Random Events unless they make sense to include with this rule.

The power worked; the PC is psychically scanning the building for the presence of others. So, do they detect anyone?

Asking a Fate Question to use the power was done to replace a rule in the RPG. Now that we know the power succeeded asking if we detect anyone is a normal, narrative Fate Question. The Player goes back to using regular Mythic rules: they ask a Fate Question, "Do I detect anyone?", assign it Odds, and allow the Chaos Factor of 7 to influence the result.

Another thing you may want to consider is ignoring Random Events that result from Fate Questions used as RPG rules. As with Exceptional results this may depend on whether the rule from your chosen RPG has a similar mechanic that allows for additional consequences. Ignoring Random Events in these cases are a judgement call on your part; sometimes it may make sense to generate the Random Event, and sometimes it may not.

THE BIG FATE QUESTION EXAMPLE: Henny In Z Land

Let's put the rules of this chapter into action with a trip into zombie territory.

In this example, the Player Character is Henny Lassiter, a barista turned zombie apocalypse survivor. Henny's Player is using their favorite end-of-the-world RPG with Mythic acting as the Game Master of their solo adventure campaign.

Henny has already been through a few adventures: surviving the initial outbreak, escaping the city, and learning to get by in the wild. In the current adventure, Henny and her rescued companion Malcolm have made their way into a forest in search of shelter, staying alert for zombies.

The Player asks, "Do I see any movement in the trees ahead?" The current Chaos Factor is 4, and considering how deep in the forest the Characters are, they figure the Odds of seeing movement right now are Very Unlikely. This gives them a 15% chance of a Yes on the Fate Chart.

They roll d100 and get 50, a No. The Player interprets this to mean that the coast is clear, and the two Characters continue on.

After what the Player decides is an hour's worth of walking, they ask, "Do we find anything useful along the way?" The forest is on the outskirts of a city, and Henny and Malcolm have been walking for some time, so the Player figures the Odds of coming across something now are Likely. They check these Odds against the CF of 4 and get a 50% chance on the Fate Chart.

Rolling again, the Player gets 33 for a Yes, with a possible Random Event since they rolled double digits (a 3 and a 3). The 3 is equal to or less than the CF value of 4, so a Random Event does occur.

The Player thinks about the Yes answer to the Question first. What they would most expect to find would be random supplies dropped by people fleeing the city. In the pandemonium of the mass

exit there would likely be stuff left along the way that could be useful to others.

The Player next generates the Random Event (using the rules in the next chapter, which we'll get to soon) and interprets the results as Henny and Malcolm coming across a seemingly abandoned encampment. This Random Event works well with the Yes answer to the Fate Question.

The Player interprets all of this as Henny and Malcolm discovering an abandoned encampment in the woods. There are remnants of a fire, a backpack that's seen better days, and a torn tent.

The discovery of the camp was interpreted from the Random Event. For the Question about finding anything useful, the Player interprets the Yes answer as the Characters finding a few cans of food while digging through the abandoned campsite. Considering they haven't eaten in over 24 hours finding food is certainly useful.

When interpreting the Yes for the Question of "Do we find anything useful along the way?" the Player chose to follow their expectations for what a Yes means.

If they weren't sure, they could have tested this expectation with another Fate Question, such as "Do we find food?"

The Player decided to limit this to a single Question and run with an interpretation that made the most sense.

Henny and Malcolm continue their trek through the forest. The day is wearing on; they'll need to find shelter before nightfall, when the temperature will drop drastically.

The Player asks, "Do we find shelter in the woods before night?" With hours of walking between now and then the Player decides that it's Likely for them to find shelter of some kind in that time. With the Chaos Factor at 4 the percentile chance of a Yes is 50%.

The Player rolls and gets 9. Not only is that a Yes it's an Exceptional Yes since it falls within the

lower 20% of the Yes range (for Odds of 50%, that would be a roll of 10 or less). The Player interprets this to mean that as the sun begins to dip towards the horizon Henny and Malcolm spot a two-story house, a full domicile, nestled deep among the trees. This is a wonderful find! Not only will it give them shelter for the night but there might be all kinds of supplies and goods inside.

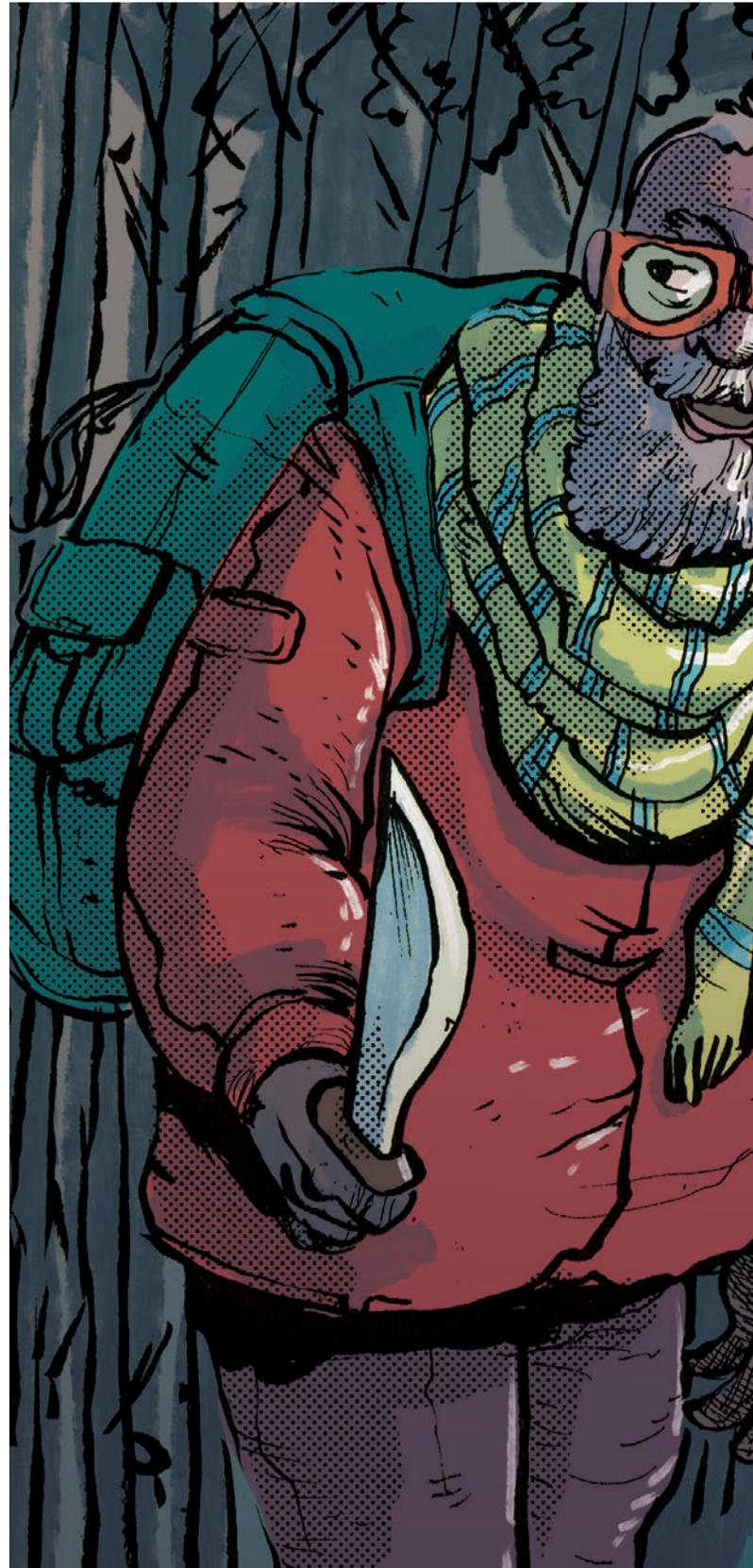
The two cautiously approach the house, wary of any lurking zombies or fellow survivors looking to protect what's theirs. Henny takes a deep breath and tries the door to see if it's locked.

The Player asks, "Is the door locked?" but has to think about the Context for a moment to try and come up with Odds. Henny and Malcolm are several weeks into a zombie apocalypse, and the area has been mostly evacuated. However, this is a nice house so anyone still around would probably have sought shelter here just like Henny and Malcolm are trying to.

The Player isn't sure of the Odds to this Question so they go with 50/50. With the Chaos Factor at 4 the chance of a Yes is 35%. They roll a 92, an Exceptional No. The Player interprets this to mean that not only is the door unlocked but the house inside is in excellent shape. A valuable find. Henny and Malcolm step inside.

Using Odds of 50/50 are good for when you think the chances of something are about even, but also when you have no idea what the Odds for something should be.

Since the Exceptional result calls for intensifying the answer the Player follows their expectation for what that means in this situation. Not only is the door to the house unlocked, the interior is well stocked with food and goods and even has running water and electricity. Whoever lived here evacuated quickly, taking only essentials and leaving everything else. It appears that Henny and Malcolm are the first people to come across the place since the outbreak began.



FATE QUESTIONS







Random Events

Mythic adventures may be guided by your Questions and expectations to maintain narrative congruence, but they're also filled with plenty of action that comes at us from out of the blue. No matter how you think a situation will unfold, Mythic can always step in to take things in a new and unexpected direction.

These interjections are called Random Events. They're Mythic's way of adding a dimension of surprise to your adventure, resulting in plot twists you might never have seen coming.

Random Events can occur at two points during a Mythic adventure: when a Fate Question is asked and when a Scene is first generated (see the "Scenes" chapter for more information).

Random Events From Fate Questions

Whenever you ask a Fate Question, there is always the possibility of a Random Event occurring. When rolling 1d100 for the Fate Chart (or 2d10 for a Fate Check), if you get a double number (11, 22, 33, etc.) whose digit (1 for 11, 2 for 22, etc.) is equal to or less than the Chaos Factor, then a Random Event occurs. So if you rolled a 55 while answering a Fate Question, and the Chaos Factor was 8, then a Random Event would take place, but if the Chaos Factor was 3, then there would be no Random Event.

TYPES OF RANDOM EVENTS

FATE QUESTION RANDOM EVENTS

INTERRUPTS: SCENE RANDOM EVENTS

Random Events From Interrupted Scenes

An Interrupted Scene is a twist that derails your expectations about what will happen next to create a new, surprise Scene.

Mythic adventures are broken into cinematic Scenes that are generated from your expectations. At the beginning of each Scene you decide how you think that Scene will begin and then roll to see if you are correct. Sometimes the Scene will begin as expected; sometimes it will be changed slightly; and sometimes a Random Event will create an entirely new and unexpected Scene called an Interrupt Scene. This process is described more fully in the "Scenes" chapter.

GENERATING RANDOM EVENTS

Once a Random Event has been triggered you need to figure out what happens. There are two components to a Random Event: Event Focus and Event Meaning. Both of these components are interpreted through the lens of Context. Interpret those elements together to get your final result.

CONTEXT

Context includes everything that's happened in the adventure up to this point. It is the backdrop that should be taken into account when interpreting any Random Event.

If the Player Character is a spy sneaking through an enemy stronghold in search of stolen plans for a military satellite, Random Events should be interpreted with this setting in mind. If an Event indicates that something negative happens to the PC, then perhaps they are spotted by a guard or drop their gun down a stairwell.

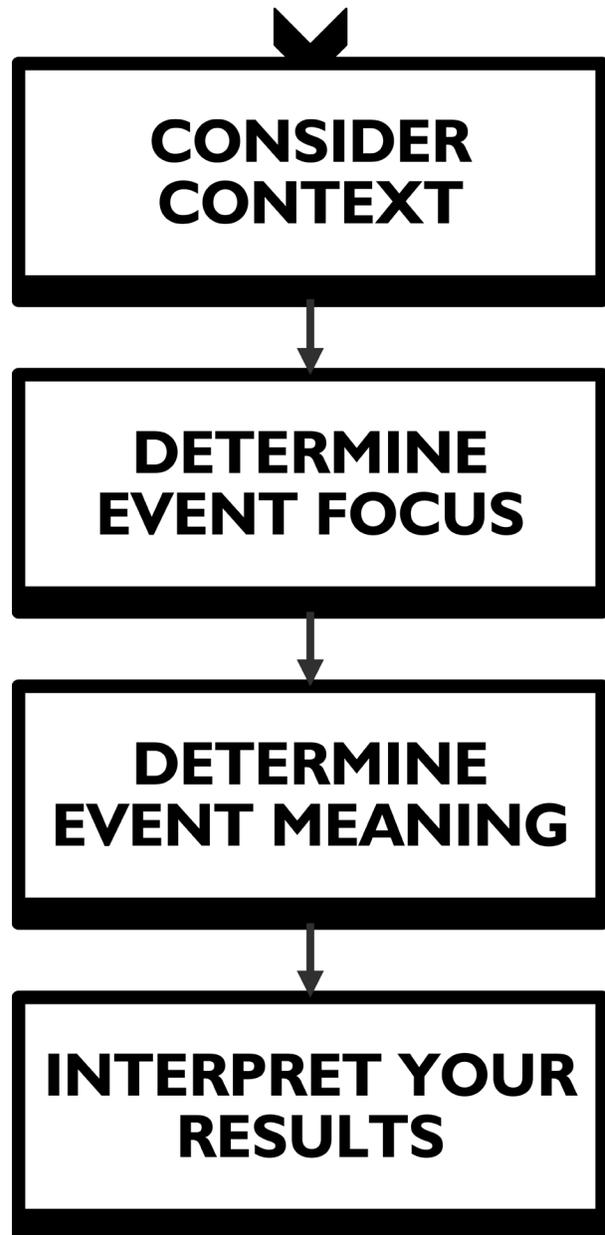
The Fate Question or tested Scene that prompted the Event also counts as Context. If your Fate Question was "Does the guard hear me approach?", and you generate a Random Event, then the Event itself may have something to do with the guard.

Keeping Context in mind will help you make the logical leap toward resolving the Event in a satisfying manner.

EVENT FOCUS

When a Random Event is triggered you need to establish where the action of the Event is focused. This is done by rolling 1d100 on the Random Event Focus Table. The result will point to an

GENERATING RANDOM EVENTS



aspect of your adventure. For instance, the Event might directly affect a Player Character, or it might introduce a new Non-Player Character.

Here's what all the table results mean:

REMOTE EVENT

A Remote Event means that something has happened that your Character wasn't present for; they're only learning about it now. This can happen in many ways.

Maybe the Player Character encounters the dead body of an NPC they met earlier in the adventure, and the Remote Event is this Character's death, which the PC did not directly witness. Or maybe the PC wanders into a tavern and learns by word of mouth that the enemy horde has advanced, destroying the next town down the road.

Remote Events are a way of introducing new twists into an adventure without the PC being directly involved with them.

AMBIGUOUS EVENT

Most of the Event Focus Table results give you a clear indication of what the Event is about. NPC Action means that an NPC does something; PC Positive means whatever that happens is good for the Player Character. Maybe a Thread is being closed, or maybe a new NPC enters the adventure. Whatever it is, its impact on the adventure is clear.

An Ambiguous Event, however, is purposefully vague. It's something that happens which is neither harmful nor helpful, at least not initially.

The PC in a zombie apocalypse adventure is exploring an abandoned building in search of useful items or food. Suddenly, they hear something from the floor above: a bumping and scraping, followed by rhythmic thumps that might be footsteps. Is it a zombie? Another survivor? Maybe it's someone who can help them, or maybe it's just the wind blowing through an open window. The PC doesn't know.

An Ambiguous Event can be interpreted in several different ways. Perhaps the Event is vague, and you won't know whether it's good or bad until you check it out, like in the example above.

RANDOM EVENT FOCUS TABLE

1d100	RESULT
1-5	Remote Event
6-10	Ambiguous Event
11-20	New NPC
21-40	NPC Action
41-45	NPC Negative
46-50	NPC Positive
51-55	Move Toward A Thread
56-65	Move Away From A Thread
66-70	Close A Thread
71-80	PC Negative
81-85	PC Positive
86-100	Current Context

This makes an Ambiguous Event an opportunity to explore.

Or perhaps the Ambiguous Event is a new element in your adventure that doesn't make sense now but might make sense later. If your PC comes across a photo of several people while exploring an empty house, is this photo a clue related to what you're searching for, or is it just a random photo with no relevance to your mission? Only time will tell.



EVENT FOCUS OVERLAP

The results of the Event Focus Table are specific about what aspect of the adventure the Random Event is centered around: Player Characters, NPCs, something bad, something good, and so on. However, just because the table indicates what element the Event includes doesn't mean it has to be the only element. There's plenty of overlap between results.

For instance, you might generate a PC Positive. Yay! Something good just happened to your Character, finally. Maybe the good thing that happened is you gained an ally, someone who will help you accomplish your goals.

Well, hold on. Wouldn't that be a Move Toward A Thread or New NPC?

Yes, it would be. You could have rolled any of those for an Event Focus and come up with the same interpretation. Whatever Event Focus you roll is not meant to limit you; it's simply meant to be a starting place that helps you interpret the final result. If that result includes multiple elements from your adventure, then all the better.

In the examples above, the Ambiguous Events don't say anything about the narrative. A random sound, a photo—these are details that may or may not expand into something meaningful later on in the adventure. They might turn out to be significant, or they might turn out to be red herrings or bits of ambiance. Interpreting an Ambiguous Event doesn't require you to figure out what it means; you just have to leave yourself open to the possibilities.

Ambiguous Events can easily turn into narrative foreshadowing. Maybe those animal sounds your PC heard in the woods are the passage of small creatures they'll soon encounter. Maybe that photo you found will come in handy later when you run afoul of a ghost in the house. Keep those ambiguous details in mind in

case they fit with future Context and help you interpret later events.

The PC encounters a man in town he recognizes from the photo he found in the house. After some detective work, the PC discovers that the man killed his own cousin, who is now haunting the mansion. This turn of events—discovering the murderer of the ghost—would not have been possible without first having the Ambiguous Event with the photo.

NEW NPC

A new Non-Player Character enters the adventure. This new Character plays a role in the current Scene and will likely be added to the Characters List when the Scene is over.

The PC in a sword-and-sorcery fantasy game is exploring a dungeon. In a Scene where she's checking out a room, the Player gets a Random Event with a New NPC, which they determine to be a giant mutated rat. After a short battle, the Player realizes that there are likely more of these rats in the dungeon, so they add "Giant mutant rats" to the Characters List.

NPC ACTION

An existing Non-Player Character does something that impacts the adventure. Roll on the Characters List to see which NPC acts for this Event.

The PC, a zombie apocalypse survivor, is trying to find antibiotics for a sick friend. She's just discovered a pharmacy, and searching through it is the basis for this Scene.

As the PC cautiously enters the building, the Player asks a Fate Question that generates a Random Event with the Focus of NPC Action. They roll on the Characters List and get "Dillard Gang", a violent group the PC encountered in an earlier Scene that the Player subsequently added

to the List. The Player determines that a member of the gang is lurking in the store and ambushes the PC as she approaches the pharmacy counter.

NPC/PC NEGATIVE OR POSITIVE

Something bad or good happens to a Player Character or Non-Player Character, depending on which result you got on the Event Focus Table.

If the Event calls for a PC, determine which PC it is. If you're playing solo with a single Player Character then this Event is automatically about them; if there is more than one Player Character, then choose the one you would most expect this Event to apply to.

If the Event calls for a Non-Player Character, roll on the Characters List to determine which Character it is.

Negative and Positive outcomes of this Random Event can run a gamut of possibilities depending on the Context of the adventure and how you interpret the result. The Positive or Negative Event can be something story-shifting and important, or it can be something minor, as long as you think it's the most expected interpretation of your results.

An occult investigator PC is trying to rid a manor house of an angry, powerful ghost, but it isn't going well. During a Scene where the PC is trying to banish the ghost with magic, Mythic generates a Random Event with a Focus of PC Negative. The Player is playing the game solo but controlling two Player Characters—the primary investigator Nigel and his assistant Clara—so they have to choose which of them this Event pertains to. They decide that Nigel is probably the target of the Event since he's the one casting the spell.

The Player interprets this Event to mean that the ghost exerts tremendous supernatural force and pulls the entire house into a nightmare realm where reality is shifting and uncertain.



CHARACTER CRAFTING

If a Random Event calls for a New NPC but you have no idea who or what it could be asking a Fate Question or two can help you figure it out. Alternatively, you can use an Element Meaning Table.

There are Element Meaning Tables for all kinds of things pertaining to NPCs: what they look like, how they act, their background, their motivation, what they say, and more. You can pick and choose which tables seem most pertinent in the moment and use them to get to know the new Character that was just introduced into your adventure.

You'll find more in-depth discussion of the Element Meaning Tables in the "Scenes" chapter on page 84.





BUT, THEY'RE NOT HERE

Generating Random Events in Mythic is, well, random. Any NPC you've placed on the Characters List can turn up if the Event Focus calls for it. But what do you do when the Character called upon couldn't possibly be there for that Scene?

When an NPC is invoked for a Random Event, it doesn't necessarily mean that the Character themselves is present and active, just that the Event involves them in some way.

For instance, in the example on the previous page, the survivor PC is searching a pharmacy for antibiotics when the Player rolls a Random Event with a Focus of NPC Action that invokes the Dillard Gang. In that case it makes sense that a member of the group would be physically present in the store to cause problems for the PC.

But what if the Player got the same Event Focus result later in the adventure when the PC was flying in a small airplane? Here are a few interpretations that would make sense:

- » The pilot has been friendly and helpful up to this point, even offering to fly the PC to a safe place. But now she notices a tattoo on his wrist, the same tattoo that the other Dillards have. He's one of them! The NPC Action in this case is that he's lying to the PC about who he is and what he's doing.
- » En route to the PCs destination, the pilot picks up radio chatter from a settlement below. They're being attacked by the Dillard Gang!
- » While relaxing on the plane the PC checks through her backpack to see what supplies she has left. To her dismay, the Dillards must have gotten their hands on it during her most recent clash with them because all of her ammo is gone.

In a later Scene, Nigel and Clara are trying to break down the door to the room where the angry ghost originally died. They believe that this room contains a family painting that's serving as the ghost's anchor to the house, and that if they can destroy it they'll be returned to the normal world.

Mythic generates another Random Event during this Scene, this time with a Focus of NPC Positive. Rolling on the Characters List, the Player gets Warren, the gardener and caretaker of the mansion whom the PCs met in an earlier Scene but haven't seen for some time. Up until now the Player assumed that Warren must have met an unpleasant end somewhere on the property. They interpret this Event to mean that Warren comes running up the hall after hearing Nigel and Clara's attempt to break into the room. The "positive" for Warren in this case is that he's still alive. Maybe he'll also be of help in getting this door open ...

MOVE TOWARD A THREAD

Threads are the goals and missions that the Player Character is pursuing. This Random Event brings the PC one step closer to resolving an open Thread. Roll on the Threads List to see which Thread the Event involves.

The Player Character is a pulp era treasure hunter exploring an ancient pyramid. During this exploration, the Player runs into a Random Event and gets Move Toward A Thread, with the Thread being "Find the ancient tomb of Ank-Tonen."

The Player determines that the PC comes across a wall inscribed with a crude map of the pyramid complex, at the center of which is a symbol that can only be the tomb itself. This is a major clue for the PC: it shows her exactly how to get to where she wants to go!

MOVE AWAY FROM A THREAD

While the previous Random Event helps the Player Character get closer to resolving an open Thread, this Event does the opposite: it represents a new hurdle or setback that hinders the PC's progress toward closing a Thread. Roll on the Threads List to see which Thread the Event involves.

The Player Character, a hired mercenary, is tracking a criminal through the jungle when a Random Event comes up with the Event Focus of Move Away from a Thread, in this case, "Capture the escaped criminal". The Player interprets this to mean that the trail has disappeared and there is no sign of the criminal. No tracks in the mud, no broken branches, nothing. The PC must double back to find the trail again, losing valuable time in their pursuit.

The Event should make resolving the Thread more difficult but not necessarily impossible; the elimination of a Thread is handled with the next result on the table or through normal role-play.

CLOSE A THREAD

This Random Event brings about the closure of an open Thread. Roll on the Threads List to see which Thread this involves.

Determining how the Thread is closed will require interpretation, but whatever the Event is it should either resolve the Thread or nullify it somehow.

Nigel and Clara, the occult investigators, have succeeded in returning the mansion back to the normal world, but they still need to banish the ghost, find Warren (who's disappeared again), and find the spell that summoned the enraged ghost in the first place.

While Nigel is rummaging in the cellar, Mythic generates a Random Event with the Focus of Close a Thread. The Player rolls "Find Warren" on the Threads List and interprets this to mean that Nigel hears knocking sounds coming from



WHY THERE IS NO "NEW THREAD"

The Random Event Focus Table has three entries pertaining to Threads, including Close A Thread, but no New Thread. Characters have a New NPC entry, so why don't Threads have one as well?

There is no New Thread result because the Threads you follow are decided by you, not the adventure. Mythic will present you with opportunities and ideas for goals to pursue, but it is your choice whether to make any of them a priority.

a large, locked chest. When he opens it Warren pops out, gasping for breath. The ghost locked him in the chest to get rid of him for good. With that goal resolved, the Player removes "Find Warren" from the Threads List.

In another Scene, while consulting with a mage, Nigel is informed that tampering with the spell that summoned the ghost would only strengthen its power. He had hoped it would help them banish the ghost but now he knows there's no point in looking for it. The Player removes "Find the spell" from the Threads List.

CURRENT CONTEXT

Whatever is happening in the Scene right now becomes the Focus for this Event. If the Random Event was generated from a Fate Question then use the Context of the Fate Question as the Focus. If the Random Event was triggered as a Scene Interrupt then the Event is directly related to whatever is currently going on in your adventure. A Random Event with a Focus of Current Context takes whatever is going on and adds a new layer to it.

The Player's gunslinger PC bursts into a barn, expecting to find the bandit he's been pursuing. The Player asks the Fate Question, "Is he in here?" Mythic comes back with a No and a

Random Event. The Event Focus Table comes back with Current Context.

The Player thought this might be a big moment in the adventure—capturing the bandit—but they were wrong. This unexpected letdown is the Context right now and this Random Event will have something to do with that. Depending on the Event Meaning generated, maybe the PC finds a taunting message scrawled on the wall or discovers a bedroll in the corner indicating the bandit had been here but moved on.

Choosing The Event Focus

When a Random Event is generated you don't always have to roll on the Event Focus Table. If you have a good idea of what the Event Focus should be you can choose that result instead of rolling.

The PC, a space adventurer, is in a tight, dramatic spot: caught in a phaser battle in the engine room while the warp drive is spiraling toward a meltdown. The Player asks a Fate Question that generates a Random Event, but with so much already going on having an Event introduce a brand



new and potentially unconnected element into the Scene would be more cumbersome than helpful. The Player decides to skip rolling for the Event Focus and instead chooses Current Context to ensure that this Random Event will have something to do with the phaser battle or the engine crisis.

WHEN TO CHOOSE THE FOCUS

There are circumstances in an adventure where choosing the Event Focus may make more sense than rolling for it. For instance, in the example above the Player was concerned a new wrinkle in the adventure would disrupt the current Scene so they chose Current Context to have a Random Event that clicked with what was going on.

The Choosing The Event Focus Table gives some situations where you might want to choose a specific Event Focus.

How often you choose instead of roll is your choice as well. If you want to have more narrative control over your adventure you may choose frequently or always. If you want a game with more surprises you may choose rarely or never.

If you want a middle ground approach that allows some limited choice then give yourself one choice every five Scenes. This means you can choose any result on the Event Focus Table for one Random Event within any span of five Scenes. Once spent you have to wait until the next span of five Scenes begins before you get a choice again.

The Player above with the space adventurer was in Scene 4 of their adventure. They hadn't chosen an Event Focus yet so the option was available. After choosing the Focus for that Event the Player won't have the option to choose again until Scene 6 through 10, then again at 11 through 15, 16 through 20, and so on.

CHOOSING THE EVENT FOCUS

EVENT FOCUS	REASON
REMOTE EVENT	Your PC is expecting news from afar and now seems like a good time for it to arrive.
AMBIGUOUS EVENT	The adventure has slowed and you are ready for a mystery to pursue.
NEW NPC	There is a logical reason for a new NPC to appear in your adventure right now.
NPC ACTION	Your PC is waiting on the action of NPCs to move the adventure forward.
NPC NEGATIVE or NPC POSITIVE	You want to shift the focus of your adventure onto an NPC right now, maybe to develop new storylines in your adventure.
MOVE TOWARD A THREAD	Your adventure has stalled and needs a push forward. This is especially useful for an Interrupt Scene.
MOVE AWAY FROM A THREAD or PC NEGATIVE	You want a new challenge for your PC to face.
PC POSITIVE	Your PC is having a hard time and could use a break.
CLOSE A THREAD	The adventure has gotten complicated and you want to thin out the Threads List.
CURRENT CONTEXT	<ul style="list-style-type: none"> » The Random Event could help explain a Fate Question result. » A Random Event could be disruptive to the current action.

Empty List

If you don't have anything on your Threads or Characters List—perhaps the adventure has only just begun—then some results from the Event Focus Table won't be usable for you. When the Event Focus Table calls for an element from an empty List ignore the roll and treat the Current Context as the Event Focus instead.

In an adventure set during a futuristic world war, the PC is slowly moving through the snow down a bombed-out street, staying behind cover as much as possible while she searches for activity in the area. The Player asks the Fate Question, "Does she see anyone?"

Mythic comes back with Yes and a Random Event. The Player rolls on the Event Focus Table and gets NPC Negative, but this is the first Scene of the adventure and the Characters List is empty. Since this Event Focus isn't possible, Current Context becomes the Focus instead.

LISTS AS RANDOM TABLES

Lists are updated during the Bookkeeping phase at the end of a Scene (discussed in the "Scenes" chapter). This is when you decide which Characters in the Scene were important enough to add to the Characters List and if anything stands out as a goal you may want to add to the Threads List.

The two Lists act as random tables used for Random Events. Each List is broken up into 5 sections of 5 lines each. When you add to a List you start at the top and make your way down line by line. When you've filled one section of 5 elements and go on to the next that new section is now activated and becomes part of the active List.

There are two columns of numbers on the left of each List: rolling for the first column determines which active section of the List to use, and the second column determines which element in that active section is chosen.

The first roll is determined by how many sections of the List are active. If you have up to 5 elements on your List then you don't roll for the first column, you are only dealing with the first section of the List (lines 1-5).

ADVENTURE LISTS			
THREADS LIST		CHARACTERS LIST	
1-2	Get off the island	1-2	Tocky McAdams
3-4	Find missing crew	3-4	Bertha The Angry Avian
1-2	5-6 Find mystical stone	1-2	5-6 Jungle
7-8	CHOOSE	7-8	Dinosaurs
9-10	CHOOSE	9-10	CHOOSE
d4	1-2 CHOOSE	d4	1-2 CHOOSE
d4	3-4 CHOOSE	d4	3-4 CHOOSE
3-4	5-6 CHOOSE	3-4	5-6 CHOOSE
7-8	CHOOSE	7-8	CHOOSE
9-10	CHOOSE	9-10	CHOOSE
d6	1-2	d6	1-2

If a Random Event calls for an NPC you don't have to roll for the section of the Characters List with this List, only the first section has any elements in it. The player would just roll a 1d10 to determine which element is invoked. A roll of 6, for example, would indicate "Jungle".

ADVENTURE LISTS			
THREADS LIST		CHARACTERS LIST	
1-2	Get off the island	1-2	Tocky McAdams
3-4	Find missing crew	3-4	Bertha The Angry Avian
1-2	5-6 Find mystical stone	1-2	5-6 Jungle
7-8	CHOOSE	7-8	Dinosaurs
9-10	CHOOSE	9-10	Active volcano
d4	1-2 CHOOSE	d4	1-2 Minga the lizard man
d4	3-4 CHOOSE	d4	3-4 Unknown survivor
3-4	5-6 CHOOSE	3-4	5-6 CHOOSE
7-8	CHOOSE	7-8	CHOOSE
9-10	CHOOSE	9-10	CHOOSE
d6	1-2	d6	1-2

A few Scenes later the Characters List is more built up. When a Random Event happens now that calls for an NPC the player must roll a d4 to determine which section to use since there are now elements in the second section on lines 6 and 7. A roll of 3 on the d4 and a roll of 1 on the d10 would result in "Minga the lizard man" being selected.



ADVENTURE LISTS

THREADS LIST

-	1-2 CHOOSE	1
	3-4 CHOOSE	2
1-2	5-6 CHOOSE	3
	7-8 CHOOSE	4
	9-10 CHOOSE	5
d4 	1-2 CHOOSE	6
	3-4 CHOOSE	7
3-4	5-6 CHOOSE	8
	7-8 CHOOSE	9
	9-10 CHOOSE	10
d6 	1-2 CHOOSE	11
	3-4 CHOOSE	12
5-6	5-6 CHOOSE	13
	7-8 CHOOSE	14
	9-10 CHOOSE	15
d8 	1-2 CHOOSE	16
	3-4 CHOOSE	17
7-8	5-6 CHOOSE	18
	7-8 CHOOSE	19
	9-10 CHOOSE	20
d10 	1-2 CHOOSE	21
	3-4 CHOOSE	22
9-10	5-6 CHOOSE	23
	7-8 CHOOSE	24
	9-10 CHOOSE	25

CHARACTERS LIST

-	1-2 CHOOSE	1
	3-4 CHOOSE	2
1-2	5-6 CHOOSE	3
	7-8 CHOOSE	4
	9-10 CHOOSE	5
d4 	1-2 CHOOSE	6
	3-4 CHOOSE	7
3-4	5-6 CHOOSE	8
	7-8 CHOOSE	9
	9-10 CHOOSE	10
d6 	1-2 CHOOSE	11
	3-4 CHOOSE	12
5-6	5-6 CHOOSE	13
	7-8 CHOOSE	14
	9-10 CHOOSE	15
d8 	1-2 CHOOSE	16
	3-4 CHOOSE	17
7-8	5-6 CHOOSE	18
	7-8 CHOOSE	19
	9-10 CHOOSE	20
d10 	1-2 CHOOSE	21
	3-4 CHOOSE	22
9-10	5-6 CHOOSE	23
	7-8 CHOOSE	24
	9-10 CHOOSE	25



WHAT'S THE NUMBER FOR?

On the Adventure Lists there's a number to the right of each element slot listing the element lines from 1 to 25. That's there to give you a quick reference for the current count of your Thread and Character elements.

The numbers are also helpful if you're using The Adventure Crafter with Mythic and want to use Mythic's Adventure Lists. For more information about combining The Adventure Crafter and Mythic see page 171.

If you have 6-10 elements you roll a d4, 11-15 elements is a d6, 16-20 elements is a d8, and 21-25 elements is a d10.

When a Random Event requires you to roll on a Threads or Characters List use the number of active sections to determine which die to use then roll to see which section this Event will use.

Once you know the section roll a 1d10 and compare it to the second column of numbers to determine which line in that section is being invoked.

If you roll a line that has a Thread or Character written on it then that Thread or Character is being called upon by the Random Event. When you roll a line that is empty of an element the result is considered Choose. You have two options:

- » **CHOOSE AN ELEMENT:** Select an element recorded on the List that makes the most sense in the current Context.
- » **CHOOSE TO ROLL AGAIN:** If you would rather be surprised then roll again until you get an active element on the List.

The chances of rolling Choose will vary throughout the adventure from zero chance (when the active boxes in your List are full) to likely (when an active box only has one element in it). The more full your List gets the more rare Choose will become.

EVENT MEANING

You know the Context in which the Random Event is taking place and you know what its Focus will be. An interpretation may already be forming, but it needs more. It needs a spark of life. It needs Meaning.

Mythic uses Meaning Tables to generate a pair of words that you use as inspiration to help interpret a Random Event. Generating the Event Meaning involves rolling 1d100 twice on an Event Meaning Table to get two words. You pair these words together and use their combined meaning to suggest interpretations for your Event.

In our war example the Player knows the Focus of the Random Event (Current Context), so they roll on an Event Meaning Table and get the words "Attach" and "Lies".

After considering the Context of the adventure and the Fate Question that generated the Event, the Player makes this interpretation: as the PC ducks behind a burnt-out car, she sees someone tacking a sign to the wall of a building (Attach). It's a propaganda poster (Lies); this must be a soldier from the Ministry of Information.

Meanings To Choose From

Event Meaning Tables come in three varieties: Actions, Descriptions, and Elements.

The Actions and Descriptions Meaning Tables each have a set of two d100 tables, while the numerous Elements Meaning Tables each have a single, specialized d100 table. You can find the Actions and Descriptions Meaning Tables, as well as the three most general Elements Meaning Tables, on the next few pages. For more specialized Elements Meaning Tables visit the "Scenes" chapter on page 84.

Before rolling, choose the Meaning Table that seems most appropriate for the current Event. You really can't go wrong with any of them—they all

MEANING TABLES: ACTIONS

ACTION 1

1: Abandon	21: Communicate	41: Escape	61: Misuse	81: Ruin
2: Accompany	22: Conceal	42: Expose	62: Move	82: Separate
3: Activate	23: Continue	43: Fail	63: Neglect	83: Start
4: Agree	24: Control	44: Fight	64: Observe	84: Stop
5: Ambush	25: Create	45: Flee	65: Open	85: Strange
6: Arrive	26: Deceive	46: Free	66: Oppose	86: Struggle
7: Assist	27: Decrease	47: Guide	67: Overthrow	87: Succeed
8: Attack	28: Defend	48: Harm	68: Praise	88: Support
9: Attain	29: Delay	49: Heal	69: Proceed	89: Suppress
10: Bargain	30: Deny	50: Hinder	70: Protect	90: Take
11: Befriend	31: Depart	51: Imitate	71: Punish	91: Threaten
12: Bestow	32: Deposit	52: Imprison	72: Pursue	92: Transform
13: Betray	33: Destroy	53: Increase	73: Recruit	93: Trap
14: Block	34: Dispute	54: Indulge	74: Refuse	94: Travel
15: Break	35: Disrupt	55: Inform	75: Release	95: Triumph
16: Carry	36: Distrust	56: Inquire	76: Relinquish	96: Truce
17: Celebrate	37: Divide	57: Inspect	77: Repair	97: Trust
18: Change	38: Drop	58: Invade	78: Repulse	98: Use
19: Close	39: Easy	59: Leave	79: Return	99: Usurp
20: Combine	40: Energize	60: Lure	80: Reward	100: Waste

ACTION 2

1: Advantage	21: Disadvantage	41: Hope	61: Object	81: Representative
2: Adversity	22: Distraction	42: Idea	62: Obscurity	82: Riches
3: Agreement	23: Elements	43: Illness	63: Official	83: Safety
4: Animal	24: Emotion	44: Illusion	64: Opposition	84: Strength
5: Attention	25: Enemy	45: Individual	65: Outside	85: Success
6: Balance	26: Energy	46: Information	66: Pain	86: Suffering
7: Battle	27: Environment	47: Innocent	67: Path	87: Surprise
8: Benefits	28: Expectation	48: Intellect	68: Peace	88: Tactic
9: Building	29: Exterior	49: Interior	69: People	89: Technology
10: Burden	30: Extravagance	50: Investment	70: Personal	90: Tension
11: Bureaucracy	31: Failure	51: Leadership	71: Physical	91: Time
12: Business	32: Fame	52: Legal	72: Plot	92: Trial
13: Chaos	33: Fear	53: Location	73: Portal	93: Value
14: Comfort	34: Freedom	54: Military	74: Possessions	94: Vehicle
15: Completion	35: Friend	55: Misfortune	75: Poverty	95: Victory
16: Conflict	36: Goal	56: Mundane	76: Power	96: Vulnerability
17: Cooperation	37: Group	57: Nature	77: Prison	97: Weapon
18: Danger	38: Health	58: Needs	78: Project	98: Weather
19: Defense	39: Hindrance	59: News	79: Protection	99: Work
20: Depletion	40: Home	60: Normal	80: Reassurance	100: Wound

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

1: Adventurously	21: Defiantly	41: Generously	61: Loudly	81: Playfully
2: Aggressively	22: Deliberately	42: Gently	62: Lovingly	82: Politely
3: Anxiously	23: Delicately	43: Gladly	63: Loyally	83: Positively
4: Awkwardly	24: Delightfully	44: Gracefully	64: Majestically	84: Powerfully
5: Beautifully	25: Dimly	45: Gratefully	65: Meaningfully	85: Quaintly
6: Bleakly	26: Efficiently	46: Happily	66: Mechanically	86: Quarrelsomely
7: Boldly	27: Emotionally	47: Hastily	67: Mildly	87: Quietly
8: Bravely	28: Energetically	48: Healthily	68: Miserably	88: Roughly
9: Busily	29: Enormously	49: Helpfully	69: Mockingly	89: Rudely
10: Calmly	30: Enthusiastically	50: Helplessly	70: Mysteriously	90: Ruthlessly
11: Carefully	31: Excitedly	51: Hopelessly	71: Naturally	91: Slowly
12: Carelessly	32: Fearfully	52: Innocently	72: Neatly	92: Softly
13: Cautiously	33: Ferociously	53: Intensely	73: Nicely	93: Strangely
14: Ceaselessly	34: Fiercely	54: Interestingly	74: Oddly	94: Swiftly
15: Cheerfully	35: Foolishly	55: Irritatingly	75: Offensively	95: Threateningly
16: Combatively	36: Fortunately	56: Joyfully	76: Officially	96: Timidly
17: Coolly	37: Frantically	57: Kindly	77: Partially	97: Very
18: Crazily	38: Freely	58: Lazily	78: Passively	98: Violently
19: Curiously	39: Frighteningly	59: Lightly	79: Peacefully	99: Wildly
20: Dangerously	40: Fully	60: Loosely	80: Perfectly	100: Yieldingly

DESCRIPTOR 2

1: Abnormal	21: Disagreeable	41: Hard	61: Messy	81: Remarkable
2: Amusing	22: Dry	42: Harsh	62: Mighty	82: Rotten
3: Artificial	23: Dull	43: Healthy	63: Military	83: Rough
4: Average	24: Empty	44: Heavy	64: Modern	84: Ruined
5: Beautiful	25: Enormous	45: Historical	65: Mundane	85: Rustic
6: Bizarre	26: Extraordinary	46: Horrible	66: Mysterious	86: Scary
7: Boring	27: Extravagant	47: Important	67: Natural	87: Shocking
8: Bright	28: Faded	48: Interesting	68: Normal	88: Simple
9: Broken	29: Familiar	49: Juvenile	69: Odd	89: Small
10: Clean	30: Fancy	50: Lacking	70: Old	90: Smooth
11: Cold	31: Feeble	51: Large	71: Pale	91: Soft
12: Colorful	32: Festive	52: Lavish	72: Peaceful	92: Strong
13: Colorless	33: Flawless	53: Lean	73: Petite	93: Stylish
14: Comforting	34: Forlorn	54: Less	74: Plain	94: Unpleasant
15: Creepy	35: Fragile	55: Lethal	75: Poor	95: Valuable
16: Cute	36: Fragrant	56: Lively	76: Powerful	96: Vibrant
17: Damaged	37: Fresh	57: Lonely	77: Protective	97: Warm
18: Dark	38: Full	58: Lovely	78: Quaint	98: Watery
19: Defeated	39: Glorious	59: Magnificent	79: Rare	99: Weak
20: Dirty	40: Graceful	60: Mature	80: Reassuring	100: Young

MEANING TABLES: ELEMENTS

LOCATIONS

1: Abandoned	51: Lively
2: Active	52: Lonely
3: Artistic	53: Long
4: Atmosphere	54: Loud
5: Beautiful	55: Meaningful
6: Bleak	56: Messy
7: Bright	57: Mobile
8: Business	58: Modern
9: Calm	59: Mundane
10: Charming	60: Mysterious
11: Clean	61: Natural
12: Cluttered	62: New
13: Cold	63: Occupied
14: Colorful	64: Odd
15: Colorless	65: Official
16: Confusing	66: Old
17: Cramped	67: Open
18: Creepy	68: Peaceful
19: Crude	69: Personal
20: Cute	70: Plain
21: Damaged	71: Portal
22: Dangerous	72: Protected
23: Dark	73: Protection
24: Delightful	74: Purposeful
25: Dirty	75: Quiet
26: Domestic	76: Reassuring
27: Empty	77: Remote
28: Enclosed	78: Resourceful
29: Enormous	79: Ruined
30: Entrance	80: Rustic
31: Exclusive	81: Safe
32: Exposed	82: Services
33: Extravagant	83: Simple
34: Familiar	84: Small
35: Fancy	85: Spacious
36: Festive	86: Storage
37: Foreboding	87: Strange
38: Fortunate	88: Stylish
39: Fragrant	89: Suspicious
40: Frantic	90: Tall
41: Frightening	91: Threatening
42: Full	92: Tranquil
43: Harmful	93: Unexpected
44: Helpful	94: Unpleasant
45: Horrible	95: Unusual
46: Important	96: Useful
47: Impressive	97: Warm
48: Inactive	98: Warning
49: Intense	99: Watery
50: Intriguing	100: Welcoming

CHARACTERS

1: Accompanied	51: Important
2: Active	52: Inactive
3: Aggressive	53: Influential
4: Ambush	54: Innocent
5: Animal	55: Intense
6: Anxious	56: Knowledgeable
7: Armed	57: Large
8: Beautiful	58: Lonely
9: Bold	59: Loud
10: Busy	60: Loyal
11: Calm	61: Masculine
12: Careless	62: Mighty
13: Casual	63: Miserable
14: Cautious	64: Multiple
15: Classy	65: Mundane
16: Colorful	66: Mysterious
17: Combative	67: Natural
18: Crazy	68: Odd
19: Creepy	69: Official
20: Curious	70: Old
21: Dangerous	71: Passive
22: Deceitful	72: Peaceful
23: Defeated	73: Playful
24: Defiant	74: Powerful
25: Delightful	75: Professional
26: Emotional	76: Protected
27: Energetic	77: Protecting
28: Equipped	78: Questioning
29: Excited	79: Quiet
30: Expected	80: Reassuring
31: Familiar	81: Resourceful
32: Fast	82: Seeking
33: Feeble	83: Skilled
34: Feminine	84: Slow
35: Ferocious	85: Small
36: Foe	86: Stealthy
37: Foolish	87: Strange
38: Fortunate	88: Strong
39: Fragrant	89: Tall
40: Frantic	90: Thieving
41: Friend	91: Threatening
42: Frightened	92: Triumphant
43: Frightening	93: Unexpected
44: Generous	94: Unnatural
45: Glad	95: Unusual
46: Happy	96: Violent
47: Harmful	97: Vocal
48: Helpful	98: Weak
49: Helpless	99: Wild
50: Hurt	100: Young

OBJECTS

1: Active	51: Information
2: Artistic	52: Intriguing
3: Average	53: Large
4: Beautiful	54: Lethal
5: Bizarre	55: Light
6: Bright	56: Liquid
7: Clothing	57: Loud
8: Clue	58: Majestic
9: Cold	59: Meaningful
10: Colorful	60: Mechanical
11: Communication	61: Modern
12: Complicated	62: Moving
13: Confusing	63: Multiple
14: Consumable	64: Mundane
15: Container	65: Mysterious
16: Creepy	66: Natural
17: Crude	67: New
18: Cute	68: Odd
19: Damaged	69: Official
20: Dangerous	70: Old
21: Deactivated	71: Ornamental
22: Deliberate	72: Ornate
23: Delightful	73: Personal
24: Desired	74: Powerful
25: Domestic	75: Prized
26: Empty	76: Protection
27: Energy	77: Rare
28: Enormous	78: Ready
29: Equipment	79: Reassuring
30: Expected	80: Resource
31: Expended	81: Ruined
32: Extravagant	82: Small
33: Faded	83: Soft
34: Familiar	84: Solitary
35: Fancy	85: Stolen
36: Flora	86: Strange
37: Fortunate	87: Stylish
38: Fragile	88: Threatening
39: Fragrant	89: Tool
40: Frightening	90: Travel
41: Garbage	91: Unexpected
42: Guidance	92: Unpleasant
43: Hard	93: Unusual
44: Harmful	94: Useful
45: Healing	95: Useless
46: Heavy	96: Valuable
47: Helpful	97: Warm
48: Horrible	98: Weapon
49: Important	99: Wet
50: Inactive	100: Worn

provide a starting point for interpretation—but choosing a table that more closely matches the Context of the Event gives you a better chance of getting results that are easier to interpret.

The Player's sci-fi PC has successfully fixed the ship's engine, avoiding a devastating meltdown. As they wrap up repairs and check on other damage to the ship Mythic generates a Random Event. The Player rolls a Focus of PC Negative, indicating that something bad is about to happen to the PC. That sounds active, so the Player rolls on the Actions Meaning Tables.

Later in the adventure the PC leads a team to the surface of a newly discovered planet.



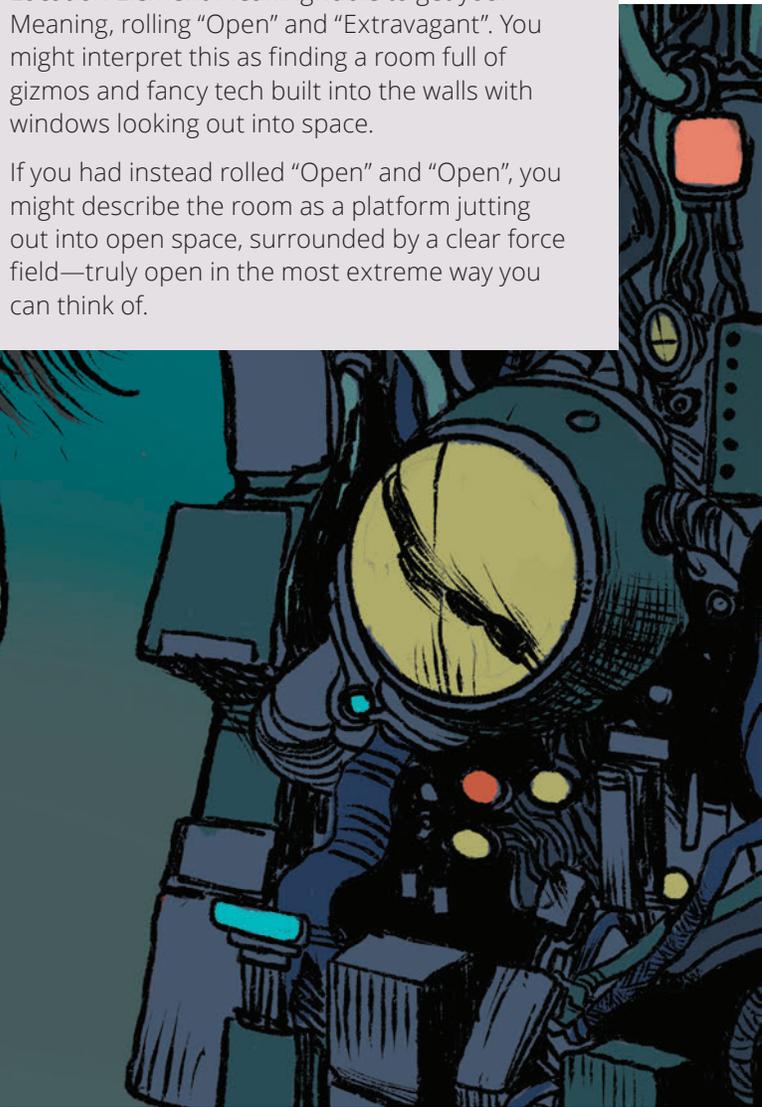
DOUBLING DOWN

It's possible to get the same result twice when rolling on the Elements Meaning Tables. In this case, consider that word “doubled down” and interpret it with greater intensity than you would have otherwise.

For instance, let's say your PC is searching through an alien starship when they come to a closed door. You ask a Fate Question: “Is the door locked?” Mythic says No and triggers a Random Event with a Focus of PC Positive.

You reason that the Event has something to do with what's beyond the door, so you use the Location Element Meaning Table to get your Meaning, rolling “Open” and “Extravagant”. You might interpret this as finding a room full of gizmos and fancy tech built into the walls with windows looking out into space.

If you had instead rolled “Open” and “Open”, you might describe the room as a platform jutting out into open space, surrounded by a clear force field—truly open in the most extreme way you can think of.





CHOOSING THE RIGHT MEANING

With multiple Meaning Tables to choose from, how do you know you're selecting the right one for your Random Event? It comes down to a matter of taste: every table gives useful results, but each of them gives slightly different results.

Actions Meaning Tables

The Actions Meaning Tables give word pairs associated with active narrative elements. These tables are best used to find out what someone or something is doing or having done to them. For instance, if a Random Event involved something negative happening to an NPC then you could roll on the Actions Meaning Tables to get an idea of what occurred.

Descriptions Meaning Tables

The Descriptions Meaning Tables give descriptive word pairs that are useful for deciding what something or someone looks like. For instance, if the Random Event involved the introduction of a new NPC you could use the Descriptions Meaning Tables to determine their appearance.

Elements Meaning Tables

The Elements Meaning Tables are themed, giving more targeted results. The most general Element Meaning Tables are Location, Character, and Object; the Element Meaning Tables in the "Scenes" chapter are even more specialized with options such as Character Personality, Scavenging Results, and Dungeon Traps.

While they're exploring Mythic triggers another Random Event, this one with a New NPC Focus. The Player considers which Meaning Table to roll on. Maybe Action to indicate what this new Character is doing? After thinking it over they change their mind and decide to roll on the Character Element Meaning Table, which is more applicable to creating a new Character.

ROLLING FOR MEANING

Both the Actions and the Descriptions Meaning Tables are made up of two tables, each with 100 results. To determine the Event Meaning roll 1d100 on the first table and again on the second table. This will give you a word from each table to pair together.

The Elements Meaning Tables are each a single d100 table; roll 1d100 twice on your chosen table to get a word pair.

Whichever table you got them from, this pair of words will help inspire your interpretation of the Random Event.

The Event Focus is New NPC and the Player has chosen to use the Descriptions Meaning Tables to get an idea of what this NPC looks like. They roll "Calmly" and "Mundane". The Player might interpret this to mean that the Character looks like every other traveler passing through this space station, just calmly going about their business.

If the Player had rolled "Roughly" and "Bizarre" on the Descriptions Meaning Tables they might have interpreted this to mean that the NPC is a strange-looking alien, and a rough-looking one at that. Maybe they're a bounty hunter with insect-like features wearing battle scarred armor.

INTERPRETING THE EVENT

Mythic provides the foundation for your Random Event: the Event Focus tells you what aspect of the adventure to turn your attention to, the Event Meaning suggests details, and the Context of the adventure gives you a background of previous events to draw from.

Now it's up to you to determine how it all fits together.

The Lens Of Expectation

Just as your expectations guide your interpretation of Fate Questions, they also guide your interpretation of Random Events. When you combine the Context with the Event Focus and Event Meaning, whatever your gut tells you this all means is your expectations speaking to you.

The Player Character is a wandering barbarian in a medieval setting. Earlier in the adventure, the PC undertook a quest to bring a fugitive to justice. His search brought him to a forest village and he's decided to rest there for a while, doing chores in exchange for room and board.

As he heads to the river to fetch water his Player asks the Fate Question, "Is there anyone else at the river?" The answer comes back No, but the roll also generates a Random Event.

The Player rolls on the Event Focus Table and gets a Focus of Move Toward A Thread. They have one Thread on the List: "Capture the fugitive". Whatever this Random Event ends up being the Player knows it's going to help the PC in his quest.

For the Event Meaning the Player decides it makes the most sense to roll on the Actions Meaning Tables because it seems like something active is going to happen. They get "Lure" and "Interior". Given the Context, the Event Focus, and the Event Meaning, a number of ideas spring to mind:

- » *While fetching water the PC discovers footprints in the muck that match the fugitive's. The tracks lead to a cave near the river.*
- » *The PC spots a makeshift hut in the woods beyond the river. Perhaps the fugitive used it for shelter; he might even be inside it now!*
- » *While fetching water the PC is approached by a villager who invites him inside her*



TRUST YOURSELF

Interpretation of Mythic prompts (Fate Question answers, Meaning Table results, etc.) is more art than science. You may encounter struggles such as getting past the literal meaning of the prompts or coming up with an idea you're happy with.

My advice is to listen to your gut and trust yourself. Open your mind, and don't treat the prompt like it defines your interpretation. Instead, see the prompt for what it is: a starting point from which you can take your interpretation anywhere that's fun and makes sense to you.

home so they can talk about something, which turns out to be related to the fugitive.

All three interpretations are valid because they all try to make sense of the Event Meaning word pair, "Lure" and "Interior". But which is the best interpretation?

The first one, the PC finding tracks, could be considered the most logical and expected interpretation. The second one, finding a hut, is possible but unlikely, certainly less likely than finding tracks. The same is true for the third interpretation, though it may be more expected than finding the hut.

There is no wrong answer when it comes to interpretations, but you should allow your expectations to help you choose what makes the most sense in the moment.

You Need More Information

If the Event Meaning doesn't give you enough information to spark an interpretation, or if you get stuck trying to come up with one, you can always ask a Fate Question or two to narrow down your options. For instance, the Player of the medieval barbarian in the example above might



RANDOM EVENT EXAMPLES

CONTEXT: The Player Character is a vampire cruising a nightclub in search of your next meal.

EVENT FOCUS: NPC Positive; the NPC is a random human.

EVENT MEANING: Triumph & Friend

INTERPRETATION: The human is sitting alone in a secluded part of the club. The perfect time to approach ... but then his friends arrive; apparently, he was waiting for them. Now he's in a group and much harder to feed on without drawing attention.

CONTEXT: The PC is an old west gambler stumbling through a graveyard at night when the dead begin to rise.

EVENT FOCUS: NPC Action; the NPC is the town sheriff.

EVENT MEANING: Abandon & People

INTERPRETATION: With all the PC's whoopin' and hollerin' as the zombies claw out of the ground, the sheriff comes running to see what's going on. He takes one look at the rising dead, screams, and runs away.

CONTEXT: You're a smuggler piloting your ship through space when you get stopped by an Imperial cruiser that wants to board and search you.

EVENT FOCUS: Move Toward A Thread; the Thread is "Deliver the rebel commander to her secret base".

EVENT MEANING: Attain & Business

INTERPRETATION: While you scramble for a lie to tell them over the comms, the rebel commander hands you a code she says is a valid shipping license. You send it to the Imperial patrol and they let you go, seemingly satisfied.

CONTEXT: You're a magic-based superhero investigating the crash site of a meteor.

EVENT FOCUS: PC Positive

EVENT MEANING: Trust & Possessions

INTERPRETATION: Your magic-detecting amulet begins to glow, indicating that whatever was in that meteor was mystical in nature.

ask the Fate Question, "Do I find the fugitive's footprints in the mud?"

Keep in mind that the Event Focus and Event Meaning are inspirational prompts that don't have to be followed to the letter. As long as it fits within a reasonable expectation, feel free to go with any interpretation that makes sense, even if it means stretching the Event Meaning a little.

While the PC is exploring the wreckage of a starship on an alien planet, Mythic generates a Random Event with a Focus of New NPC. To find out what the new NPC is doing, the Player rolls on the Actions Meaning Tables and gets "Attack" and "Needs".

A literal interpretation of this Meaning might indicate that the NPC is attacking something they need, but the Player could also abstract the prompts and interpret the NPC as a malfunctioning robot that's attempting to break into ("Attack") a storage locker to replace its dwindling energy cells ("Needs").

MINING FOR MEANING

Another way to figure out what a Random Event means when you're stuck for an interpretation is to do another Meaning roll to see what additional information an extra pair of words suggests to you. You can use the same Meaning Table you used for the Event or a different one if it seems more appropriate.

The Player in the above example still isn't sure what to do with this Event Meaning, "Attack" and "Needs". It could be a robot banging away on a storage locker, but that interpretation just isn't sitting right.

The Player jumps to the Characters Elements Meaning Table for more inspiration and rolls the words "Fast" and "Official". These seem to reinforce the initial interpretation with a few added details. The Player interprets this result to mean that the NPC is indeed a robot breaking



THE “I DUNNO” RULE

Random Events add twists and turns to your Mythic Adventure that aren't the direct result of Fate Questions. Sometimes, interpretation will come quickly and easily; other times, it may be more difficult.

If you find yourself well and truly stuck when interpreting a Random Event, and clarifying Fate Questions or additional Meaning words aren't helping, feel free to invoke the “I Dunno” Rule.

The I Dunno Rule is a way of saying that it's okay to let the Random Event drop and just move on with your adventure. If no interpretations are coming to mind, or the Random Event just isn't making sense, then forget about it and proceed as though you never rolled it. Continue your adventure rather than hold it up.

Be careful not to overdo the I Dunno Rule. There's a difference between taking forever to come up with the perfect interpretation and taking a moment to craft something workable. It's easy to overthink the results of Random Events; I suggest you go with the first thing that comes to mind, just like you would when interpreting Fate Questions.

But if you really are stuck on an interpretation then let it go and move on for the sake of narrative flow. Your adventure will thank you for it.

into a locker to get a new energy cell. Specifically it's a security robot (“Official”), likely part of the downed ship's original crew, and it's making short work of the locker with a laser built into its arm (“Fast”).

THE BIG RANDOM EVENT EXAMPLE: Weird Times At Wutwo Labs

This example takes place in a contemporary adventure using an RPG that's all about sciencey weirdness and strange tales. The Player Character is Dyson McGrew, a security guard at Wutwo Labs. Dyson never knew what the scientists were making at the facility until the day their experiments went haywire and brought on what might be the end of life as we know it.

Dyson's adventure begins ten stories underground, where the errant experiment exploded. The release of potent radiation and a noxious gas cloud has led to mutations and the warping of reality throughout Level 10 and above. Dyson is fighting his way through the dangers to get all the way up to the ground floor, Level 1, where he hopes to initiate Protocol WWZero, an emergency failsafe that would lock down the entire facility and keep the horrors contained from an innocent and vulnerable world.

So far in the adventure, Dyson has had to contend with spiders mutated to monstrous size, random portals to a Doom Dimension that let in the occasional interdimensional imp, fellow workers of Wutwo Labs who will do anything to survive and get the heck out of there, and the endless search for security key cards needed to access doors and make his way ever upward toward sunlight and freedom.

In this Scene, Dyson has finally reached the stairwell that leads to Level 9. He has his security baton for a weapon and the battered door of a cola vending machine for a shield. With him is Sandra Copenhagen, a Wutwo scientist who is also trying to get out. She's letting Dyson use her security clearance cards in exchange for his protection.

RANDOM EVENTS

Dyson cautiously peers around the corner in the corridor. The fluorescents are out, but the dim red emergency lights have kicked on, and he can see the stairwell door at the end of the hall.

Dyson's Player asks the Fate Question, "Is there anything in the hall?" Mythic says No but triggers a Random Event.

The Context doesn't suggest any particular Event Focus, so the Player rolls on the Event Focus Table and gets NPC Negative. Rolling on the Characters List, they get "Giant spiders."

It looks like something bad is going to happen to a giant spider. That sounds like an action to the Player, so they roll on the Actions Meaning Tables and get "Betray" and "Weapon".

The Player thinks about this a moment and decides that "Betray" means the spiders are fighting amongst themselves. Weapons could refer to the spiders as well since they were part of a secret weaponizing project.

The player runs with this interpretation: as Dyson peers around the corner, he sees that the hall is clear but there is motion in a room along the hall. It's a big conference room with a large plate glass window facing the hall. Inside the room are a group of giant spiders.

While Dyson watches one giant spider approaches another spider and suddenly pounces on it. They begin thrashing about in a violent battle. Several more spiders join the fray and now it's an arachnid brawl!

"Let's make a run for the door while they're distracted with each other!" Dyson says, perhaps too brave for his own good.

With his shield raised, he and Dr. Copenhagen make a mad dash for the door. Dyson hopes that giant spiders are only a Level 10 problem, but of course Level 9 is sure to have its own horrifying obstacles.

The Player plays out the Scene with Dyson having to defend against a spider that spilled out into the hall. Despite this, his plan is successful and they make their way through the door and up to Level 9. This level, they discover, has become

overrun with mutated plants. Vines crisscross the walls and ceiling, some of them writhing.

Later in the Scene Dyson and Sandra find themselves trapped in a laboratory with a former scientist who's turned into some sort of moss person. He seems to have lost his mind and Sandra suggests that if he touches them they may become infected with the same creeping moss condition.

No one wants to turn into creeping moss.

Dyson looks for a way out of this room, ideally one that won't require pushing past the shambling moss-man. His Player asks the Fate Question, "Is there a way out of here?" Mythic says Yes but also gives them a Random Event.

Up to this point the Player hasn't determined what the moss-man is doing, just that he's in the room with them and appears to be contagious. They decide to use Current Context as the Event Focus instead of rolling on the Event Focus Table.

While Random Events are unexpected events that inject themselves into your Scene, like the spider brawl in the previous Random Event, they can also be used to help explain something your Character is already dealing with.

In this example, the Player is using the Random Event to determine what the moss-man is doing. His behavior is the Random Event. The Player likely would have had to determine the NPC's behavior eventually anyway, maybe with a Fate Question, but the appearance of the Random Event seemed like a good opportunity to do so now.

Since this Event is about an NPC, the Player rolls on the Characters Elements Meaning Table and gets "Frantic" and "Ambush". An interpretation immediately springs to mind.

The moss-man, aware of their presence, begins to frantically wave his arms in a slow, shambling way, seemingly trying to attack. For a slow-moving, slow-witted moss-man, this might be his best attempt at an ambush.

RANDOM EVENTS

Interpreting the Meaning words of “Frantic” and “Ambush” to mean the moss-man attacks in its own slow motion frantic way is a bit of a stretch as an interpretation, but that’s fine. It’s what came to the Player’s mind and it still fits close enough with the results generated.

“Don’t let him touch you!” Dr. Copenhagen cries as Dyson rushes the creature and slams him with his shield to knock him back. He just needs to clear enough room for them to get to the door at the other end of the room without being turned into walking plants.

They succeed in battering their way past the moss-man and close the door behind them.

Level 8 is perhaps the strangest level so far, with one of the oddest mutations. This floor has been taken over by sentient water coolers that stab people with their water dispenser faucets—which are now fanged—to suck their blood.

Dyson has witnessed enough of the coolers’ dastardly deeds to know he doesn’t want to become their next drink. He and Dr. Copenhagen manage to cobble together a makeshift explosive they hope to use to clear the cafeteria where a group of vampiric coolers have gathered to hang out and gossip about humans.

Dyson needs to plant the bomb close enough to hit the coolers, so he sneaks into the cafeteria. As he crawls across the floor, the Player asks a Fate Question that triggers a Random Event.

Rolling on the Event Focus Table, they get PC Negative. Uh oh. The Player rolls on the Actions Meaning Tables to see what’s happening and gets “Fight” and “Outside”. An interpretation comes easily.

Dyson’s about halfway to the table he wants to stick the bomb under when a commotion erupts in one of the adjoining halls. Dyson hears yelling and gunfire.

The coolers in the cafeteria go berserk, angrily sliding around as they prepare to attack whoever’s out there, probably other survivors also trying to get to the stairwell.

This is bad timing for Dyson, who’s crouched under a table in the middle of a cafeteria full of agitated, blood-sucking water coolers.

Of the three Random Events in this example this one was the easiest for the Player to interpret. A Focus of PC Negative and Meaning Words of “Fight” and “Outside” immediately suggested an idea to the Player that fit exactly with Mythic’s prompts. Sometimes that’s how it is, the Random Event prompts fit so neatly with the current moment that there’s hardly any interpretation required.



RANDOM EVENTS







Scenes

Fate Questions and Random Events cover almost anything you could think to ask about in an adventure and anything unexpected that might be thrown your way. But before you can get to playing, there's one more thing we need to go over: structure. Without a framework to connect one part of the narrative to the next, all those Questions and Events aren't much more than a jumble of details.

In a typical social role-playing scenario, the Game Master maintains this structure implicitly, but solo play requires something more concrete. Mythic uses a simple Scene structure that's mostly there to help you keep track of where your adventure is going so you're less likely to get lost in the weeds.

MAKING A BIG SCENE

Scenes are a unit of time we use to identify what's going on and who is involved. Think of it like a movie or show: something happens in the Scene, and certain Characters are part of the action. When the main action of the Scene is resolved, the Scene is over, and the story moves on to the next Scene.

The same is true in traditional social role-playing. Your Characters enter a room and deal with what's inside; they have a surprise encounter in a forest; they visit a town to procure new equipment. Something specific happens with certain Characters in a finite amount of time, and then you move on. You're forming Scenes; you just aren't stating it.

Mythic adventures work the same, but the Scene structure is explicit instead of implicit. This makes it easier to keep track of everything as you go.



THERE'S MORE!

This chapter gives you everything you need to run exciting and effective Mythic adventures, but there's more to discover. Once you've gotten the hang of the basics, you can head to the "Variations" chapter for additional rules on the mechanics we've covered elsewhere in this book, as well as strategies for dealing with issues you may encounter along the way.

Elements Of A Scene

Here are the elements common to all Mythic Scenes that shape our adventures:

- » **LISTS:** A collection of adventure goals to pursue and Characters to interact with.
- » **SCENE STRUCTURE:** The way you determine the beginning and end of a Scene. Besides the First Scene, there are three kinds of Scenes: Expected, Altered, and Interrupt.
- » **PLAYING:** The content of a Scene - everything that happens and what your Player Characters do in response. This is where the adventure takes place.
- » **BOOKKEEPING:** Updating Lists and the Chaos Factor, usually at the end of a Scene. If you're recording your adventure in some way this is also a good time to update that record.

PREPARING LISTS

Before you begin an adventure you need to get your Adventure Lists ready. You can find the Adventure Lists sheet in the “Random Events” chapter and at the back of this book.

Often you’ll start with a fresh, empty set of Lists, but you can populate your Lists with any elements you’d like to begin the adventure with. There are many reasons you might do this. Maybe you already have some ideas, like interesting Characters to encounter or a starting goal to pursue. Or maybe this adventure is part of an ongoing campaign, and you want to add Characters and Threads from previous adventures.

Adding elements to your Lists before you begin is a good way to seed your adventure with ideas. Mythic will take these ideas and weave them into the narrative as you play, guiding you toward the experience you want.

The Player is beginning a fantasy adventure of court intrigue in which the PC is the royal magician. They’ve been thinking about this adventure for some time so they’re coming to the table with a few ideas.

They have a couple NPCs in mind, so they add them to the Characters List: King Renfry, the royal family, and the castle staff. These Characters will develop organically through the adventure. The Player also has a goal in mind for the PC—“Survive court politics”—which they add to the Threads List. This gets the ball rolling for the themes and tropes they want to explore.

That’s everything the Player’s come up with for the adventure going in. Now it’s up to Mythic to help them shape it all into something interesting.

ELEMENTS OF A SCENE

LISTS

**SCENE
STRUCTURE**

PLAYING

BOOKKEEPING

THREADS & CHARACTERS LISTS

There are two Lists that will help you keep track of the important elements in your adventure: the Threads List for the PC’s goals and the Characters List for the various NPCs that

populate the adventure world. These Lists are important for the development of your adventure—they're what Mythic uses to bring the important adventure elements into play whenever you roll on the Event Focus Table.

If you get the Event Focus of NPC Action for a Random Event, for example, then you would roll on the Characters List to see which NPC was acting, while getting the result of Move Toward A Thread would call for a roll on the Threads List to see which Thread you'd be making progress on.



Characters List

The Characters List is where you record important Non-Player Characters and other active adventure elements as the PC encounters them.

It's up to you to decide whether a Character is important enough to make the List, but a good rule of thumb is to add anything or anyone that can influence the adventure.

The PC starts the adventure with the first mate of his stranded ship, "Tocky McAdams", on the Characters List. Later, when the PC runs afoul of a particularly bad-tempered bird of prey, the Player decides to add "Bertha the Angry Avian" to the List so she's more likely to make another appearance.

Threads List

Threads are the quests, tasks, and missions you choose to pursue through your Player Character. You can make anything into an open Thread at any time by writing it on the Threads List. Once a Thread has been added to the List it becomes an important part of your adventure and will likely be invoked by Random Events.

The Player's pulp-era sailor, marooned on an island of dinosaurs and strange prehistoric creatures, starts out with the Threads "Find a way off the island" and "Locate missing crewmembers." Later in the adventure, after learning about a magic stone that heals wounds, the Player adds the Thread "Find the mystical stone."

NON-CHARACTER ELEMENTS

In Mythic terms, a Character is anything your PC can interact with in some way, shape, or form. This category isn't exclusive to people and creatures—anything can be a Character as long as it has some activity of its own.

LOCATIONS

Adding locations to your Characters List is a good way to draw out interesting encounters linked to those places.

The island the PC's stranded on is thick with jungle plants and wild animals, and there are many natural dangers from quicksand to sudden cliffs. The Player decides to make the jungle itself a Character by adding "Jungle" to the Characters List. A Random Event invoking the jungle as an NPC could involve a danger or boon from the

jungle itself, such as being attacked by a wild animal or discovering a source of drinkable water.

GROUPS

Including a group as a Character is a good way to represent a common type of NPC in your adventure. In our pulp adventure, the Player might put “Dinosaurs” on the Characters List as a catchall for any dinosaur the PC comes across. In a medieval fantasy adventure, the Player might add “Townsperson” to represent any random character the PC might meet in town.

As Random Events create encounters with a group, Mythic may generate individual NPCs you can also add to your Characters List. This is a great way to introduce a general class of Characters to your adventure that becomes more detailed with specific NPCs as you play.

OBJECTS

Much like locations, objects that can act on their own make good Characters. A starship prone to mechanical problems might go on your Characters List to represent adventure opportunities when the ship has a sudden and unexpected system failure.

WHEN TO ADD SOMETHING TO THE LIST

Adding non-character elements to the Characters List is a judgement call on your part. My advice is to consider whether adding the non-character element will enhance your adventure. If you expect trouble in Rattlesnake Gulch during your western adventure, or if you want an increased chance of surprises while you're in town, then you may want to add it as a Character. If, on the other hand, you only expect this location to serve as the place your PC meets with the sheriff, you may decide not to give it the added emphasis of being on the Characters List.



ADDING EVENTS TO THE LIST

Adding events to the Characters list (especially before your adventure begins) is a great way to seed your adventure with desired situations without knowing exactly when or how Mythic will add them in. This helps you make sure you have the kind of adventure you want while still maintaining a level of surprise.

For example, an adventure set in a zombie apocalypse might include “A horde appears” or “A zombie attacks!” as elements on the Characters List. This increases the chances of encountering wandering zombie hordes and experiencing random zombie attacks in your adventure, which is exactly what you want in a zombie apocalypse!

Just like with other Characters, treat an event as something that can act on its own. An Event Focus of NPC Action that invokes “A zombie attacks!” from your Characters List means this Random Event is about a zombie attacking. If the Event Focus invoking “A zombie attacks!” is NPC Negative, then maybe the attacking zombie is at a disadvantage, such as being trapped in a car and unable to reach the PC once they move away. As with any other Random Event, the Meaning Tables will give you more specific details.

Likewise, it's your choice whether to add traditional NPCs to the List when they show up in your adventure. The sheriff might be important because he's your contact for finding bounties to hunt down, or he might just be there to kickstart a Thread. The bartender at the local saloon might be important because she's a good source of local gossip, or she might just be there to give your PC a drink.

In the end, deciding what should be an active element in your adventure comes down to expectations and your own desires.

Updating Lists

Lists are updated during the Bookkeeping phase at the end of a Scene with anything you didn't add during play. This is when you decide which Characters in the Scene were important enough to add to the Characters List and whether anything stands out as a goal you want to add to the Threads List.

SCENE STRUCTURE

Time in Mythic adventures is conceptualized as cinematic Scenes in which the action of your adventure occurs. Scenes usually take place at certain locations, involve certain Characters, and revolve around certain actions or events. When these actions or events are resolved, the Scene is over.

A Scene could be your warrior PC exploring a dungeon chamber, or your smuggler PC meeting with a potential new client, or your cryptozoologist PC searching for a mysterious creature in the forest.

The amount of narrative time a Scene encompasses is up to you—it could be the fifteen minutes it takes to explore a room or the year it takes your PC to hone their swordsmanship skills. No matter what time frame you're dealing with, the Scene is about something specific.

There are four types of Scenes: the First Scene, Expected Scenes, Altered Scenes, and Interrupt Scenes.

THE FIRST SCENE

The First Scene of your adventure is a special one because it gets the story rolling. There are a few different ways you can come up with a First Scene depending on how much Context you're starting with and how surprised you want to be.



SEEDING LISTS

The start of a new adventure leaves you faced with a pair of stark, blank Lists. These Lists will gradually fill with Threads and Characters as the adventure unfolds, but the First Scene presents you with a unique opportunity to jumpstart the process and make your Lists a little less lonely.

Maybe you have certain goals you want to achieve or NPCs you want to encounter, or maybe you're importing Threads and Characters from previous adventures as part of an ongoing series. Regardless of your reasons, you can start your adventure with any elements you want already on your Lists.

Another way to pre-build your Lists is with the creation of your First Scene. No matter which strategy you go with—Inspired Idea, Random Event, Meaning Tables, or 4Ws—you can use elements from your opening prompt to seed your Lists before you start playing.

If, for example, you were using the Inspired Idea of your psychic Character journeying into the astral realm in search of their missing friend, you could put "Find my friend" as a Thread and "Lost friend" on the Characters List. Starting your adventure with these elements on the Lists allows you to make early-game Random Events even more meaningful.

INSPIRED IDEA

Mythic adventures are full of surprises, but you can always start with a fully formed idea of your own. You can think of these as "what if" ideas, such as "What if my cybernetic superhero PC gets a lead on the shadowy organization that created him?" Starting with an idea that excites you makes for a solid beginning that will lead to a solid adventure.

The Player Character in a sword-and-sorcery fantasy world is a knight named Weyland.

Weyland's Player wants to come up with their own First Scene. Since this is their first time playing Weyland they only have a handful of ideas about

FIRST SCENE STRATEGIES

**INSPIRED
IDEA**

**RANDOM
EVENT**

**MEANING
TABLES**

**4W: WHO, WHAT,
WHERE, WHY**

who he is. They want to use this adventure as a way to flesh him out as a Character, starting with his desire to be a hero.

The Player chooses this for their First Scene: Weyland has entered a wild part of the kingdom where monsters are known to wander freely and terrorize local villages. He travels to one such village, whose locals are said to cower in their homes at night for fear of the creature that's preying upon them. Weyland intends to root out the monster and end its reign of terror once and for all.

RANDOM EVENT

If you want to start surprised or don't have anything in mind you can generate a Random Event to use as inspiration for your First Scene.

Since this is the beginning of your adventure there's a good chance that your Threads and Characters Lists will be empty. Ignore any result from the Event Focus Table that calls for an element from an empty List and use Current Context as the Focus instead, just like you would during a regular Random Event.

You may not have a lot of Context to draw from yet, especially if you're starting from scratch, but you aren't completely empty-handed: you have a PC, a setting, and an idea of what you'd like to see in this adventure, especially if you're using a chosen RPG that's built around a specific world or genre. This is more than enough to form an interpretation for the First Scene. Mythic will hone your adventure with more specific goals and ideas as you play, but at this stage the possibilities are wide open and all you need are the Context and the Meaning Tables to get things off to a good start.

Weyland's Player decides to start the adventure with a Random Event. They roll for the Event Focus and get NPC Negative. Since there aren't any NPCs on the Characters List they ignore this roll and treat the Current Context as the Focus. Then they roll on the Actions Meaning Tables and get "Praise" and "Hope".

The Player interprets the Random Event this way: Weyland is making camp after a long day of trekking through the forest when he hears someone approaching. He rises to his feet, his sword drawn.

A haggard man stumbles out from the trees, and his desperate eyes lock on to the rabbit roasting over the fire. He beseeches Weyland for food, saying he's been lost in the woods and starving for many days. This becomes the basis for the First Scene of the adventure.

MEANING TABLES

You can skip the Event Focus altogether and go straight to the Meaning Tables for inspiration, rolling up as many word pairs as you need to string together an opening narrative.

Weyland's Player decides to fish for a different idea by skipping the Random Event and simply rolling word pairs on the Meaning Tables. On the Actions Meaning Tables, they get "Observe" and "Benefits". They move to the Locations Elements Meaning Table for a starting location and get "Enclosed" and "Extravagant".

This is how the Player interprets these results: Weyland has been tasked by his king to spy on a neighboring nation that appears to be prepping for war. His job is to pose as a soldier in their military long enough to assess the strength of their forces.

He successfully falls in line with a column of recruits marching towards a garrison. Once inside, he finds the outpost to be much more lavish and well-guarded than a standard border keep. Something is going on here and Weyland aims to figure out what.

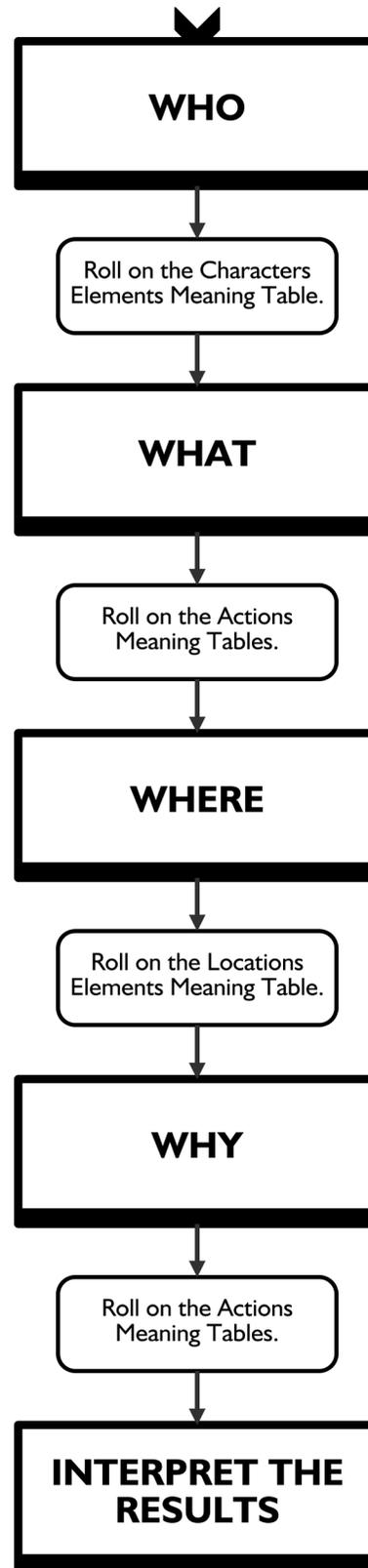
THE 4W

A more structured way to use Meaning Tables for the first Scene is to apply a 4W approach: Who, What, Where, and Why. You can roll for these in whatever order you find the most logical; you can even add How or When if a randomized method or time period would add something meaningful to your adventure.

WHO: To find out Who is primarily involved in the Scene roll on the Characters Elements Meaning Table and go with whatever interpretation makes sense, whether that's your own PC, an existing NPC, or a new NPC inspired by the word pair.

WHAT: Roll on the Actions Meaning tables to see What the main activity of the Scene will be.

FIRST SCENE 4W STRATEGY



WHERE: For the location Where the main activity is taking place roll on the Locations Elements Meaning Table. Just like with Who, this can be any new or existing location that fits the word pair.

WHY: Roll on the Actions Meaning Tables to learn the motivations behind Why the Characters are taking these actions.

Once you have your 4Ws combine them into the most interesting interpretation you can think of.

The PC is a modern mage living in Los Angeles. The Player has no idea what the adventure will be about and they want to be surprised.

Starting with Who, the Player rolls on the Characters Elements Meaning Table to get “Excited” and “Unusual”. Interesting. The Player decides to wait until they have more information to attempt an interpretation.

Next is What. Rolling on the Actions Meaning Tables gives the Player “Fail” and “Portal”. Hmm, a failed portal ... Again the Player decides to hold off on interpreting for now.

For Where the Player rolls on the Locations Elements Meaning Table and gets “Lively” and “Festive”. This sounds like a party or festival. Finally, the Player rolls for Why on the Actions Tables and gets “Travel” and “Project”.

So, they have a Who of “Excited” and “Unusual”, a What of “Fail” and “Portal”, a Where of “Lively” and “Festive”, and a Why of “Travel” and “Project”.

The Player thinks about this for a moment then they decide on this interpretation: The PC has been invited to a special Day of the Dead Festival. The partygoers themselves are dead—or rather, undead. They are a community of beings who have been summoned by spellcasters over the years. Unable to return to the afterlife, they now live quietly in Los Angeles searching for a way to get back to where they belong.

When the Player Character gets to the party he sees an assortment of undead in varying stages of decay socializing with each other. The festival is spirited (though the PC dares not eat any of the food served), but the undead revelers have a goal beyond merrymaking: they hope to open a portal to the Underworld so they can all return to rest. The festival is one part celebration of unlife and one part conference as they invite local mages to help them solve their dilemma.

The Player is happy with this interpretation and decides to add these ideas to their Lists before beginning the adventure. To the Threads List they add “Help the undead return to the Underworld”; to the Characters List they add “Community of undead” and “Other mages at the festival”. The Player is now ready to begin their adventure with a nicely detailed First Scene.



EXPECTED SCENES

Mythic adventures move fluidly from one Scene to the next, with each new Scene adding details to the growing narrative. New plot twists develop, new Threads are discovered, and new NPCs emerge, while existing Characters take new actions. Every choice you make affects the outcome of future Scenes as you strive to achieve your goals, fulfill open Threads, and reach a satisfying conclusion.

When a Scene comes to an end the first thing you do before beginning the next one is decide how you think it'll start, usually based on what you want your PC to do next. This is called an Expected Scene.

The First Scene of the Player's adventure saw their detective Character visited in his office by a mysterious new client begging him to investigate the murder of her late husband. The police ruled his death a suicide, but she thinks otherwise. Through her, the PC learned that the victim owed a great deal of money to an old army buddy who threatened his life if he didn't pay it back—a promising lead with which to start the investigation.

With the opening Scene concluded the Player must now decide how they think the next Scene will begin. They decide the Expected Scene is about their PC dropping in on the suspect at his place of work to question him.

Most of the time the Expected Scene will be based on what you decide your Character plans to do. Our detective Character wants to follow up on a lead so that forms the basis of the Player's Expected Scene.

Whatever your Expected Scene is you won't know for sure whether or not it will happen that way until you test it.

Testing The Expected Scene

Before we dive into the new Scene we have to check if your expectations happen using the Chaos Factor. Roll a d10 and compare it to the current CF value. If you roll above the CF then the Expected Scene starts exactly how you thought it would; if you roll equal to or less than the CF then your Expected Scene changes in some way.

In cases when your Expected Scene is changed check the number you rolled. If the number is odd (1, 3, 5, 7, or 9) then it becomes an Altered Scene; if the number is even (2, 4, 6, or 8) then it becomes an Interrupt Scene.

TESTING THE EXPECTED SCENE

Roll 1d10 and Compare It To The Chaos Factor.

Roll Over Chaos Factor	Expected Scene
Roll Odd (1, 3, 5, 7, 9) Within Chaos Factor	Altered Scene
Roll Even (2, 4, 6, 8) Within Chaos Factor	Interrupt Scene

ALTERED SCENES

If your Expected Scene becomes an Altered Scene then the Scene begins in the next most expected way, as though Mythic heard your idea and said, "Let's try something else instead." The Altered Scene may be nearly identical to the Expected Scene except for one detail, or it may be quite different, but it must make sense for it to happen instead of the Expected Scene.

The Player's Expected Scene of the detective dropping in on a suspect at work is changed to an Altered Scene. They decide that the next most expected Scene would be the PC discovering that the suspect isn't at work and dropping by his home instead.

Below are some ideas for coming up with Altered Scenes.

The Next Expectation

This is the default method, as explained above: Mythic said No to the Scene you expected, so go with whatever Scene you'd most expect besides that one.

A Tweak

Altering a Scene can be as simple as making a single tweak to your Expected Scene.

In a fantasy adventure, the local forest spirits are lashing out at the forest's inhabitants. The Player Character is trying to figure out what angered the spirits when a wild fire breaks out. The next Expected Scene is the PC venturing into the fire zone to find what caused it, but when the Player tests that Expected Scene an Altered Scene is triggered instead.

The Player decides to stick to the Expected Scene with one small tweak: instead of needing to investigate, the PC immediately finds the fire spirit that started the blaze. Now the Player can begin the Scene by playing out the encounter.

Think about all the different elements of an Expected Scene: the activity taking place, the NPCs involved, the objects of importance, and the location it all happens in. A change to any of these elements would give you an Altered Scene.

Since our Expected Scene with the forest fire had no NPCs in it, adding a Character, the fire spirit, was an easy tweak. The activity in this Scene is the fire itself, so tweaking that could

ALTERED SCENE STRATEGIES

**THE NEXT
EXPECTATION**

A TWEAK

**FATE
QUESTION**

**MEANING TABLES
INSPIRATION**

**SCENE
ADJUSTMENT
TABLE**

mean that the fire is bigger or smaller than expected. There were no important objects in our Expected Scene so a tweak there could be adding one, like a magical stone provided by an ally to protect the PC from the fire.

Fate Question

If you're not quite sure how to Alter the Scene, or you have several ideas with no clear winner, you can always ask a Fate Question to help you choose.

In an occult horror adventure set in ancient Rome, the Player's Roman soldier Character is investigating reports of cattle going missing in the countryside. The PC, along with a handful of fellow soldiers, has spent several Scenes marching deeper into the hills, encountering signs of rituals and black magic.

The current Scene ends when the PC returns to camp one night and finds his compatriots missing. The Player decides that the Expected Scene is this: "I arm myself and go into the woods in search of the soldiers."

A roll against the Chaos Factor turns this into an Altered Scene. The Player has a couple of ideas for Alterations: finding footprints of the soldiers leading into the woods; finding a dead soldier (which would make sense with how the adventure has been going lately); finding a soldier who's still alive. All three ideas seem equally plausible so the Player isn't sure which one it should be. They're leaning slightly toward finding footprints as the alteration so they test this with a Fate Question: "Is the Altered Scene finding footprints?"

With a Yes the Player would go with finding footprints of the soldiers as the Altered Scene.

A No might mean it's not footprints that are found. With that option off the table the next most likely idea for an alteration is finding a dead soldier.



FIND YOUR STYLE

This section covers a number of strategies for turning an Expected Scene into an Altered Scene. The method you choose will depend on how you like to play and how easy it is to modify the Expected Scene you're working with.

If you're fine with assuming some narrative control over your adventure, and the Expected Scene has an obvious second choice, then The Next Expectation or A Tweak is probably the way to go. If you want more randomness, aren't sure how to Alter the Scene, or simply feel uncomfortable assuming that much control, then a Fate Question, Meaning Tables Inspiration, or Scene Adjustment Table roll may be more to your liking.

As you role-play using Mythic you'll likely find yourself favoring one of these strategies most of the time and using a second one as backup based on what best fits your style of play and adds the most fun to your game.

An Exceptional Yes might mean taking Yes one step further and finding not just footprints but a live soldier.

An Exceptional No might mean taking No one step further and finding multiple dead soldiers.

Meaning Tables Inspiration

Just as the Meaning Tables offer inspiration for Random Events they can also offer inspiration for an Altered Scene. Choose whichever Meaning Table seems the most appropriate given the Context—Actions, Descriptions, or Elements—and then roll for a word pair to help you change the Expected Scene.

In the fantasy adventure about angry spirits the PC discovered in the previous Scene that the forest fire was caused by a fire spirit. They successfully calmed the spirit, halting the spread of the fire, and learned in the process that the spirits are

restless because something has disturbed a sacred space beneath the earth.

In the next Scene, the PC makes their way to the mouth of a cave that leads deep underground. Somewhere down there is the sacred space the spirit mentioned.

The Player decides that the next Expected Scene is “My Character enters the cave to search for the sacred space.” Testing that Expected Scene results in an Altered Scene.

Unsure of how to alter the Scene, the Player seeks inspiration from the Actions Meaning Tables for an additional element to Alter the Scene. They roll “Distrust” and “Innocent” which they interpret to mean that the ground shakes intermittently (their reasoning is that the ground is usually solid and therefore “innocent”, so now it should be “distrusted”.) The whole cave seems somewhat unstable, so cave-ins and other such perils may be an issue during the exploration ahead.

Scene Adjustment Table

For a more randomized Tweak, roll a d10 and consult the Scene Adjustment Table to see what element changes in your Expected Scene. Options include adding or removing a Character, changing the intensity of an activity, and adding or removing an object. Interpret the result in the Context of your Expected Scene to change it. If you roll a result that isn't possible in the current Context (such as Remove A Character when the Expected Scene didn't mention any Characters), roll again.

In the ancient Roman horror adventure, the Player Character finds one of his comrades in the woods. The panicked soldier raves about a creature that attacked him and dragged the others away.

In the next Scene, the PC and his terrified companion comb the forest in search of the others.

SCENE ADJUSTMENT TABLE

1d10	RESULT
1	Remove A Character
2	Add A Character
3	Reduce/Remove An Activity
4	Increase An Activity
5	Remove An Object
6	Add An Object
7-10	Make 2 Adjustments

The Scene ends when they discover an ancient, crumbling castle nestled in the wilderness.

The Player comes up with a new Expected Scene: “We enter the castle, our torches held high to help us search.” When tested this becomes an Altered Scene. The Player rolls a d10 on the Scene Adjustment Table and gets Remove A Character, which they interpret like so: “When we approach the castle the terrified soldier refuses to venture inside, too scared to go any further. I must go in alone.”

Let's go over each of the table's possible results.

REMOVE A CHARACTER

Choose the most logical Character to remove from the Expected Scene.

In the example above, the Player would remove the frightened soldier since he was the only other Character in the Expected Scene. If there were no NPCs in the Expected Scene then the Player would roll on the Scene Adjustment Table again.

ADD A CHARACTER

Choose the most logical NPC on the Characters List and add them to the Scene.

Sticking with our Roman horror adventure, a Scene Adjustment Table result of Add A Character could mean that the PC and his companion encounter another missing soldier as they enter the crumbling castle.

REDUCE/REMOVE AN ACTIVITY

Reduce the intensity of an active element in your Expected Scene, or remove it completely if that makes more sense.

In the earlier example with the restless spirits, the forest fire was an active element in the Expected Scene. A Scene Adjustment Table result of Reduce/Remove An Activity could indicate that the fire is of lesser intensity than originally expected, perhaps just a wisp of smoke signaling the start of a fire.

INCREASE AN ACTIVITY

Increase the intensity of an activity in the Expected Scene.

Sticking with the forest fire, a roll of Increase An Activity could indicate that the fire is much bigger than originally envisioned, and the PC will need to be very careful if they're going to venture into it.

REMOVE AN OBJECT

Remove a significant object in your Expected Scene, choosing whichever object makes the most sense.

For the Roman example, maybe the PC and his companion enter the castle only for their torches to run out of fuel and gutter out.



ADD AN OBJECT

Add a significant object to your Expected Scene. If nothing logical comes to mind you can roll for inspiration on the Meaning Tables.

Perhaps as the Roman Characters enter the castle the PC sees a sword lying on the ground that belonged to one of the missing soldiers, indicating that they were brought this way.

MAKE 2 ADJUSTMENTS

Make two adjustments to the Expected Scene instead of one, rolling on the Scene Adjustment Table until you have determined both adjustments. If this result is generated again simply ignore it and reroll. If you roll two results that conflict with each other ignore the second roll and just use the first.

INTERRUPT SCENES

While Altered Scenes play off your expectations, Interrupt Scenes ignore them entirely; anything can happen.

If your Expected Scene becomes an Interrupt Scene, then Mythic derails your expectations to send the narrative in a new and unforeseen direction. You generate an Interrupt Scene the same way you'd generate a Random Event: roll for the Event Focus and Event Meaning, then interpret the results in Context.

The detective PC investigating the death of his client's husband is about to visit a suspect at his workplace—the next Expected Scene. The Player rolls to test this Expected Scene and gets a 2. Since 2 is less than the current Chaos Factor of 4 an Interrupt Scene will happen instead.

To generate a Random Event for the Interrupt Scene, the Player rolls on the Event Focus Table and gets NPC Action. Rolling on the Characters List invokes Ricky No-Thumb, another suspect

EXAMPLES OF CHANGED SCENES

EXPECTED SCENE: A fantasy warrior PC is exploring the Dungeon of Fel-Azar, an ancient undead wizard. After checking a few cobwebby rooms and battling a giant scorpion, the PC makes her way down a corridor by torchlight. The Player expects the next Scene to be checking out another room to see what's in it.

ALTERED SCENE: Instead of exploring the next room the PC has an encounter in the corridor.

INTERRUPT SCENE: The Player rolls PC Negative on the Event Focus Table and gets "Ambush" and "Pain" on the Actions Meaning Tables. They interpret this to mean that their Character springs a trap as she makes her way down the corridor.

EXPECTED SCENE: A post-apocalyptic PC sneaks through an enemy encampment at night to steal gasoline for his vehicle.

ALTERED SCENE: The PC finds a cache of fuel right away, but it's guarded by two soldiers. Instead of sneaking through the camp the Scene will be about overcoming the guards without raising an alarm.

INTERRUPT SCENE: The Event Focus Table gives NPC Negative with the NPC result of "Choose". The Player chooses "Enemy warband" since that's who the PC is currently robbing. The Event Meaning Tables give "Punish" and "Battle". The Player comes up with this interpretation: Before the PC can attempt his planned theft the encampment is attacked by a rival road gang, resulting in all-out battle the PC will have to survive long enough to swipe the fuel he needs.

the detective identified in an earlier Scene. Ricky runs an illegal gambling operation that the victim often visited.

The Player rolls on the Actions Meaning Tables to see what Ricky is doing and gets "Disrupt" and "Path". The Player comes up with the

following Interruption: The PC heads downstairs from his office to go and pay Johnny Loanshark a visit, but there's someone waiting for him. Leaning against the PC's car door is a large and angry-looking man whom the PC unfortunately recognizes as Ricky No-Thumb.

This Interruption stopped the Expected Scene from happening and created an entirely new Scene, one that forces the detective into an encounter with another Character. Considering Ricky's hostile demeanor, this Scene will likely lead to new revelations about the relationships between the PC's client, her dead husband, and the suspects in his case.

Making Connections

Expected Scenes flow together organically: they start as you expect them to and follow the trajectory of the Player Character's actions. If your Character chooses to enter a room and search it, that's the basis for an Expected Scene. If your Character then leaves the room and explores the dungeon further, that's another Expected Scene.

Altered Scenes are close enough to your Expected Scene that they, too, tend to flow

together organically. Maybe your Character finishes ransacking a room and leaves to explore the dungeon further, and you get an Altered Scene that you interpret as a monster in the hall.

Interrupt Scenes disturb that flow of events, so it may not be immediately obvious how it connects to your previous Scene. Keep in mind that this Event is interrupting the expected transition from one Scene to the next. If you take into account how the previous Scene ended and what the Player Character is currently trying to do, you should be able to interpret this new Scene in a way that fits the current Context.

In the example above, the Player Character was about to drop in on a suspect when the Interrupt Scene happened. This Context gives the new Scene a logical tie-in to the adventure.

PLAYING OUT THE SCENE

Once you have the concept for your Scene ironed out (whether it's the first Scene, Expected, Altered, or Interrupted), it's time to get into the Scene and do some role-playing! Now the action of your adventures can take place, with Fate Questions there to tell you anything you need to know as you play.

A sci-fi Player Character who stole a set of blueprints for an off-world client is fleeing a cybernetic agent tasked with retrieving them. The PC should be able to escape if they can make it to their ship hidden in the foothills.

Their Player rolls an Interrupted Scene that begins with the agent spotting the PC on a busy nighttime street. The PC takes off running, hoping to lose the agent in the crowd.

The Player asks the Fate Question, "Is the area busy tonight, with lots of people on the street?"



giving it Odds of Very Likely. Mythic says Yes. Their Character pushes through the throng with the agent in hot pursuit. Strangers yell at them both as they jostle past, and a car honks its horn as the PC darts across the street.

The Player asks, “Do I see any shops that would be good to duck into?” giving it Odds of 50/50. Mythic comes back with Exceptional Yes. The Player interprets this to mean that their Character spots the perfect place: a fancy multi-story restaurant with plenty of people inside to serve as distraction. The plan is for the PC to dash inside, run upstairs, and escape out a window to one of the neighboring buildings.

The PC bursts into the restaurant, startling a waiter into dropping a tray of food. Diners cry out in alarm as the PC sprints across the dining room and races up the stairs.

The Player asks, “Is the agent close behind me?” setting the Odds to Unlikely. Mythic comes back with No. That’s good news—maybe the agent got bogged down by the crowd like they hoped.

Now it’s time to make a move and lose him completely. When the PC reaches the second floor, the Player asks, “Is there a window I can go through that leads somewhere?” setting the Odds to Very Likely. Mythic comes back with Yes. The PC opens a window and leaps to the roof of another building.

The action in a Mythic Scene progresses in this fashion, with Fate Questions helping you plot your way. Details for the adventure are built Scene by Scene. The further into an adventure you get, the more detail your narrative has, until the story takes on a life of its own.

Twists & Turns

Your expectations set the standard for what happens next in your adventure. Sometimes these expectations are tested with Fate Questions



MYTHIC WITH ANOTHER RPG

Mythic’s framework (using Fate Questions to gather information and a Scenes structure to contain the action) is all about building the narrative details of your adventure. Fate Questions are the kinds of things you’d ask a live Game Master if you were playing with one.

If you’re using Mythic with another role-playing game, then Mythic will act as the Game Master by answering your questions while you use the rules of your chosen RPG to handle the situations they cover, such as combat and skill resolution.

When the Player in the earlier sci-fi example asked a Fate Question to see if the pursuing agent was close behind, they could have replaced it with a task resolution roll against the agility skill of the RPG they were using. If they succeeded on the agility roll, then the PC would outrun the agent.

There’s a lot of overlap between what you can frame as a Fate Question and what can be resolved with your chosen RPG. How you choose to handle these uncertainties is up to you, but Mythic gives you the tools to ask Fate Questions at any time. You can even use them to replace certain rules in your RPG, as covered in the “Fate Questions” chapter.

or Expected Scenes, and sometimes they’re completely subverted by Random Events or Interrupt Scenes that introduce unforeseen twists and turns. Mythic’s mechanics for introducing the unexpected can change the narrative of your adventure in ways you never would have guessed.

The Player is using Mythic with their favorite fantasy RPG to play a solo adventure. Bering the Magnificent, their fantasy warlock PC, is attempting to cast a powerful spell that will summon and bind a demon. The wild magic required for the summoning means there’s a good chance of failure or mishap.

After an unfortunate toss of the dice, the Player determines that Bering's casting attempt fails, badly. The RPG rules state that for a casting failure this bad, the Game Master should come up with a suitable mishap. Since this is a GM-less solo adventure, the Player asks the Fate Question, "Does something unexpected happen as a result of the failed spell?" with Odds of Nearly Certain. Mythic comes back with Yes and a Random Event.

The Player decides that the Yes means there's an explosion that leaves Bering a little burned, since that seems like the most logical expectation for the failure of a spell like this. Since they also got a Random Event, the Player decides to make it a part of the failed spell mishap. The Event Focus Table gives them "Introduce New NPC", and the Meaning Tables give the words "Recruit" and "Outside".

The Player interprets this to mean that although the spell failed to summon a demon, it did summon someone from the future. This is an unexpected twist in the adventure. Not only does the rest of the Scene play out in a way the Player didn't expect, but the whole course of the adventure changes direction as Bering figures out what to do with this stranger from a distant era.

Beginning And Ending Scenes

Just as the time frame of a Scene is up to you, so too are its beginning and ending. A Scene may start when your Character physically enters an area and end when they leave, but that's only one way of doing it. Time can just as easily mark the start and end of Scenes. If you have a Scene in which your Character checks out a cave to make sure it's safe before camping there for the night, then your next Scene might begin in the same location the next morning. Let yourself be guided by your interests and the main action of the Scene. Your



ADVENTURE JOURNAL SHEET

The Adventure Journal sheet (found on the next page and in the back of the book) gives you a place to title your adventure, record the current Chaos Factor, summarize Scenes in the order they happen, and write down any other important notes. This sheet, along with the Adventure Lists (also found at the back), is all you need to keep track of your ever-expanding solo adventure.

adventure should be a string of interesting Scenes, with each one leading to the next.

When a Scene ends, and you're ready for the next one, come up with an Expected Scene for what you think that Scene will be about. If your PC is a superhero who just thwarted a robot rampage downtown, then the Expected Scene might be your Character meeting up with their scientist friend to figure out where the robot came from.

Coming up with an Expected Scene is a starting point for that Scene. Mythic will tell you whether the Scene starts as you expect or is changed into an Altered or Interrupt Scene.

Below are some ways to determine when to start and end a Scene.

INTEREST

The default approach to starting and ending Scenes is to focus on points of interest: start a Scene when something interesting happens and end it when the interesting event is over.

The Player is playing a sci-fi investigation game set in the big city. Their PC is a cybernetically enhanced police officer on the hunt for an android who's been killing corporate executives. The Player just finished a Scene in which the PC searched the site of the latest corporate killing and picked up a few clues, including evidence that the android is getting tech from the black market. What should be the next Expected Scene?



ADVENTURE JOURNAL

ADVENTURE TITLE

SCENE SUMMARY

SCENE
NUMBER

CURRENT CHAOS FACTOR

NOTES

SCENE SUMMARY

SCENE
NUMBER

SCENE SUMMARY

SCENE
NUMBER

SCENE SUMMARY

SCENE
NUMBER

Test The Expected Scene Against The Chaos Factor • Play Out The Scene • Update Lists & Chaos Factor

The Player considers what's catching their interest. The PC could look up an underworld contact to question them for leads, or stake out a black-market dealer in hopes of spotting the fugitive android, or meet with a colleague in the police department who might be able to point him in the right direction. All of these are valid Expected Scenes that are based on what is most interesting to the Player and what action they want their Character to take.

The Player settles on the PC visiting an underworld contact to question them. Now, what's the most interesting way to start the Scene? The Player decides that the PC meets his contact at their "office", a café that serves as a front for illicit activities. The Scene consists of the PC sitting at a table to chat with them about illegal weapons deals.

After a few Fate Questions, the PC starts to get nervous. His contact is being evasive, and there's an unusual amount of muscle in the room. Is this a setup?

The tension snaps when the contact signals for the bodyguards to gang up on the PC and kill him. In the ensuing brawl, the PC manages to hold them off long enough to leap out a window and escape.

The Player could decide to continue this Scene by having the PC search for a safe place to hide, but the original point of interest was the meeting. After the fight and the escape, this point of interest has ended—a good sign that the Scene should come to a close.

TIME OR LOCATION

A jump in time or change in location is another way to mark the transition from one Scene to the next.

The PC is a survivor in a post-apocalyptic world. She spent a Scene exploring a wrecked airplane

SCENE START AND END STRATEGIES

INTEREST

TIME OR LOCATION

NARRATIVE SHIFT

MOOD

AUTOMATIC INTERRUPT

and decided to make camp there for the night. If the Player wanted a time-based transition, then the Scene could end with her bunking down, and the new Scene could start when she wakes up a few hours later; if the Player wanted a location-based transition, then the Scene could end when the PC completes her exploration of the wreck and moves on.

NARRATIVE SHIFT

Instead of viewing Scenes as discrete units of activity or interest, another way to view them is as a continuous stream whose transitions are marked by narrative shifts. Let's revisit our earlier example.

The cybernetic cop is investigating a crime scene when he finds evidence of illegal weaponry. That's a shift in the narrative, a dramatic new piece of information that changes the Context of the adventure.

The Player ends the Scene there and decides that the next Expected Scene should be the PC visiting his underworld contact at the café. The meeting goes smoothly at first, but then it turns violent. This time, instead of playing out the fight like they did in the previous example, the Player stops the Scene here because it represents a shift in the narrative. The next Expected Scene is how the Player thinks this situation is going to go down. The PC is still at the café, still meeting with the contact, and is just about to get into a fight. The time, place, and situation haven't changed, but the narrative focus has.

By placing the emphasis on narrative shifts, you get a greater degree of control over how those shifts play out.

The Player's Expected Scene is that two of the bodyguards pull guns on the PC and rush at him while his contact slips away. Details like this would normally be determined with Fate



Questions (e.g., “Do a couple of guards come at me with guns?”), but the Player is using them as an Expected Scene instead.

The Scene then plays out along the established narrative lines—a big brawl in this case. When the PC leaps through a window and escapes, the narrative shifts again, and it’s time for a new Expected Scene.

MOOD

Similar to basing Scenes on narrative shifts, you can also base Scenes on mood shifts, ending a Scene when you feel that the mood of the adventure has changed. This doesn’t have to involve interest, time, place, or story changes—it’s entirely based on how you feel.

The Player’s fantasy barbarian is exploring a dungeon. She goes from room to room, killing monsters, claiming loot, and surviving traps.

If the Player were taking an interest-based approach, they might make each room its own Scene, building up curiosity for every search. A time- or location-based approach would be much the same, with Scenes changing as the PC moves from one portion of the dungeon to the next. Using narrative shifts, the PC might spend the same Scene exploring rooms and hallways until something new happens, like encountering a monster or springing a trap, and then start a new Scene to play out this event.

With a mood-based approach, the Player might do any of the above or none of them. Maybe busting into rooms and battling beasts and springing traps all fit their current mood, so the Player keeps going until it gets old and they want something different to happen. Their mood is shifting, so it’s time for a new Scene.



SIMULATIONIST VERSUS THEATRICAL

Solo play styles can broadly be broken down into two categories: simulationist and theatrical. A simulationist Player wants their adventure to emulate a virtual reality, with events proceeding in a logical fashion regardless of whether they serve a larger plot. A theatrical Player, on the other hand, is more interested in treating the adventure like an ongoing story, with all the narrative structure one would expect.

Both styles of play have differing expectations. A simulationist player tends to prioritize surprises, while a theatrical player tends to prioritize drama and tension. Each of the suggested strategies for starting and ending Scenes fits one style or either.

SCENE STYLE	SIMULATIONIST FRIENDLY	THEATRICAL FRIENDLY
Interest	✘	✘
Time Or Location	✘	
Narrative Shift		✘
Mood		✘
Automatic Interrupt	✘	✘

AUTOMATIC INTERRUPT

Your adventure is moving along nicely until you hit a dead end in the narrative. You have no idea where to go from here or what the next Expected Scene should be. Now what?

This dilemma happens in traditional, guided role-playing, too. Maybe the Players missed some cues earlier in the adventure, or maybe they didn’t choose the route the GM expected them to take,



THE MULTI APPROACH

Here is a summary of the five strategies for starting and ending Scenes.

- » **INTEREST:** Scenes are based on a goal or activity. (The default method.)
- » **TIME OR LOCATION:** Scenes are triggered by a change in time or location.
- » **NARRATIVE SHIFT:** Scenes end when something important happens that shifts the focus of the adventure.
- » **MOOD:** Scenes end when you feel like it's time to energize the adventure with a new Scene.
- » **AUTOMATIC INTERRUPT:** The new Scene is automatically an Interrupt. (Best for when you feel stuck on what should happen next.)

You can use any one of these strategies in your adventure, or you can switch them up as needed. Maybe you normally base Scenes on interest, but the current Scene isn't going anywhere interesting, so you use a shift in location to mark the end of the Scene instead. A few Scenes later, things start to feel stale, so you end the current Scene based on mood and start a new one. When the adventure heats up later on with a lot going on at once, you use a narrative shift to break things off into a new Scene so the fast-paced action stays relatively organized.

Each method has its own distinct feel, and there's no right answer for which to use when. Do whatever works best for you.

derailing an important part of the adventure. However it happened, The Players find themselves at a loss for what to do next. This is the point where a savvy Game Master will make something happen to get the PCs back on track.

You can simulate this intervention with Mythic by choosing to make the next Scene an automatic Interrupt Scene. Skip the roll against the Chaos Factor and go straight into generating a Random Event. This will create something new

to interact with and should be enough to get you back in the groove.

If you want to take it a step further, you can also skip the Event Focus Table and make the Focus an automatic Move Toward A Thread. This guarantees that the Scene will bring your PC closer to resolving an open goal, thus moving the adventure forward.

The Player's barbarian has explored much of the dungeon, overcoming traps and battling restless undead. At this point the Player isn't sure what should happen next. They've generated room after room, using Fate Questions and Meaning Tables to determine encounters, but now they think something should happen to give the dungeon crawl more flavor.

The Player has a few different goals on their Threads list, including to find the dungeon's fabled treasure. They could make something happen with an Expected Scene, like "The PC finds a clue about the treasure", but that feels too much like railroading, and they want to keep some level of surprise.

They decide to let Mythic choose what happens next by making the next Scene an automatic Interrupt Scene. This way they don't have to come up with an Expected Scene or roll against the Chaos Factor.

Since they want this Interrupt Scene to progress the adventure, the Player also chooses to make the Event Focus an automatic Move Toward A Thread. Whatever the next Scene is about, the Player knows it will be something unexpected that pushes the PC toward one of their goals.

The Many Questions Pitfall

With Fate Questions always ready to give you information, it's tempting to fish for more specific answers. While you can ask as many Questions as

you like, asking too many can easily slow down your game.

Edward, a pirate Player Character, finally locates the Cove of Sorrows that houses the treasure hoard he's been searching for.

The Player asks the Fate Question, "Is the treasure just as the stories foretold?" Mythic comes back with a Yes.

The Player wants more information, so they ask, "Is it mostly gold?" Mythic says No.

"Is it mostly jewels?" Mythic says Exceptional Yes.

The Player interprets this to mean there is some gold here and there, but the jewels are piled high.

In the example above, the Player asked three Questions to get a sense of what the treasure hoard looked like, but they could have stopped after the first one, "Is the treasure just as the stories foretold?" There is so much expectation and Context behind that Question. The Player could have run with it, improvising a description of the treasure based on what they expected, since Mythic confirmed that the treasure is "just as the stories foretold".

A good rule of thumb is to try and limit yourself to one single Question for a given situation. If that doesn't give you enough to go on, ask a second one. Most of the time your expectations will take over from there.

Keep in mind that there are four possible answers to any Fate Question: Yes, No, Exceptional Yes, and Exceptional No. This gives you a nice range of potential outcomes with just one Question.

In the pirate example above, the Question, "Is the treasure just as the stories foretold?" has four possible answers, each drawing from expectations based on the Context of the adventure so far. The interpreted answers could be something like this:



LEADING WITH EXPECTATIONS

Asking as few Fate Questions as possible keeps the game moving swiftly, since most of the details in your adventure can be derived from your expectations. When you're no longer certain about what happens that's when you ask another Fate Question. Mythic adventures flow from Fate Question to Fate Question, with your expectations filling the gaps in between.

Whether you're playing solo or using Mythic to guide a group adventure, the goal is to have fun and enjoy the experience. To that end it's helpful when interpreting Mythic's answers to trust your gut and listen to your instincts. Tapping into your imagination will turn Mythic prompts into opportunities for you to run with your expectations, leading to wonderful improvisation as new ideas are unleashed.

YES: *It's just as the stories say. There are heaps of gold and jewels pouring from overstuffed chests, fine art and antiques stolen from long lost ships, and weapons from warlords forgotten to time.*

NO: *The stories exaggerated. There are a few chests stuffed with gold and jewels, but the hoard isn't as epic as you hoped.*

EXCEPTIONAL YES: *The hoard is beyond what the stories say, with more gold and jewels than you could fit on your ship. The cavern is stuffed with it, the ceiling shimmering with the reflections of a nation's worth of wealth.*

EXCEPTIONAL NO: *There's nothing but empty chests and a few gold pieces scattered on the ground—someone beat you to the plunder.*

In this example one Question leads to four very different results, and each result is packed with a wealth of detail just from expectations; there's hardly any need to ask for more information.

Tension Building Questions

The excitement of any good story lies in the tension, and a role-playing adventure is no different. The best way to build tension in a solo or GM-less adventure is by asking conflict-oriented Questions. Such Questions may be difficult to ask—the answer might put your Character in peril or lead your adventure into a whole new direction—but embracing those difficult Questions makes for a more exciting experience. Some of the best moments in a



Mythic adventure will happen when you ask a hard Question whose answer you're genuinely worried about. How will Mythic respond? What will happen to the PC? These are exciting moments, the kind of moments you'll remember long after the adventure is over. You reach these tension-laden junctions by asking hard Questions when the time is right.

Bering The Magnificent's adventure has taken an odd twist with the arrival of the NPC from the future. The Traveler is a warrior who says that in twenty years a legendary dragon will be unleashed that will destroy the world. Bering decides to help the stranger avert this dark future by ensuring the dragon remains trapped inside its volcanic prison.

The key to their quest is a mystical amulet with the power to unlock the gateway into the volcano, a passage that was sealed by the gods an age ago. A doomsday cult is also seeking the amulet, with the goal of freeing the dragon and unleashing its chaos upon the world. The Traveler wants to find the amulet before they do and destroy it.

Their eventful journey includes the search for a lost map that reveals the amulet's location, exploring ancient catacombs to uncover clues, run-ins with cult members, and a king who wants the amulet for himself to control the dragon for his own ambitions. Bering and the Traveler agree to team up with the king's spy, and they all work together to survive the dangers of a trap-infested dungeon while cultists hunt them down.

After helping each other through many deadly perils, they finally reach the central chamber where the amulet is located. No sooner do they enter the room than the stone slab door begins to slide shut, and molten lava seeps in from vents near the ceiling. The spy uses a piece of timber to block the door from sealing them inside, narrowly averting their fiery fate.

Just when they think they're safe, undead skeletons crawl up from crypts in the chamber. While Bering and the Traveler fight them off, the spy takes the opportunity to seize the amulet from the central altar.

The Scene culminates in Bering and his companion defeating the undead just as the spy makes his way to the door, amulet in hand. The spy could easily betray them in this moment. All he'd have to do is kick the timber out of the way and let the door close on his companions. Then he could bring the artifact to his king and receive a handsome reward.

Up to this point the spy has been a trustworthy ally. They've all worked together against their common enemy, the cultists. But the Player knows that the spy has his own mission to accomplish. The question now is, will the spy choose his king over his companions?

Narratively, it would be easier to assume that the spy will wait for Bering and the Traveler—after all, he's been helpful so far. But after an honest look at the Context, the Player has to admit that the spy's motivations have always been suspect. This alliance is one of convenience, and if there were ever a moment he'd throw the others under the bus this would be it.

"Does the spy betray Bering?" is a difficult Question to ask because it fundamentally changes the story. If the answer is Yes, then Bering has lost both the amulet and a valuable ally and is now stuck in a death trap. Bering can likely use his magic to escape the room, but from then on he'd have to consider the spy and his king as much of an enemy as the cult, which would make his quest even more of a challenge.

You can imagine how genuinely nervous the Player feels as they roll the dice to learn the outcome. It's a Question filled with tension—which is exactly what we want.



NARRATIVE-KILLING QUESTIONS

Hard Questions build tension in your adventure, but narrative-killing Questions block it. How can you tell the difference?

You may be nervous to ask a tension-building Question because it might steer your adventure into very different territory, but this kind of tension is exciting because it involves the unknown. Narrative-killing Questions, however, stop the story in its tracks. The plot doesn't continue into the unknown—it just ends. All storylines conclude at some point but ending one too soon robs you of the chance to reach a more satisfying resolution.

One way to tell whether your Question builds on the narrative or kills it is whether you're interested in the outcome. Does the answer to the Question interest you, or are you only asking it because you feel like you have to?

For instance, when Bering and his companions entered the room, the Player asked the Fate Question "Does the door slide shut?" That's a good, tension building Question, and it makes sense to ask given how many traps they've encountered in the dungeon. The Player expects this room to be trapped, too, and the possibility of the door closing seems logical and interesting.

Alternatively, the Player could have asked, "Does the door slide shut, crushing the spy to death?" That Question could kill off the spy just like that and end an entire storyline with no real payoff.

Between those two Questions, the Player probably finds the first more interesting than the second, not to mention more plausible from an expectations point of view.

Focusing on tension-building Questions that draw your interest will keep you from asking Questions that send your adventure off a cliff.

DISCOVERING MEANING

Mythic's Meaning Tables aren't just good for adding important Context to Random Events, they can also be used to add detail to your adventure world without asking a Fate Question.

You can roll on a Meaning Table any time you want to know something a Yes/No Fate Question doesn't easily cover: determining Character backgrounds, learning what a new NPC looks like, discovering what action is happening in a Scene ... any detail you like. This is especially useful when you don't have any concrete expectations.

The Core Meaning Tables

The "Random Events" chapter introduces the core Meaning Tables: Actions, Descriptions, Locations Elements, Characters Elements, and Objects Elements. These five tables should cover just about anything that might come up in your adventure.

In our earlier example, pirate captain Edward discovered a cavern full of wondrous treasure. As he digs through the find with his crew he comes across a closed chest.

The Player wants to know what's inside the chest. They could go with their expectations and say it's the same as everything else in the hoard—gold, jewels, and art—but they want to add more detail to this treasure haul Scene, and getting specific about the contents of the chest is a good way to do it.

Since the Player wants to be surprised Discovering Meaning seems like a better option than coming up with a Fate Question. Out of the five core Meaning Tables they narrow it down to two options: Descriptions and Objects. In this Context the Descriptions Tables could describe the general contents of the chest, while



A LITERAL PROBLEM

When you trust yourself and listen to your instincts, Mythic's prompts can be a magic carpet ride to unlimited possibilities. But if you view the prompt too literally, they can hold you back instead of propelling you forward.

For example, let's say your spacefaring Character picks up a distress beacon from a nearby planet on their ship's scanners, so they decide to land on the planet and explore it in search of the beacon's source. As you're playing out the Scene you get a Random Event with a Focus of NPC Action that invokes a mercenary Character. Rolling on the Meaning Tables gives you "Disrupt" and "Location".

Taken literally these words may be hard to interpret. But if you move beyond their literal meaning, a distress beacon could be seen as a marker for a location. Maybe the mercenary tells you the beacon isn't really from a stranded ship, but from pirates trying to lure people in to raid them! In this interpretation, the mercenary "disrupts" what you thought the "location" was by informing you it's actually something else.

the Objects Table could focus on a specific, noteworthy item in the chest.

After thinking it over the Player decides to go with the Objects Table to represent the one thing in the chest that stands out the most.

Rolling twice on the Object Elements Meaning Table gets them "Natural" and "Moving" — definitely not what the Player expected! They come up with this interpretation: Edward opens the chest, eager to see what new delight is inside, and falls back in surprise when dozens of live crabs spill out. The chest is full of them! He quickly stands and brushes himself off, reminding himself that the treasure's been here for a very long time—apparently long enough to collect crustaceous stowaways.

Getting More Specific

The “Random Events” chapter offers five core Elements Meaning Tables, but there are even more than that. You’ll find 45 Elements Tables on the following pages, each themed to something specific. There are tables for describing dungeons, forests, spell effects, and more. There’s also a whole suite of Character-oriented tables for determining what an NPC looks like, what they’re doing, their motivations, their background, etc.

These specialized Elements Tables offer you another degree of granularity for when you want it. There’s no wrong choice when picking which table to use. The main Actions and Descriptions Tables are general enough that they can be applied to anything; the core Elements Tables get a little more specific when it comes to Locations, Characters, and Objects; and the extra Elements Tables take it a step further by getting even more specific about certain subjects.

After loading up his ship with loot, Edward explores the Cove of Sorrows and encounters a new NPC. The Player wants to generate a description for this Character using Meaning Tables. They could use the most general tables, Descriptions Meaning Tables; or they could get more specific and use the Characters Elements Meaning Table; or they could get even more specific and use the Character Descriptors Elements Meaning Table. Any of these tables would give good, useful results to the Player—all they have to do is pick one and run with it.

Some Additional Thoughts

Most of the Elements Meaning Tables are self-explanatory—for instance, the Creature Descriptors table can be used for describing creatures, and the Animal Actions Table for defining what an animal does. To help you choose which ones to use, below are descriptions of the various tables.



GET ROLLING!

With so many Elements Meaning Tables to choose from you may find yourself unable to pick or wanting to roll on more than one. I say do it! The purpose of the Meaning Tables is in the name: they’re meant to add meaning to your adventure. There’s no reason why you can’t roll on as many tables as you want, as many times as you want, until you have enough input to make a solid interpretation.

Say you encounter a new NPC while exploring a burnt-out building in a post-apocalypse adventure. A Fate Question tells you this is a hostile encounter; now you need to determine who they are and what they’re doing.

You could roll on any or all of the following Elements Tables: Character Appearance to get an idea of what they look like, Character Descriptors to add more detail to that description, Character Identity to determine what kind of NPC they are, Character Actions, Combat to see what hostile action they take, and Character Conversations when your Character tries to talk with them to find out why they’re attacking.

If you chose to roll on all of them you might get something like this: (Dirty/Official) The attacker is wearing a weathered Northern Army uniform. (Colorful/Strange) His skin is a bright purple color; presumably he’s been mutated by the Quantum Bombs that destroyed the city. (Leader/Law) You can tell by the insignia on his uniform that he is a high-ranking administrator in the Northern Army—a non-combat position. (Ambush/Frightening) He was hiding behind a pile of rubble until you entered the building, when he wildly opened fire on you. (Assist/Mistrust) As you duck behind cover you ask why he’s shooting at a fellow Northern soldier; he says he doesn’t trust the army anymore and that everyone is out for themselves now.

The three default Elements Meaning Tables—Locations, Characters, and Objects—are repeated on the following pages to keep the Elements Meaning Tables all in one place for easy reference. You can also find a collection of all the Meaning Tables, including Actions and Descriptions, grouped together at the back of this book.

ADVENTURE TONE & PLOT TWISTS

If you're constructing an adventure in advance and want some help from Mythic you can use the Adventure Tone Elements Table to guide you.

You're constructing a fantasy adventure and want to determine the overall tone. A few rolls on the Adventure Tone Elements Table give us "Bizarre" and "Reassuring". You may interpret this to mean that this is a high-magic adventure world with lots of fantastical creatures and spell-craft as a part of everyday life. Despite these extraordinary elements, the adventure world is a stable one for your Character who fits right in with all the strangeness.

The Plot Twists Elements Table can be used to modify your results from the Adventure Tone Table or as your Meaning Table for a Random Event that you think will change the course of your narrative.

ALIEN SPECIES DESCRIPTORS

This is meant for sci-fi adventures that feature aliens on distant worlds. The table is biased toward intelligent species, the kind found in a functioning civilization.

ANIMAL ACTIONS

This table focuses on actions a wild animal might take. This is useful for describing the behavior of animals or any other creature that's feral, out of its mind, or extremely confused.

ELEMENTS MEANING TABLES AT A GLANCE

ADVENTURE TONE	ALIEN SPECIES DESCRIPTORS	ANIMAL ACTIONS
ARMY DESCRIPTORS	CAVERN DESCRIPTORS	CHARACTERS
CHARACTER ACTIONS, COMBAT	CHARACTER ACTIONS, GENERAL	CHARACTER APPEARANCE
CHARACTER BACKGROUND	CHARACTER CONVERSATIONS	CHARACTER DESCRIPTORS
CHARACTER IDENTITY	CHARACTER MOTIVATIONS	CHARACTER PERSONALITY
CHARACTER SKILLS	CHARACTER TRAITS & FLAWS	CITY DESCRIPTORS
CIVILIZATION DESCRIPTORS	CREATURE ABILITIES	CREATURE DESCRIPTORS
CRYPTIC MESSAGE	CURSES	DOMICILE DESCRIPTORS
DUNGEON DESCRIPTORS	DUNGEON TRAPS	FOREST DESCRIPTORS
GODS	LEGENDS	LOCATIONS
MAGIC ITEM DESCRIPTORS	MUTATION DESCRIPTORS	NAMES
NOBLE HOUSE	OBJECTS	PLOT TWISTS
POWERS	SCAVENGING RESULTS	SMELLS
SOUNDS	SPELL EFFECTS	STARSHIP DESCRIPTORS
TERRAIN DESCRIPTORS	UNDEAD DESCRIPTORS	VISIONS & DREAMS

MEANING TABLES: ELEMENTS

ADVENTURE TONE

1: Action	51: Intellect
2: Activity	52: Intense
3: Adventurous	53: Interesting
4: Adversity	54: Intrigue
5: Aggressive	55: Lavish
6: Amusing	56: Legal
7: Anxious	57: Lethal
8: Attainment	58: Light
9: Average	59: Macabre
10: Bizarre	60: Magnificent
11: Bleak	61: Majestic
12: Bold	62: Mature
13: Busy	63: Meaningful
14: Calm	64: Mechanical
15: Cheerful	65: Messy
16: Colorful	66: Military
17: Combative	67: Misfortune
18: Competitive	68: Mistrust
19: Conflict	69: Modern
20: Crazy	70: Mundane
21: Creepy	71: Mystery
22: Dangerous	72: Natural
23: Dark	73: Normal
24: Emotional	74: Odd
25: Energetic	75: Personal
26: Epic	76: Physical
27: Evil	77: Power
28: Exterior	78: Pursuit
29: Failure	79: Quaint
30: Fame	80: Random
31: Familiar	81: Rare
32: Fearful	82: Reassuring
33: Festive	83: Remarkable
34: Fierce	84: Rough
35: Fortunate	85: Rustic
36: Frantic	86: Scary
37: Fresh	87: Simple
38: Frightening	88: Slow
39: Glorious	89: Social
40: Goals	90: Strange
41: Hard	91: Strong
42: Harsh	92: Struggle
43: Heavy	93: Tension
44: Historical	94: Travel
45: Hopeful	95: Trials
46: Horrible	96: Vengeance
47: Horror	97: Very
48: Important	98: Violent
49: Inquire	99: Warlike
50: Inspect	100: Wild

ALIEN SPECIES DESCRIPTORS

1: Advanced	51: Lethal
2: Aggressive	52: Levitating
3: Agile	53: Liquid
4: Amphibious	54: Mammalian
5: Ancient	55: Many-eyed
6: Anxious	56: Militaristic
7: Aquatic	57: Mysterious
8: Arrogant	58: Nightmarish
9: Artistic	59: Odd
10: Avian	60: Oppressive
11: Beautiful	61: Passive
12: Bizarre	62: Peaceful
13: Carapace	63: Perfect
14: Clawed	64: Plant
15: Colorful	65: Powered
16: Combative	66: Powerful
17: Conquering	67: Powers
18: Dangerous	68: Primitive
19: Declining	69: Prosperous
20: Defensive	70: Psychic
21: Desperate	71: Reptilian
22: Destructive	72: Robotic
23: Dominating	73: Scary
24: Emotionless	74: Scientific
25: Enormous	75: Secretive
26: Exploitive	76: Servitor
27: Explorers	77: Simple
28: Familiar	78: Skilled
29: Fast	79: Slender
30: Feeble	80: Slow
31: Feral	81: Small
32: Ferocious	82: Smelly
33: Friendly	83: Strange
34: Frightening	84: Strong
35: Fungal	85: Suffering
36: Furry	86: Tail
37: Generous	87: Tall
38: Gentle	88: Technological
39: Glowing	89: Tentacled
40: Graceful	90: Threatening
41: Harsh	91: Toothy
42: Helpful	92: Travelers
43: Humanoid	93: Treacherous
44: Hungry	94: Violent
45: Immortal	95: Warlike
46: Insectlike	96: Wary
47: Insubstantial	97: Watery
48: Intelligent	98: Weak
49: Intimidating	99: Wings
50: Large	100: Wormish

ANIMAL ACTIONS

1: Abandon	51: Hunt
2: Abnormal	52: Ignore
3: Aggressive	53: Imitate
4: Angry	54: Implore
5: Anxious	55: Imprison
6: Assist	56: Inspect
7: Attack	57: Intense
8: Befriend	58: Irritating
9: Bestow	59: Juvenile
10: Bizarre	60: Lazy
11: Bold	61: Leave
12: Break	62: Lethal
13: Busy	63: Loud
14: Calm	64: Loyal
15: Careful	65: Messy
16: Careless	66: Mistrust
17: Cautious	67: Move
18: Ceaseless	68: Mundane
19: Change	69: Mysterious
20: Combative	70: Natural
21: Curious	71: Neglect
22: Dangerous	72: Normal
23: Deliberate	73: Observe
24: Disinterested	74: Odd
25: Disrupt	75: Oppose
26: Distracted	76: Playful
27: Dominate	77: Protect
28: Energetic	78: Pursue
29: Excited	79: Quiet
30: Exotic	80: Reassuring
31: Familiar	81: Release
32: Fearful	82: Return
33: Feeble	83: Scary
34: Ferocious	84: Simple
35: Fierce	85: Slow
36: Fight	86: Strange
37: Flee	87: Struggle
38: Follow	88: Swift
39: Food	89: Tactics
40: Frantic	90: Take
41: Friendship	91: Threatening
42: Frightening	92: Tranquil
43: Generous	93: Transform
44: Gentle	94: Trick
45: Graceful	95: Trust
46: Harm	96: Violent
47: Hasty	97: Warn
48: Helpful	98: Waste
49: Helpless	99: Wild
50: Hungry	100: Yield

MEANING TABLES: ELEMENTS

ARMY DESCRIPTORS

1: Active	51: Mysterious
2: Aggressive	52: Normal
3: Allies	53: Path
4: Ambush	54: Persecute
5: Animals	55: Power
6: Arrive	56: Problems
7: Assist	57: Punish
8: Average	58: Pursue
9: Betray	59: Quiet
10: Bizarre	60: Ready
11: Block	61: Reassuring
12: Bold	62: Recruit
13: Calm	63: Release
14: Careless	64: Riches
15: Cautious	65: Rough
16: Ceaseless	66: Ruin
17: Celebrate	67: Ruthless
18: Colorful	68: Simple
19: Communicate	69: Skilled
20: Creepy	70: Slow
21: Deceive	71: Small
22: Defensive	72: Stalemate
23: Defiant	73: Start
24: Delay	74: Stop
25: Disorganized	75: Strange
26: Divide	76: Strong
27: Efficient	77: Struggle
28: Enemies	78: Success
29: Energy	79: Suffering
30: Failure	80: Supplies
31: Ferocious	81: Swift
32: Fight	82: Tactics
33: Food	83: Take
34: Foolish	84: Technology
35: Fortunate	85: Tension
36: Frantic	86: Testing
37: Fresh	87: Threatening
38: Frightening	88: Tired
39: Helpful	89: Travel
40: Helpless	90: Triumph
41: Illness	91: Truce
42: Lacking	92: Trust
43: Large	93: Unequipped
44: Lavish	94: Unexpected
45: Lazy	95: Untrained
46: Leadership	96: Victory
47: Lethal	97: Violate
48: Loud	98: Waste
49: Loyal	99: Weak
50: Mighty	100: Weapons

CAVERN DESCRIPTORS

1: Activity	51: Interesting
2: Ancient	52: Large
3: Animals	53: Ledge
4: Aromatic	54: Lethal
5: Art	55: Light
6: Beautiful	56: Loud
7: Bizarre	57: Magnificent
8: Bleak	58: Message
9: Blocked	59: Messy
10: Boulder	60: Minerals
11: Bright	61: Misfortune
12: Cliff	62: Mist
13: Climb	63: Mysterious
14: Closed	64: Natural
15: Cold	65: Nature
16: Collapsed	66: Normal
17: Colorful	67: Occupied
18: Cracked	68: Odd
19: Cramped	69: Open
20: Crawl	70: Path
21: Creature	71: Plants
22: Creepy	72: Pool
23: Crumbling	73: Quiet
24: Curious	74: Reassuring
25: Damaged	75: Remarkable
26: Dangerous	76: Riches
27: Dark	77: River
28: Difficult	78: Rock
29: Dirty	79: Rough
30: Discouraging	80: Scary
31: Dripping	81: Simple
32: Dry	82: Slippery
33: Echo	83: Slope
34: Elements	84: Small
35: Empty	85: Smelly
36: Enormous	86: Smooth
37: Exit	87: Sounds
38: Exotic	88: Stalactites
39: Fall	89: Strange
40: Flora	90: Threatening
41: Frightening	91: Tight
42: Full	92: Tranquil
43: Fungus	93: Treasure
44: Good	94: Unnatural
45: Hard	95: Unstable
46: Harm	96: Untouched
47: Harsh	97: Warm
48: Hole	98: Waste
49: Huge	99: Water
50: Icy	100: Windy

CHARACTERS

1: Accompanied	51: Important
2: Active	52: Inactive
3: Aggressive	53: Influential
4: Ambush	54: Innocent
5: Animal	55: Intense
6: Anxious	56: Knowledgeable
7: Armed	57: Large
8: Beautiful	58: Lonely
9: Bold	59: Loud
10: Busy	60: Loyal
11: Calm	61: Masculine
12: Careless	62: Mighty
13: Casual	63: Miserable
14: Cautious	64: Multiple
15: Classy	65: Mundane
16: Colorful	66: Mysterious
17: Combative	67: Natural
18: Crazy	68: Odd
19: Creepy	69: Official
20: Curious	70: Old
21: Dangerous	71: Passive
22: Deceitful	72: Peaceful
23: Defeated	73: Playful
24: Defiant	74: Powerful
25: Delightful	75: Professional
26: Emotional	76: Protected
27: Energetic	77: Protecting
28: Equipped	78: Questioning
29: Excited	79: Quiet
30: Expected	80: Reassuring
31: Familiar	81: Resourceful
32: Fast	82: Seeking
33: Feeble	83: Skilled
34: Feminine	84: Slow
35: Ferocious	85: Small
36: Foe	86: Stealthy
37: Foolish	87: Strange
38: Fortunate	88: Strong
39: Fragrant	89: Tall
40: Frantic	90: Thieving
41: Friend	91: Threatening
42: Frightened	92: Triumphant
43: Frightening	93: Unexpected
44: Generous	94: Unnatural
45: Glad	95: Unusual
46: Happy	96: Violent
47: Harmful	97: Vocal
48: Helpful	98: Weak
49: Helpless	99: Wild
50: Hurt	100: Young

MEANING TABLES: ELEMENTS

CHARACTER ACTIONS, COMBAT

1: Abandon	51: Hasty
2: Abuse	52: Hide
3: Aggressive	53: Imitate
4: Agree	54: Imprison
5: Ally	55: Kill
6: Ambush	56: Lead
7: Amuse	57: Lethal
8: Anger	58: Liberty
9: Antagonize	59: Lie
10: Anxious	60: Loud
11: Assist	61: Loyal
12: Attack	62: Magic
13: Betray	63: Mechanical
14: Block	64: Mighty
15: Bold	65: Military
16: Brave	66: Mock
17: Break	67: Move
18: Calm	68: Mysterious
19: Careless	69: Normal
20: Carry	70: Odd
21: Cautious	71: Open
22: Celebrate	72: Oppose
23: Change	73: Pain
24: Charge	74: Path
25: Communicate	75: Prepare
26: Compete	76: Punish
27: Control	77: Pursue
28: Crazy	78: Rough
29: Cruel	79: Rude
30: Damage	80: Ruin
31: Deceive	81: Ruthless
32: Defend	82: Simple
33: Defiant	83: Slow
34: Delay	84: Spy
35: Disrupt	85: Stop
36: Divide	86: Strange
37: Dominate	87: Struggle
38: Energetic	88: Suppress
39: Enthusiastic	89: Swift
40: Expectation	90: Take
41: Fearful	91: Technology
42: Ferocious	92: Threaten
43: Fierce	93: Trick
44: Fight	94: Truce
45: Flee	95: Usurp
46: Frantic	96: Vehicle
47: Free	97: Vengeance
48: Frightening	98: Waste
49: Harm	99: Weapon
50: Harsh	100: Withdraw

CHARACTER ACTIONS, GENERAL

1: Abandon	51: Imprison
2: Aggressive	52: Increase
3: Amusing	53: Inspect
4: Anger	54: Intense
5: Antagonize	55: Juvenile
6: Anxious	56: Kind
7: Assist	57: Lazy
8: Bestow	58: Leadership
9: Betray	59: Lethal
10: Bizarre	60: Loud
11: Block	61: Loyal
12: Bold	62: Mature
13: Break	63: Meaningful
14: Calm	64: Messy
15: Care	65: Move
16: Careful	66: Mundane
17: Careless	67: Mysterious
18: Celebrate	68: Nice
19: Change	69: Normal
20: Combative	70: Odd
21: Communicate	71: Official
22: Control	72: Open
23: Crazy	73: Oppose
24: Creepy	74: Passion
25: Dangerous	75: Peace
26: Deceive	76: Playful
27: Decrease	77: Pleasures
28: Defiant	78: Possessions
29: Delay	79: Punish
30: Disrupt	80: Pursue
31: Dominate	81: Release
32: Efficient	82: Return
33: Energetic	83: Simple
34: Excited	84: Slow
35: Expose	85: Start
36: Fearful	86: Stop
37: Feeble	87: Strange
38: Fierce	88: Struggle
39: Fight	89: Swift
40: Foolish	90: Tactics
41: Frantic	91: Take
42: Frightening	92: Technology
43: Generous	93: Threatening
44: Gentle	94: Trust
45: Harm	95: Violent
46: Harsh	96: Waste
47: Hasty	97: Weapons
48: Helpful	98: Wild
49: Imitate	99: Work
50: Important	100: Yield

CHARACTER APPEARANCE

1: Abnormal	51: Lean
2: Armed	52: Limbs
3: Aromatic	53: Lithe
4: Athletic	54: Masculine
5: Attractive	55: Mature
6: Average	56: Messy
7: Bald	57: Mighty
8: Beautiful	58: Modern
9: Bizarre	59: Mundane
10: Brutish	60: Muscular
11: Casual	61: Mysterious
12: Classy	62: Natural
13: Clean	63: Neat
14: Clothing	64: Normal
15: Colorful	65: Odd
16: Common	66: Official
17: Cool	67: Old
18: Creepy	68: Petite
19: Cute	69: Piercing
20: Dainty	70: Powerful
21: Delicate	71: Professional
22: Desperate	72: Reassuring
23: Different	73: Regal
24: Dirty	74: Remarkable
25: Drab	75: Rough
26: Elegant	76: Rustic
27: Equipment	77: Scar
28: Exotic	78: Scary
29: Expensive	79: Scented
30: Extravagant	80: Scholarly
31: Eyewear	81: Short
32: Familiar	82: Simple
33: Fancy	83: Sinister
34: Features	84: Small
35: Feminine	85: Smelly
36: Festive	86: Stocky
37: Frail	87: Strange
38: Hair	88: Striking
39: Hairy	89: Strong
40: Headwear	90: Stylish
41: Heavy	91: Tall
42: Hurt	92: Tattoo
43: Innocent	93: Tools
44: Insignia	94: Trendy
45: Intense	95: Unusual
46: Interesting	96: Very
47: Intimidating	97: Weak
48: Jewelry	98: Weapon
49: Large	99: Wounded
50: Lavish	100: Young

MEANING TABLES: ELEMENTS

CHARACTER BACKGROUND

1: Abandoned	51: Hard
2: Abuse	52: Harm
3: Academic	53: Harsh
4: Activity	54: Heal
5: Adventurous	55: Helped
6: Adversity	56: Heroic
7: Art	57: Humble
8: Assist	58: Humiliation
9: Average	59: Imprisonment
10: Bad	60: Independent
11: Bizarre	61: Inherit
12: Bleak	62: Injury
13: Bold	63: Injustice
14: Burden	64: Legal
15: Business	65: Loss
16: Care	66: Military
17: Career	67: Mistake
18: Chaotic	68: Mundane
19: Cheat	69: Nature
20: Combat	70: Outsider
21: Commitment	71: Person
22: Community	72: Place
23: Competition	73: Poor
24: Conflict	74: Power
25: Control	75: Prestige
26: Crime	76: Privilege
27: Damaged	77: Pursued
28: Danger	78: Recruited
29: Death	79: Religion
30: Deceive	80: Rural
31: Decrease	81: Saved
32: Defeated	82: Search
33: Disaster	83: Seclusion
34: Dispute	84: Service
35: Emotion	85: Sheltered
36: Environment	86: Skill
37: Escape	87: Strange
38: Exile	88: Successful
39: Experience	89: Survival
40: Failure	90: Tradition
41: Faith	91: Training
42: Fame	92: Trauma
43: Family	93: Travel
44: Fortunate	94: Urban
45: Free	95: War
46: Freedom	96: Wealth
47: Friend	97: Wild
48: Gifts	98: Work
49: Good	99: Wounded
50: Guided	100: Youth

CHARACTER CONVERSATIONS

1: Abuse	51: Ideas
2: Advice	52: Inform
3: Aggressive	53: Innocent
4: Agree	54: Inquire
5: Amusing	55: Intense
6: Angry	56: Interesting
7: Anxious	57: Intolerance
8: Assist	58: Irritating
9: Awkward	59: Joyful
10: Betray	60: Judgmental
11: Bizarre	61: Juvenile
12: Bleak	62: Kind
13: Bold	63: Leadership
14: Business	64: Lie
15: Calm	65: Loud
16: Careful	66: Loving
17: Careless	67: Loyal
18: Cautious	68: Macabre
19: Cheerful	69: Mature
20: Classy	70: Meaningful
21: Cold	71: Miserable
22: Colorful	72: Mistrust
23: Combative	73: Mocking
24: Crazy	74: Mundane
25: Creepy	75: Mysterious
26: Curious	76: News
27: Defiant	77: Nice
28: Delightful	78: Normal
29: Disagreeable	79: Odd
30: Dispute	80: Offensive
31: Efficient	81: Official
32: Energetic	82: Oppose
33: Enthusiastic	83: Peace
34: Excited	84: Plans
35: Fearful	85: Playful
36: Fierce	86: Polite
37: Foolish	87: Positive
38: Frantic	88: Praise
39: Frightening	89: Quarrelsome
40: Generous	90: Quiet
41: Gentle	91: Reassuring
42: Glad	92: Refuse
43: Grateful	93: Rude
44: Haggle	94: Rumor
45: Happy	95: Simple
46: Harsh	96: Threatening
47: Hasty	97: Truce
48: Helpful	98: Trust
49: Helpless	99: Warm
50: Hopeless	100: Wild

CHARACTER DESCRIPTORS

1: Abnormal	51: Foul
2: Active	52: Frightened
3: Adventurous	53: Gentle
4: Aggressive	54: Harmful
5: Agreeable	55: Helpful
6: Ally	56: Heroic
7: Ancient	57: Humorous
8: Angry	58: Hurt
9: Anxious	59: Ignorant
10: Armed	60: Impulsive
11: Aromatic	61: Inept
12: Arrogant	62: Informative
13: Attractive	63: Intelligent
14: Awkward	64: Interesting
15: Beautiful	65: Intimidating
16: Bizarre	66: Intrusive
17: Bleak	67: Large
18: Bold	68: Loud
19: Brave	69: Meek
20: Busy	70: Naive
21: Calm	71: Old
22: Capable	72: Passive
23: Careful	73: Polite
24: Careless	74: Poor
25: Caring	75: Powerful
26: Cautious	76: Powerless
27: Cheerful	77: Primitive
28: Classy	78: Principled
29: Clean	79: Quiet
30: Clumsy	80: Respectful
31: Colorful	81: Rough
32: Combative	82: Rude
33: Commanding	83: Simple
34: Common	84: Skilled
35: Competitive	85: Slow
36: Confident	86: Small
37: Crazy	87: Sneaky
38: Curious	88: Sophisticated
39: Dangerous	89: Strange
40: Different	90: Strong
41: Difficult	91: Supportive
42: Dirty	92: Surprising
43: Disagreeable	93: Sweet
44: Disciplined	94: Trained
45: Educated	95: Uniformed
46: Elegant	96: Unusual
47: Erratic	97: Weak
48: Exotic	98: Wealthy
49: Fancy	99: Wild
50: Fast	100: Young

MEANING TABLES: ELEMENTS

CHARACTER IDENTITY

1: Abandoned	51: Killer
2: Administrator	52: Laborer
3: Adventurous	53: Lackey
4: Adversary	54: Law
5: Advisor	55: Leader
6: Ally	56: Legal
7: Art	57: Lost
8: Artist	58: Mechanical
9: Assistant	59: Mediator
10: Athlete	60: Merchant
11: Authority	61: Messenger
12: Bureaucrat	62: Military
13: Business	63: Mundane
14: Combatant	64: Mystery
15: Competitor	65: Official
16: Controller	66: Organizer
17: Crafter	67: Outsider
18: Creator	68: Performer
19: Criminal	69: Persecutor
20: Deceiver	70: Planner
21: Deliverer	71: Pleaser
22: Dependent	72: Power
23: Driver/Pilot	73: Prisoner
24: Elite	74: Professional
25: Enemy	75: Protector
26: Enforcer	76: Public
27: Engineer	77: Punish
28: Entertainer	78: Radical
29: Executive	79: Religious
30: Expert	80: Represent
31: Explorer	81: Rogue
32: Family	82: Ruffian
33: Farmer	83: Ruler
34: Fighter	84: Scholar
35: Fixer	85: Scientist
36: Foreigner	86: Scout
37: Friend	87: Servant
38: Gambler	88: Socialite
39: Gatherer	89: Soldier
40: Guardian	90: Student
41: Healer	91: Subverter
42: Helpless	92: Supporter
43: Hero	93: Survivor
44: Hunter	94: Teacher
45: Information	95: Thief
46: Innocent	96: Trader
47: Inspector	97: Victim
48: Intellectual	98: Villain
49: Investigator	99: Wanderer
50: Judge	100: Warrior

CHARACTER MOTIVATIONS

1: Adventure	51: Intolerance
2: Adversity	52: Investment
3: Ambition	53: Jealousy
4: Anger	54: Joy
5: Approval	55: Justice
6: Art	56: Leader
7: Attain	57: Legal
8: Business	58: Loss
9: Change	59: Love
10: Character	60: Loyalty
11: Conflict	61: Malice
12: Control	62: Misfortune
13: Create	63: Mistrust
14: Danger	64: Mundane
15: Death	65: Mysterious
16: Deceive	66: Nature
17: Destroy	67: Object
18: Diminish	68: Obligation
19: Disrupt	69: Official
20: Emotion	70: Oppose
21: Enemy	71: Pain
22: Environment	72: Passion
23: Escape	73: Path
24: Failure	74: Peace
25: Fame	75: Physical
26: Family	76: Place
27: Fear	77: Plan
28: Fight	78: Pleasure
29: Find	79: Power
30: Free	80: Pride
31: Friend	81: Protect
32: Goal	82: Pursue
33: Gratify	83: Rare
34: Group	84: Recover
35: Guide	85: Reveal
36: Guilt	86: Revenge
37: Hate	87: Riches
38: Heal	88: Safety
39: Help	89: Search
40: Hide	90: Serve
41: Home	91: Start
42: Hope	92: Stop
43: Idea	93: Strange
44: Illness	94: Struggle
45: Important	95: Success
46: Imprison	96: Suffering
47: Increase	97: Support
48: Information	98: Take
49: Innocent	99: Transform
50: Intellect	100: Travel

CHARACTER PERSONALITY

1: Active	51: Humorous
2: Adventurous	52: Inconsistent
3: Aggressive	53: Independent
4: Agreeable	54: Interesting
5: Ambitious	55: Intolerant
6: Amusing	56: Irresponsible
7: Angry	57: Knowledgeable
8: Annoying	58: Larcenous
9: Anxious	59: Leader
10: Arrogant	60: Likable
11: Average	61: Loyal
12: Awkward	62: Manipulative
13: Bad	63: Mercurial
14: Bitter	64: Naive
15: Bold	65: Nervous
16: Brave	66: Oblivious
17: Calm	67: Obstinate
18: Careful	68: Optimistic
19: Careless	69: Perceptive
20: Classy	70: Perfectionist
21: Cold	71: Practical
22: Collector	72: Prepared
23: Committed	73: Principled
24: Competitive	74: Protect
25: Confident	75: Quiet
26: Control	76: Quirky
27: Crazy	77: Rash
28: Creative	78: Rational
29: Crude	79: Respectful
30: Curious	80: Responsible
31: Deceptive	81: Restless
32: Determined	82: Risk
33: Devoted	83: Rude
34: Disagreeable	84: Savvy
35: Dull	85: Searching
36: Emotion	86: Selfish
37: Empathetic	87: Selfless
38: Fair	88: Shallow
39: Fastidious	89: Social
40: Follower	90: Strange
41: Foolish	91: Strong
42: Friendly	92: Studious
43: Good	93: Superstitious
44: Gourmet	94: Tolerant
45: Greed	95: Vindictive
46: Haunted	96: Vocal
47: Helpful	97: Wary
48: Honest	98: Weak
49: Honor	99: Wild
50: Humble	100: Wise

MEANING TABLES: ELEMENTS

CHARACTER SKILLS

1: Activity	51: Invade
2: Adversity	52: Investigative
3: Agility	53: Knowledge
4: Animals	54: Leadership
5: Art	55: Legal
6: Assist	56: Lethal
7: Athletic	57: Lie
8: Attack	58: Master
9: Attain	59: Mechanical
10: Average	60: Medical
11: Balance	61: Mental
12: Beginner	62: Military
13: Bestow	63: Motion
14: Block	64: Move
15: Business	65: Mundane
16: Change	66: Mysterious
17: Combat	67: Nature
18: Communicate	68: Normal
19: Conflict	69: Obstacles
20: Control	70: Official
21: Create	71: Open
22: Criminal	72: Oppose
23: Damage	73: Perception
24: Danger	74: Practical
25: Deceit	75: Professional
26: Decrease	76: Ranged
27: Defense	77: Release
28: Develop	78: Rogue
29: Dispute	79: Ruin
30: Disrupt	80: Simple
31: Domestic	81: Social
32: Dominate	82: Specialist
33: Driving	83: Start
34: Elements	84: Stop
35: Energy	85: Strange
36: Environment	86: Strength
37: Experienced	87: Struggle
38: Expert	88: Suppress
39: Fight	89: Take
40: Free	90: Technology
41: Guide	91: Transform
42: Harm	92: Travel
43: Heal	93: Trick
44: Health	94: Usurp
45: Increase	95: Vehicle
46: Inform	96: Violence
47: Information	97: Water
48: Inquire	98: Weapon
49: Inspect	99: Weather
50: Intellect	100: Wounds

CHARACTER TRAITS & FLAWS

1: Academic	51: Leadership
2: Adversity	52: Legal
3: Animal	53: Less
4: Assist	54: Lethal
5: Attract	55: Limited
6: Beautiful	56: Loyal
7: Benefits	57: Mental
8: Bestow	58: Military
9: Bizarre	59: Misfortune
10: Block	60: Missing
11: Burden	61: Move
12: Combat	62: Multi
13: Communicate	63: Nature
14: Connection	64: Object
15: Control	65: Odd
16: Create	66: Old
17: Criminal	67: Partial
18: Damaged	68: Passion
19: Dangerous	69: Perception
20: Decrease	70: Physical
21: Defense	71: Poor
22: Delicate	72: Possessions
23: Different	73: Power
24: Dominate	74: Principles
25: Driven	75: Public
26: Emotion	76: Rare
27: Enemy	77: Remarkable
28: Energy	78: Resistant
29: Environment	79: Resource
30: Failure	80: Rich
31: Fame	81: Sense
32: Familiar	82: Skill
33: Fast	83: Small
34: Feeble	84: Social
35: Flawless	85: Specialized
36: Focused	86: Spirit
37: Fortunate	87: Strange
38: Friends	88: Strong
39: Good	89: Suffering
40: Healthy	90: Technical
41: Illness	91: Technology
42: Impaired	92: Tough
43: Increase	93: Travel
44: Information	94: Trouble
45: Inspect	95: Trustworthy
46: Intellect	96: Unusual
47: Intense	97: Very
48: Interesting	98: Weak
49: Lacking	99: Weapon
50: Large	100: Young

CITY DESCRIPTORS

1: Activity	51: Loud
2: Aggressive	52: Magnificent
3: Aromatic	53: Masses
4: Average	54: Meaningful
5: Beautiful	55: Mechanical
6: Bleak	56: Messy
7: Block	57: Mighty
8: Bridge	58: Military
9: Bustling	59: Miserable
10: Calm	60: Misfortune
11: Chaotic	61: Modern
12: Clean	62: Mountain
13: Cold	63: Mundane
14: Colorful	64: Mysterious
15: Commerce	65: Nature
16: Conflict	66: Odd
17: Control	67: Old
18: Crime	68: Oppress
19: Dangerous	69: Opulence
20: Dense	70: Peace
21: Developed	71: Poor
22: Dirty	72: Powerful
23: Efficient	73: Protected
24: Energy	74: Public
25: Enormous	75: Quiet
26: Environment	76: Rare
27: Extravagant	77: Reassuring
28: Festive	78: Remarkable
29: Flawless	79: River
30: Frightening	80: Rough
31: Government	81: Ruined
32: Happy	82: Rustic
33: Harsh	83: Simple
34: Healthy	84: Small
35: Helpful	85: Sparse
36: Hills	86: Structures
37: History	87: Struggle
38: Illness	88: Success
39: Important	89: Suffering
40: Impressive	90: Technology
41: Industry	91: Tension
42: Interesting	92: Travel
43: Intrigues	93: Troubled
44: Isolated	94: Valuable
45: Lacking	95: Warm
46: Lake	96: Water
47: Large	97: Weak
48: Lavish	98: Weather
49: Leadership	99: Wild
50: Liberty	100: Work

MEANING TABLES: ELEMENTS

CIVILIZATION DESCRIPTORS

1: Active	51: Happy
2: Advanced	52: Healthy
3: Adventurous	53: Helpful
4: Aggressive	54: Helpless
5: Agricultural	55: Historical
6: Ancient	56: Important
7: Angry	57: Industrial
8: Anxious	58: Influential
9: Artistic	59: Intolerant
10: Average	60: Large
11: Beautiful	61: Lawful
12: Bizarre	62: Lawless
13: Bleak	63: Magnificent
14: Bold	64: Mighty
15: Bureaucratic	65: Militaristic
16: Carefree	66: Miserable
17: Careful	67: Modern
18: Careless	68: Mundane
19: Cautious	69: Mysterious
20: Classy	70: Old
21: Clean	71: Open
22: Colorful	72: Oppressive
23: Combative	73: Peaceful
24: Commercial	74: Polite
25: Competitive	75: Poor
26: Constructive	76: Powerful
27: Controlling	77: Primitive
28: Crazy	78: Punitive
29: Creative	79: Quaint
30: Creepy	80: Religious
31: Cruel	81: Ruined
32: Curious	82: Rustic
33: Dangerous	83: Ruthless
34: Declining	84: Scary
35: Defiant	85: Simple
36: Delightful	86: Small
37: Developed	87: Strange
38: Disagreeable	88: Strong
39: Distrustful	89: Struggling
40: Dominant	90: Successful
41: Dull	91: Suffering
42: Efficient	92: Suppressed
43: Expanding	93: Suspicious
44: Failed	94: Treacherous
45: Famous	95: Warlike
46: Fearful	96: Weak
47: Festive	97: Wealthy
48: Free	98: Welcoming
49: Generous	99: Wild
50: Greedy	100: Young

CREATURE ABILITIES

1: Ambush	51: Imprison
2: Animate	52: Increase
3: Armor	53: Intelligent
4: Arrive	54: Itself
5: Attach	55: Lethal
6: Attack	56: Light
7: Attract	57: Limited
8: Bite	58: Mind
9: Block	59: Move
10: Blunt	60: Multiple
11: Break	61: Natural
12: Breath	62: Normal
13: Carry	63: Open
14: Change	64: Others
15: Climb	65: Paralyze
16: Cold	66: Physical
17: Common	67: Pierce
18: Communicate	68: Poison
19: Conceal	69: Power
20: Contact	70: Protection
21: Control	71: Proximity
22: Create	72: Pursue
23: Damage	73: Ranged
24: Dark	74: Rechargeable
25: Death	75: Resistance
26: Deceive	76: Self-Sufficient
27: Decrease	77: Senses
28: Defense	78: Skill
29: Depower	79: Sleep
30: Detect	80: Speed
31: Disrupt	81: Spy
32: Distract	82: Stealth
33: Dominate	83: Stop
34: Drain	84: Strange
35: Element	85: Stun
36: Energy	86: Substance
37: Enhanced	87: Summon
38: Entangle	88: Suppress
39: Environment	89: Swim
40: Extra	90: Take
41: Fear	91: Telepathy
42: Fight	92: Touch
43: Fire	93: Transform
44: Flight	94: Travel
45: Harm	95: Trick
46: Heal	96: Uncommon
47: Illness	97: Vision
48: Illusion	98: Vulnerable
49: Imitate	99: Weak
50: Immune	100: Weapon

CREATURE DESCRIPTORS

1: Aggressive	51: Mammalian
2: Agile	52: Mandibles
3: Air	53: Masculine
4: Alien	54: Mechanical
5: Amorphous	55: Metallic
6: Animal	56: Movement
7: Aquatic	57: Multiple
8: Armored	58: Mutant
9: Avian	59: Natural
10: Beast	60: Nature
11: Beautiful	61: Nightmarish
12: Body	62: Object
13: Bony	63: Odorous
14: Carapace	64: Passive
15: Clawed	65: Plant
16: Clothed	66: Reptilian
17: Cold	67: Robotic
18: Color	68: Rooted
19: Composite	69: Rough
20: Constructed	70: Shape
21: Decayed	71: Shifting
22: Defensive	72: Silent
23: Dripping	73: Simple
24: Elements	74: Slender
25: Exotic	75: Small
26: Extra Limbs	76: Solitary
27: Fangs	77: Spider-like
28: Feminine	78: Spiked
29: Feral	79: Steaming
30: Filthy	80: Sticky
31: Fire	81: Stinger
32: Fungal	82: Strange
33: Furry	83: Strong
34: Gaunt	84: Supernatural
35: Glowing	85: Tail
36: Group	86: Tentacled
37: Growling	87: Tongue
38: Healthy	88: Toothy
39: Horns	89: Transparent
40: Humanoid	90: Tree-like
41: Inscribed	91: Twisted
42: Insect-like	92: Undead
43: Insubstantial	93: Unnatural
44: Intelligent	94: Verbal
45: Intimidating	95: Warm
46: Large	96: Weak
47: Levitating	97: Weapon
48: Limited	98: Wings
49: Liquid	99: Wooden
50: Loud	100: Wormish

MEANING TABLES: ELEMENTS

CRYPTIC MESSAGE

1: Abandoned	51: Language
2: Activity	52: Leadership
3: Adventure	53: Legal
4: Adversity	54: Legend
5: Advice	55: Liberty
6: Allies	56: Lies
7: Anger	57: Lost
8: Bestow	58: Love
9: Betray	59: Malice
10: Bizarre	60: Messy
11: Bleak	61: Misfortune
12: Business	62: Mistrust
13: Care	63: Move
14: Colorful	64: Mundane
15: Communicate	65: Mysterious
16: Conflict	66: Neglect
17: Creepy	67: Normal
18: Damaged	68: Obscured
19: Danger	69: Official
20: Death	70: Old
21: Deceive	71: Oppose
22: Defiant	72: Partial
23: Dispute	73: Passion
24: Divide	74: Plans
25: Emotions	75: Possessions
26: Enemies	76: Power
27: Environment	77: Propose
28: Evil	78: Punish
29: Expose	79: Pursue
30: Failure	80: Rare
31: Fame	81: Reassuring
32: Fear	82: Recipient
33: Fight	83: Reveal
34: Frantic	84: Riches
35: Free	85: Riddle
36: Friendship	86: Rumor
37: Goals	87: Secret
38: Good	88: Start
39: Guide	89: Stop
40: Harm	90: Strange
41: Help	91: Struggle
42: Helpful	92: Success
43: Hidden	93: Tension
44: Hope	94: Threaten
45: Horrible	95: Truce
46: Important	96: Trust
47: Information	97: Unknown
48: Innocent	98: Vengeance
49: Instruction	99: Violence
50: Intrigues	100: Warning

CURSES

1: Abandon	51: Home
2: Age	52: Illness
3: Attract	53: Illusions
4: Bad	54: Imprison
5: Beauty	55: Incapacity
6: Betray	56: Information
7: Bizarre	57: Intellect
8: Block	58: Ironic
9: Body	59: Jealousy
10: Break	60: Joy
11: Burden	61: Legal
12: Business	62: Lethal
13: Change	63: Liberty
14: Compel	64: Limit
15: Condemn	65: Lonely
16: Conflict	66: Love
17: Create	67: Luck
18: Creepy	68: Malice
19: Cruel	69: Meaningful
20: Danger	70: Miserable
21: Death	71: Misfortune
22: Decrease	72: Mistrust
23: Delay	73: Mock
24: Disrupt	74: Move
25: Divide	75: Mundane
26: Dominate	76: Mysterious
27: Dreams	77: Nature
28: Elements	78: Neglect
29: Emotions	79: Old
30: Enemies	80: Oppress
31: Energy	81: Pain
32: Environment	82: Passion
33: Evil	83: Peace
34: Failure	84: Permanent
35: Fame	85: Possessions
36: Family	86: Punish
37: Fate	87: Pursue
38: Fear	88: Riches
39: Feeble	89: Ruin
40: Fight	90: Senses
41: Friends	91: Separate
42: Frightening	92: Start
43: Goals	93: Stop
44: Good	94: Strange
45: Gratify	95: Struggle
46: Guide	96: Success
47: Happiness	97: Temporary
48: Harm	98: Vengeance
49: Health	99: Violence
50: Helpless	100: Weapon

DOMICILE DESCRIPTORS

1: Abandoned	51: Magnificent
2: Activity	52: Mechanical
3: Animal	53: Messy
4: Aromatic	54: Modern
5: Art	55: Mundane
6: Average	56: Mysterious
7: Beautiful	57: Natural
8: Bizarre	58: Neat
9: Bleak	59: Neglected
10: Busy	60: Nondescript
11: Classy	61: Normal
12: Clean	62: Occupied
13: Cluttered	63: Odd
14: Cold	64: Open
15: Colorful	65: Oppressive
16: Comfort	66: Opulent
17: Common	67: Organized
18: Cramped	68: Plants
19: Creepy	69: Poor
20: Crowded	70: Portal
21: Customized	71: Possessions
22: Cute	72: Private
23: Damaged	73: Protection
24: Dangerous	74: Quaint
25: Dark	75: Reassuring
26: Desolate	76: Roomy
27: Different	77: Rough
28: Dirty	78: Ruined
29: Disagreeable	79: Rustic
30: Drab	80: Scary
31: Dull	81: Secure
32: Empty	82: Security
33: Enormous	83: Simple
34: Expected	84: Sleep
35: Extravagant	85: Small
36: Faded	86: Smelly
37: Fancy	87: Sparse
38: Festive	88: Storage
39: Food	89: Strange
40: Frightening	90: Temporary
41: Full	91: Thoughtful
42: Home	92: Tidy
43: Investment	93: Tools
44: Inviting	94: Tranquil
45: Lacking	95: Upgrade
46: Large	96: Utilitarian
47: Lavish	97: Valuables
48: Less	98: View
49: Light	99: Warm
50: Loud	100: Water

MEANING TABLES: ELEMENTS

DUNGEON DESCRIPTORS

1: Abandoned	51: Large
2: Activity	52: Lavish
3: Adversity	53: Lethal
4: Ambush	54: Light
5: Ancient	55: Magnificent
6: Animal	56: Malice
7: Aromatic	57: Meaningful
8: Art	58: Mechanical
9: Beautiful	59: Messages
10: Bizarre	60: Messy
11: Bleak	61: Mighty
12: Chamber	62: Military
13: Clean	63: Misfortune
14: Closed	64: Modern
15: Cold	65: Mundane
16: Collapsed	66: Mysterious
17: Colorful	67: Natural
18: Creature	68: Neglect
19: Creepy	69: Normal
20: Damaged	70: Object
21: Danger	71: Occupied
22: Dark	72: Odd
23: Desolate	73: Open
24: Dirty	74: Passage
25: Door	75: Path
26: Dry	76: Portal
27: Elements	77: Possessions
28: Empty	78: Quiet
29: Encounter	79: Rare
30: Enemies	80: Reassuring
31: Enormous	81: Remarkable
32: Evil	82: Riches
33: Exit	83: Room
34: Extravagant	84: Rough
35: Faded	85: Ruined
36: Familiar	86: Rustic
37: Fancy	87: Scary
38: Fears	88: Simple
39: Foreboding	89: Small
40: Full	90: Smelly
41: Furnishings	91: Sound
42: Gate	92: Stairs
43: Good	93: Stonework
44: Harm	94: Technology
45: Heavy	95: Trap
46: Helpful	96: Treasure
47: Hole	97: Unnatural
48: Important	98: Valuable
49: Information	99: Warm
50: Interesting	100: Watery

DUNGEON TRAPS

1: Aggressive	51: Fire
2: Allies	52: Floor
3: Ambush	53: Frightening
4: Animals	54: Harm
5: Animate	55: Heat
6: Antagonize	56: Heavy
7: Aromatic	57: Helpless
8: Art	58: Horrible
9: Attach	59: Illusion
10: Attention	60: Imprison
11: Attract	61: Lethal
12: Balance	62: Loud
13: Beautiful	63: Lure
14: Bestow	64: Magic
15: Betray	65: Mechanical
16: Bizarre	66: Mental
17: Blades	67: Messy
18: Break	68: Monster
19: Ceiling	69: Natural
20: Change	70: Object
21: Choice	71: Odd
22: Climb	72: Old
23: Cloud	73: Pain
24: Cold	74: Plants
25: Colorful	75: Portal
26: Combative	76: Possessions
27: Communicate	77: Prison
28: Confuse	78: Projectile
29: Constrain	79: Riddle
30: Control	80: Scary
31: Create	81: Simple
32: Creepy	82: Sounds
33: Crush	83: Stab
34: Damaged	84: Stop
35: Danger	85: Strange
36: Dark	86: Strangle
37: Deceive	87: Suppress
38: Delay	88: Take
39: Deprive	89: Toxin
40: Disrupt	90: Transform
41: Divide	91: Transport
42: Door	92: Treasure
43: Drop	93: Trials
44: Duplicate	94: Trigger
45: Elaborate	95: Unleash
46: Enemies	96: Wall
47: Energy	97: Warning
48: Fall	98: Water
49: Fear	99: Weapon
50: Fight	100: Wound

FOREST DESCRIPTORS

1: Adversity	51: Lethal
2: Aggressive	52: Loud
3: Ambush	53: Magnificent
4: Ancient	54: Majestic
5: Animal	55: Masses
6: Aromatic	56: Mature
7: Art	57: Message
8: Assist	58: Mighty
9: Average	59: Mundane
10: Beautiful	60: Mysterious
11: Bizarre	61: Natural
12: Bleak	62: Nature
13: Block	63: Nondescript
14: Boulder	64: Normal
15: Cave	65: Odd
16: Chaotic	66: Old
17: Cliff	67: Path
18: Cold	68: Peaceful
19: Colorful	69: Plants
20: Combative	70: Pond
21: Communicate	71: Possessions
22: Creepy	72: Powerful
23: Damaged	73: Pursue
24: Danger	74: Quiet
25: Dark	75: Rare
26: Death	76: Reassuring
27: Delicate	77: Remarkable
28: Dry	78: River
29: Elements	79: Rocks
30: Encounter	80: Rough
31: Enormous	81: Ruined
32: Environment	82: Scary
33: Fearful	83: Simple
34: Feeble	84: Slope
35: Fierce	85: Small
36: Food	86: Sounds
37: Fortunate	87: Strange
38: Fresh	88: Strong
39: Harsh	89: Threatening
40: Healthy	90: Tranquil
41: Helpful	91: Tree
42: Important	92: Unusual
43: Information	93: Valuable
44: Intense	94: Violent
45: Interesting	95: Warm
46: Lacking	96: Watery
47: Lake	97: Weak
48: Large	98: Weather
49: Lean	99: Wild
50: Ledge	100: Young

MEANING TABLES: ELEMENTS

GODS

1: Active	51: Good
2: Alien	52: Guide
3: Ancient	53: Harm
4: Angelic	54: Harsh
5: Angry	55: Heal
6: Animal	56: Humanoid
7: Art	57: Illness
8: Assist	58: Imprison
9: Attract	59: Increase
10: Beautiful	60: Jealous
11: Bestow	61: Justice
12: Betray	62: Knowledge
13: Bizarre	63: Liberty
14: Capricious	64: Life
15: Colorful	65: Light
16: Combat	66: Love
17: Communicate	67: Magic
18: Conflict	68: Majestic
19: Control	69: Major
20: Corruption	70: Malice
21: Cosmic	71: Masculine
22: Create	72: Mighty
23: Creepy	73: Military
24: Cruel	74: Minor
25: Cult	75: Monstrous
26: Dangerous	76: Mundane
27: Dark	77: Mysterious
28: Death	78: Nature
29: Deceit	79: Night
30: Destroyer	80: Oppress
31: Disgusting	81: Pleasures
32: Dominate	82: Power
33: Dreams	83: Protector
34: Elements	84: Punish
35: Emotions	85: Ruler
36: Enemies	86: Sacrifice
37: Energy	87: Strange
38: Enormous	88: Strong
39: Evil	89: Suppress
40: Feminine	90: Threatening
41: Fallen	91: Transform
42: Fear	92: Underworld
43: Fertility	93: Violent
44: Festive	94: War
45: Fire	95: Warm
46: Frightening	96: Water
47: Generous	97: Weak
48: Gentle	98: Weapon
49: Gifts	99: Weather
50: Glorious	100: Worshipped

LEGENDS

1: Abandon	51: Hero
2: Allies	52: Hidden
3: Anger	53: Historical
4: Assist	54: Illness
5: Attainment	55: Important
6: Befriend	56: Imprison
7: Bestow	57: Increase
8: Betray	58: Inform
9: Bizarre	59: Innocent
10: Block	60: Intrigue
11: Brave	61: Jealousy
12: Break	62: Judge
13: Burden	63: Leadership
14: Carelessness	64: Legal
15: Cataclysm	65: Lethal
16: Caution	66: Liberty
17: Change	67: Loss
18: Conflict	68: Love
19: Control	69: Loyalty
20: Create	70: Masses
21: Crisis	71: Mighty
22: Damage	72: Military
23: Danger	73: Misfortune
24: Deceive	74: Monster
25: Decrease	75: Move
26: Defeated	76: Mundane
27: Defiant	77: Mysterious
28: Delay	78: Natural
29: Disrupt	79: Old
30: Divide	80: Oppose
31: Elements	81: Oppress
32: End	82: Peace
33: Enemies	83: Plot
34: Energy	84: Possessions
35: Evil	85: Power
36: Expose	86: Punish
37: Failure	87: Pursue
38: Fame	88: Release
39: Fear	89: Return
40: Fight	90: Riches
41: Find	91: Ruin
42: Free	92: Savior
43: Friendship	93: Stop
44: Frightening	94: Strange
45: Good	95: Struggle
46: Guide	96: Theft
47: Harm	97: Trust
48: Heal	98: Usurp
49: Help	99: Vengeance
50: Helpless	100: Villain

LOCATIONS

1: Abandoned	51: Lively
2: Active	52: Lonely
3: Artistic	53: Long
4: Atmosphere	54: Loud
5: Beautiful	55: Meaningful
6: Bleak	56: Messy
7: Bright	57: Mobile
8: Business	58: Modern
9: Calm	59: Mundane
10: Charming	60: Mysterious
11: Clean	61: Natural
12: Cluttered	62: New
13: Cold	63: Occupied
14: Colorful	64: Odd
15: Colorless	65: Official
16: Confusing	66: Old
17: Cramped	67: Open
18: Creepy	68: Peaceful
19: Crude	69: Personal
20: Cute	70: Plain
21: Damaged	71: Portal
22: Dangerous	72: Protected
23: Dark	73: Protection
24: Delightful	74: Purposeful
25: Dirty	75: Quiet
26: Domestic	76: Reassuring
27: Empty	77: Remote
28: Enclosed	78: Resourceful
29: Enormous	79: Ruined
30: Entrance	80: Rustic
31: Exclusive	81: Safe
32: Exposed	82: Services
33: Extravagant	83: Simple
34: Familiar	84: Small
35: Fancy	85: Spacious
36: Festive	86: Storage
37: Foreboding	87: Strange
38: Fortunate	88: Stylish
39: Fragrant	89: Suspicious
40: Frantic	90: Tall
41: Frightening	91: Threatening
42: Full	92: Tranquil
43: Harmful	93: Unexpected
44: Helpful	94: Unpleasant
45: Horrible	95: Unusual
46: Important	96: Useful
47: Impressive	97: Warm
48: Inactive	98: Warning
49: Intense	99: Watery
50: Intriguing	100: Welcoming

MEANING TABLES: ELEMENTS

MAGIC ITEM DESCRIPTORS		MUTATION DESCRIPTORS		NAMES	
1: Animal	51: Imitate	1: Agility	51: Imprison	1: A	51: Location
2: Animate	52: Increase	2: Animal	52: Increase	2: Action	52: Ly
3: Area	53: Information	3: Appearance	53: Information	3: Ah	53: Mah
4: Armor	54: Inhibit	4: Armor	54: Inspect	4: Ahg	54: Military
5: Assist	55: Instant	5: Assist	55: Large	5: An	55: Misdeed
6: Attack	56: Jewelry	6: Attach	56: Learn	6: Animal	56: N
7: Attract	57: Lethal	7: Attack	57: Lethal	7: Ar	57: Nah
8: Benefit	58: Life	8: Benefit	58: Limb	8: As	58: Nature
9: Bestow	59: Light	9: Bestow	59: Limit	9: B	59: Nee
10: Block	60: Limited	10: Bizarre	60: Mental	10: Bah	60: Nn
11: Book	61: Liquid	11: Block	61: Messy	11: Be	61: Number
12: Change	62: Mental	12: Body	62: Move	12: Bih	62: Occupation
13: Clothing	63: Monster	13: Change	63: Nature	13: Brah	63: Oh
14: Cloud	64: Multi	14: Claws	64: Pain	14: Col	64: On
15: Cold	65: Nature	15: Color	65: Partial	15: Color	65: Or
16: Communication	66: Object	16: Combat	66: Power	16: Cor	66: Orn
17: Container	67: Orb	17: Communicate	67: Projectile	17: Dah	67: Oth
18: Control	68: Others	18: Conceal	68: Protection	18: Deeds	68: Ow
19: Create	69: Physical	19: Constrain	69: Ranged	19: Del	69: Ph
20: Curse	70: Plants	20: Control	70: Recharge	20: Drah	70: Pr
21: Damage	71: Poison	21: Create	71: Release	21: Eee	71: R
22: Death	72: Potion	22: Damage	72: Replace	22: Eh	72: Rah
23: Deceit	73: Power	23: Deceive	73: Requirement	23: Ei	73: Ren
24: Decrease	74: Ranged	24: Decrease	74: Resistance	24: Ell	74: Sah
25: Defense	75: Resistance	25: Defect	75: Restore	25: Elements	75: Se
26: Destroy	76: Restore	26: Defense	76: Reveal	26: Emotion	76: Sh
27: Detect	77: Ring	27: Deformed	77: Scary	27: Ess	77: Sha
28: Dimensions	78: Rope	28: Detect	78: Senses	28: Est	78: T
29: Elements	79: Rune	29: Diminish	79: Simple	29: Et	79: Ta
30: Emotion	80: Safety	30: Disrupt	80: Skill	30: Fah	80: Tal
31: Energy	81: Scroll	31: Dominate	81: Stop	31: Fer	81: Tar
32: Enhance	82: Self	32: Elements	82: Strange	32: Fi	82: Th
33: Environment	83: Senses	33: Energy	83: Strength	33: Floral	83: Thah
34: Escape	84: Skill	34: Enhance	84: Strong	34: Gah	84: Thoh
35: Evil	85: Special	35: Environment	85: Struggle	35: Go	85: Ti
36: Explode	86: Speed	36: Expose	86: Suffer	36: Grah	86: Time
37: Fear	87: Spell	37: Extra	87: Suppress	37: Hee	87: Tor
38: Fire	88: Staff	38: Eyes	88: Surroundings	38: Ia	88: Uh
39: Flight	89: Strange	39: Fear	89: Survive	39: Ick	89: Va
40: Food	90: Summon	40: Fight	90: Swim	40: In	90: Vah
41: Gem	91: Sword	41: Fly	91: Toxic	41: Iss	91: Ve
42: Good	92: Tool	42: Free	92: Transform	42: Je	92: Vice
43: Group	93: Transform	43: Harm	93: Travel	43: Ke	93: Virtue
44: Harm	94: Trap	44: Heal	94: Usurp	44: Jen	94: Wah
45: Heal	95: Travel	45: Health	95: Violence	45: Kha	95: Wr
46: Health	96: Useful	46: Heat	96: Vulnerability	46: Kr	96: X
47: Helpful	97: Utility	47: Helpful	97: Warm	47: Lah	97: Y
48: Illness	98: Wand	48: Horrible	98: Weak	48: Lee	98: Yah
49: Illusion	99: Water	49: Imitate	99: Weapon	49: Len	99: Yuh
50: Imbue	100: Weapon	50: Immunity	100: Wound	50: Lin	100: Z

MEANING TABLES: ELEMENTS

NOBLE HOUSE

1: Aggressive	51: Malice
2: Allies	52: Mighty
3: Anger	53: Military
4: Bestow	54: Misfortune
5: Betray	55: Move
6: Bizarre	56: Mysterious
7: Block	57: Neglect
8: Break	58: Old
9: Bureaucracy	59: Oppose
10: Cautious	60: Oppress
11: Change	61: Overthrow
12: Commerce	62: Passion
13: Compromise	63: Peace
14: Conflict	64: Persecute
15: Connections	65: Plans
16: Control	66: Politics
17: Create	67: Possessions
18: Crisis	68: Powerful
19: Cruel	69: Public
20: Dangerous	70: Refuse
21: Death	71: Release
22: Deceit	72: Remarkable
23: Defeat	73: Return
24: Defiant	74: Riches
25: Disrupt	75: Royalty
26: Enemies	76: Ruthless
27: Extravagant	77: Secret
28: Faded	78: Security
29: Fame	79: Servant
30: Family	80: Spy
31: Headquarters	81: Strange
32: Heirloom	82: Strong
33: Hero	83: Struggle
34: History	84: Succession
35: Home	85: Suffering
36: Important	86: Suppress
37: Imprison	87: Tactics
38: Increase	88: Tension
39: Information	89: Travel
40: Intrigue	90: Trust
41: Investment	91: Usurp
42: Land	92: Valuable
43: Large	93: Vengeance
44: Leadership	94: Victory
45: Legal	95: Violence
46: Leverage	96: War
47: Liberty	97: Weak
48: Love	98: Wealth
49: Loyal	99: Weapon
50: Magnificent	100: Young

OBJECTS

1: Active	51: Information
2: Artistic	52: Intriguing
3: Average	53: Large
4: Beautiful	54: Lethal
5: Bizarre	55: Light
6: Bright	56: Liquid
7: Clothing	57: Loud
8: Clue	58: Majestic
9: Cold	59: Meaningful
10: Colorful	60: Mechanical
11: Communication	61: Modern
12: Complicated	62: Moving
13: Confusing	63: Multiple
14: Consumable	64: Mundane
15: Container	65: Mysterious
16: Creepy	66: Natural
17: Crude	67: New
18: Cute	68: Odd
19: Damaged	69: Official
20: Dangerous	70: Old
21: Deactivated	71: Ornamental
22: Deliberate	72: Ornate
23: Delightful	73: Personal
24: Desired	74: Powerful
25: Domestic	75: Prized
26: Empty	76: Protection
27: Energy	77: Rare
28: Enormous	78: Ready
29: Equipment	79: Reassuring
30: Expected	80: Resource
31: Expended	81: Ruined
32: Extravagant	82: Small
33: Faded	83: Soft
34: Familiar	84: Solitary
35: Fancy	85: Stolen
36: Flora	86: Strange
37: Fortunate	87: Stylish
38: Fragile	88: Threatening
39: Fragrant	89: Tool
40: Frightening	90: Travel
41: Garbage	91: Unexpected
42: Guidance	92: Unpleasant
43: Hard	93: Unusual
44: Harmful	94: Useful
45: Healing	95: Useless
46: Heavy	96: Valuable
47: Helpful	97: Warm
48: Horrible	98: Weapon
49: Important	99: Wet
50: Inactive	100: Worn

PLOT TWISTS

1: Action	51: Location
2: Attack	52: Lucky
3: Bad	53: Mental
4: Barrier	54: Missing
5: Betray	55: Mundane
6: Business	56: Mystery
7: Change	57: Necessary
8: Character	58: News
9: Conclude	59: Object
10: Conditional	60: Oppose
11: Conflict	61: Outcast
12: Connection	62: Overcome
13: Consequence	63: Past
14: Control	64: Peace
15: Danger	65: Personal
16: Death	66: Persuade
17: Delay	67: Physical
18: Destroy	68: Plan
19: Diminish	69: Power
20: Disaster	70: Prepare
21: Discover	71: Problem
22: Emotion	72: Promise
23: Enemy	73: Protect
24: Enhance	74: Public
25: Enter	75: Pursue
26: Escape	76: Rare
27: Evidence	77: Remote
28: Failure	78: Repair
29: Family	79: Repeat
30: Free	80: Require
31: Friend	81: Rescue
32: Good	82: Resource
33: Group	83: Response
34: Harm	84: Reveal
35: Headquarters	85: Revenge
36: Help	86: Reversal
37: Helpless	87: Reward
38: Hidden	88: Skill
39: Idea	89: Social
40: Immediate	90: Solution
41: Impending	91: Strange
42: Important	92: Success
43: Incapacitate	93: Tension
44: Information	94: Trap
45: Injustice	95: Travel
46: Leader	96: Unknown
47: Legal	97: Unlikely
48: Lethal	98: Unusual
49: Lie	99: Urgent
50: Limit	100: Useful

MEANING TABLES: ELEMENTS

POWERS		SCAVENGING RESULTS		SMELLS	
1: Absorb	51: Heat	1: Abundance	51: Lean	1: Acrid	51: Malodorous
2: Adversity	52: Help	2: Activity	52: Less	2: Animal	52: Meaningful
3: Alter	53: Hide	3: Adversity	53: Lethal	3: Antiseptic	53: Medicinal
4: Animate	54: Illusion	4: Allies	54: Mechanical	4: Aromatic	54: Metallic
5: Assist	55: Imbue	5: Animal	55: Medicinal	5: Artificial	55: Mildew
6: Attach	56: Immunity	6: Art	56: Messy	6: Attractive	56: Moist
7: Attack	57: Increase	7: Barrier	57: Misfortune	7: Bad	57: Mossy
8: Block	58: Information	8: Beauty	58: Mundane	8: Bizarre	58: Musky
9: Body	59: Life	9: Bizarre	59: Mysterious	9: Burnt	59: Musty
10: Change	60: Light	10: Bleak	60: Nature	10: Chemical	60: Mysterious
11: Chemical	61: Limb	11: Broken	61: New	11: Clean	61: Natural
12: Cold	62: Limited	12: Clean	62: Normal	12: Comforting	62: Nature
13: Colorful	63: Location	13: Clothes	63: Odd	13: Cooking	63: Nauseating
14: Combat	64: Magic	14: Comfort	64: Official	14: Decrepit	64: Normal
15: Combine	65: Major	15: Communicate	65: Old	15: Delicious	65: Odd
16: Communicate	66: Manipulate	16: Competition	66: Open	16: Delightful	66: Odorless
17: Control	67: Matter	17: Concealment	67: Opposition	17: Dirty	67: Offensive
18: Cosmetic	68: Mental	18: Conflict	68: Pain	18: Disagreeable	68: Overpowering
19: Create	69: Minor	19: Container	69: Peace	19: Disgusting	69: Perfumed
20: Creature	70: Natural	20: Control	70: Pleasures	20: Dry	70: Pleasurable
21: Damage	71: Nature	21: Crisis	71: Portal	21: Dull	71: Powerful
22: Dark	72: Object	22: Damaged	72: Possessions	22: Earthy	72: Pungent
23: Death	73: Others	23: Danger	73: Protection	23: Electrical	73: Punishing
24: Deceive	74: Physical	24: Death	74: Reassuring	24: Evocative	74: Putrid
25: Defense	75: Plants	25: Dirty	75: Repairable	25: Faded	75: Rancid
26: Delay	76: Poison	26: Disagreeable	76: Rotten	26: Faint	76: Reassuring
27: Destroy	77: Power	27: Disgusting	77: Rough	27: Familiar	77: Reek
28: Detect	78: Protect	28: Dispute	78: Ruined	28: Fetid	78: Rich
29: Dimensions	79: Radius	29: Drink	79: Scary	29: Fishy	79: Ripe
30: Diminish	80: Ranged	30: Elements	80: Shelter	30: Floral	80: Rot
31: Disrupt	81: Reflect	31: Empty	81: Simple	31: Food	81: Rotten
32: Distance	82: Repel	32: Enemies	82: Small	32: Foul	82: Savory
33: Dominate	83: Resistance	33: Energy	83: Smelly	33: Fragrant	83: Smelly
34: Duplicate	84: Reveal	34: Extravagance	84: Strange	34: Fresh	84: Smokey
35: Electricity	85: Self	35: Failure	85: Struggle	35: Fruity	85: Sour
36: Elements	86: Sense	36: Fear	86: Success	36: Funky	86: Stagnant
37: Emission	87: Skill	37: Fight	87: Supply	37: Good	87: Stale
38: Emotion	88: Spirit	38: Food	88: Technology	38: Grassy	88: Stench
39: Enemies	89: Stealth	39: Fresh	89: Tool	39: Gratifying	89: Stinging
40: Energy	90: Strange	40: Friendship	90: Travel	40: Heady	90: Strange
41: Enhance	91: Summon	41: Fuel	91: Triumph	41: Heavy	91: Strong
42: Environment	92: Switch	42: Good	92: Trouble	42: Herbal	92: Stuff
43: Explosion	93: Take	43: Health	93: Useless	43: Horrible	93: Sulphuric
44: Extra	94: Technology	44: Helpful	94: Valuable	44: Humid	94: Sweet
45: Fire	95: Time	45: Hope	95: Vehicle	45: Industrial	95: Warm
46: Flight	96: Transform	46: Important	96: Victory	46: Interesting	96: Waste
47: Free	97: Trap	47: Information	97: Violence	47: Intoxicating	97: Watery
48: Friend	98: Travel	48: Joy	98: Warm	48: Irritating	98: Weak
49: Harm	99: Weapon	49: Large	99: Waste	49: Lacking	99: Weather
50: Heal	100: Weather	50: Lavish	100: Weapon	50: Laden	100: Woody

MEANING TABLES: ELEMENTS

SOUNDS

1: Activity	51: Intense
2: Alarm	52: Interesting
3: Animal	53: Irritating
4: Approach	54: Loud
5: Banging	55: Machinery
6: Battle	56: Meaningful
7: Beep	57: Metallic
8: Bell	58: Muffled
9: Beseeching	59: Multiple
10: Bizarre	60: Music
11: Burning	61: Mysterious
12: Busy	62: Natural
13: Calm	63: Near
14: Ceaseless	64: Noisy
15: Celebrate	65: Normal
16: Chaotic	66: Odd
17: Cheerful	67: Productivity
18: Clang	68: Pursuit
19: Combative	69: Quiet
20: Communicate	70: Reassuring
21: Construction	71: Remarkable
22: Conversation	72: Rip
23: Crash	73: Roar
24: Creaking	74: Rumbling
25: Creepy	75: Rustling
26: Cries	76: Scary
27: Damage	77: Scraping
28: Danger	78: Scratching
29: Disagreeable	79: Simple
30: Distant	80: Sizzle
31: Drip	81: Slam
32: Echo	82: Slow
33: Emotion	83: Soft
34: Energetic	84: Start
35: Explosion	85: Stop
36: Familiar	86: Strange
37: Ferocious	87: Tapping
38: Footsteps	88: Technology
39: Frantic	89: Threatening
40: Frightening	90: Thud
41: Grinding	91: Traffic
42: Growl	92: Tranquil
43: Hammering	93: Uncertain
44: Helpful	94: Warning
45: Imitate	95: Water
46: Important	96: Weather
47: Indistinct	97: Whirring
48: Industry	98: Whistle
49: Information	99: Wild
50: Innocent	100: Wind

SPELL EFFECTS

1: Animal	51: Heal
2: Animate	52: Helpful
3: Assist	53: Ice
4: Attack	54: Illusion
5: Attract	55: Imbue
6: Bestow	56: Immunity
7: Bizarre	57: Imprison
8: Block	58: Information
9: Break	59: Inspect
10: Bright	60: Life
11: Burn	61: Light
12: Change	62: Limitation
13: Cloud	63: Liquid
14: Cold	64: Loud
15: Communicate	65: Manipulation
16: Conceal	66: Mind
17: Conjure	67: Nature
18: Control	68: Object
19: Counteract	69: Others
20: Create	70: Pain
21: Creature	71: Physical
22: Curse	72: Plant
23: Damage	73: Poison
24: Dark	74: Portal
25: Death	75: Powerful
26: Deceive	76: Protect
27: Decrease	77: Radius
28: Defense	78: Ranged
29: Destroy	79: Resistance
30: Detect	80: Restore
31: Diminish	81: Self
32: Disease	82: Senses
33: Dominate	83: Shield
34: Duplicate	84: Soul
35: Earth	85: Strange
36: Elements	86: Strength
37: Emotion	87: Stun
38: Enemies	88: Summon
39: Energy	89: Time
40: Enhance	90: Transform
41: Environment	91: Trap
42: Expose	92: Travel
43: Fire	93: Trigger
44: Fix	94: Uncertain
45: Food	95: Undead
46: Free	96: Wall
47: Group	97: Water
48: Guide	98: Weak
49: Hamper	99: Weapon
50: Harm	100: Weather

STARSHIP DESCRIPTORS

1: Activity	51: Magnificent
2: Adversity	52: Maintenance
3: Assist	53: Meaningful
4: Automated	54: Mechanical
5: Battle	55: Message
6: Beautiful	56: Messy
7: Bestow	57: Mighty
8: Bleak	58: Military
9: Block	59: Modern
10: Bright	60: Multiple
11: Business	61: Mundane
12: Clean	62: Mysterious
13: Cold	63: Natural
14: Colorful	64: Normal
15: Combative	65: Odd
16: Communicate	66: Portal
17: Computer	67: Possessions
18: Contain	68: Power
19: Control	69: Powerful
20: Creepy	70: Prison
21: Crew	71: Protection
22: Damaged	72: Quiet
23: Danger	73: Rare
24: Dark	74: Reassuring
25: Death	75: Remarkable
26: Defense	76: Resources
27: Elaborate	77: Room
28: Empty	78: Rough
29: Energy	79: Ruined
30: Engine	80: Scary
31: Enormous	81: Security
32: Environment	82: Simple
33: Escape	83: Small
34: Exit	84: Sounds
35: Exterior	85: Start
36: Fear	86: Stop
37: Food	87: Storage
38: Full	88: Strange
39: Hall	89: Supplies
40: Health	90: Survival
41: Helpful	91: System
42: Important	92: Tactics
43: Information	93: Technology
44: Inquire	94: Travel
45: Interesting	95: Unusual
46: Lacking	96: Valuable
47: Large	97: Vehicle
48: Lavish	98: Warm
49: Lethal	99: Weapon
50: Loud	100: Work

MEANING TABLES: ELEMENTS

TERRAIN DESCRIPTORS

1: Abandoned	51: Mechanical
2: Abundant	52: Message
3: Activity	53: Mighty
4: Advanced	54: Misfortune
5: Allies	55: Mountainous
6: Ancient	56: Multiple
7: Animals	57: Mundane
8: Atmosphere	58: Mysterious
9: Barren	59: Natural
10: Beautiful	60: Nature
11: Bizarre	61: Nondescript
12: Catastrophe	62: Ocean
13: Chaotic	63: Odd
14: City	64: Peaceful
15: Civilization	65: People
16: Cliffs	66: Plants
17: Clouds	67: Populated
18: Cold	68: Powerful
19: Colorful	69: Primitive
20: Combative	70: Rain
21: Communicate	71: Rare
22: Conflict	72: Remarkable
23: Damaged	73: Resourceful
24: Danger	74: Riches
25: Defense	75: River
26: Desert	76: Rocky
27: Dry	77: Rough
28: Dull	78: Ruined
29: Elements	79: Ruins
30: Empty	80: Sandy
31: Energy	81: Scary
32: Enormous	82: Simple
33: Environment	83: Small
34: Fertile	84: Strange
35: Frightening	85: Strong
36: Habitable	86: Technology
37: Harsh	87: Threatening
38: Hazy	88: Toxic
39: Healthy	89: Tranquil
40: Helpful	90: Trees
41: Hostile	91: Unusual
42: Hot	92: Valuable
43: Intense	93: Violent
44: Interesting	94: Warm
45: Large	95: Water
46: Lethal	96: Weak
47: Life	97: Weather
48: Lovely	98: Wild
49: Magnificent	99: Windy
50: Masses	100: Wonders

UNDEAD DESCRIPTORS

1: Active	51: Leadership
2: Aggressive	52: Lethal
3: Angry	53: Light
4: Animal	54: Limited
5: Anxious	55: Lonely
6: Attract	56: Love
7: Beautiful	57: Macabre
8: Bestow	58: Malice
9: Bizarre	59: Message
10: Bleak	60: Messy
11: Bold	61: Mighty
12: Bound	62: Mindless
13: Cold	63: Miserable
14: Combative	64: Misfortune
15: Communicate	65: Monstrous
16: Control	66: Mundane
17: Create	67: Odd
18: Creepy	68: Old
19: Dangerous	69: Pain
20: Dark	70: Pale
21: Deceive	71: Passive
22: Dirty	72: Possessions
23: Disgusting	73: Possessive
24: Elements	74: Powerful
25: Enemies	75: Powers
26: Energy	76: Purposeful
27: Environment	77: Pursue
28: Evil	78: Quiet
29: Fast	79: Resistant
30: Fear	80: Rotting
31: Fight	81: Scary
32: Floating	82: Seeking
33: Friendly	83: Shambling
34: Frightening	84: Slow
35: Glad	85: Small
36: Glow	86: Smelly
37: Goals	87: Strange
38: Good	88: Strong
39: Guide	89: Threatening
40: Harm	90: Tough
41: Helpful	91: Transform
42: Helpless	92: Travel
43: Historical	93: Trick
44: Horrible	94: Vengeful
45: Hungry	95: Violent
46: Imitate	96: Weak
47: Information	97: Weakness
48: Insubstantial	98: Weapons
49: Intelligent	99: Wounds
50: Large	100: Young

VISIONS & DREAMS

1: Activity	51: Information
2: Adversity	52: Instruction
3: Allies	53: Liberty
4: Assist	54: Lies
5: Attainment	55: Love
6: Bizarre	56: Malice
7: Bleak	57: Masses
8: Catastrophe	58: Mechanical
9: Celebrate	59: Message
10: Change	60: Messy
11: Colorful	61: Military
12: Conflict	62: Misfortune
13: Contact	63: Mundane
14: Control	64: Mysterious
15: Creepy	65: Natural
16: Crisis	66: Obscure
17: Cruelty	67: Odd
18: Danger	68: Oppose
19: Dark	69: Path
20: Death	70: Peace
21: Defeat	71: People
22: Disruption	72: Place
23: Elements	73: Plans
24: Emotions	74: Plot
25: Enemies	75: Positive
26: Energy	76: Possessions
27: Environment	77: Power
28: Event	78: Preventable
29: Evil	79: Reassuring
30: Failure	80: Riches
31: Fears	81: Riddle
32: Festive	82: Ruin
33: Fight	83: Scary
34: Friendship	84: Simple
35: Frightening	85: Strange
36: Future	86: Struggle
37: Goals	87: Success
38: Good	88: Suffering
39: Guidance	89: Suppress
40: Harm	90: Tension
41: Helpful	91: Threat
42: Helpless	92: Time
43: Hint	93: Travel
44: Hope	94: Trouble
45: Horrible	95: Trust
46: Hurry	96: Uncertain
47: Ideas	97: Unsettling
48: Implore	98: Violence
49: Important	99: Warning
50: Incomplete	100: Weapon

ARMY DESCRIPTORS

This table will give you the characteristics of an army. It's applicable to any large military force, independent of genre.

LOCATION DESCRIPTORS

The following is a list of all the Elements Tables for describing locations:

- » **THE CAVERN TABLE** is good for natural, enclosed spaces such as cave systems.
- » **THE CITY TABLE** is for settlements of any size, from tiny villages to sprawling cities.
- » **THE DOMICILE TABLE** describes the details of a living space, such as the outside of a house or the inside of a bedroom.
- » **THE DUNGEON TABLE** gives the kind of atmospheric descriptions one would expect from a classic dungeon crawl.
- » **THE FOREST TABLE** is good for thick jungles or woods full of forbidding trees.
- » **THE LOCATIONS TABLE** is the most generic of the bunch, useful for defining any location.
- » **THE STARSHIP TABLE** can be used for any sci-fi structure, from the inside of a spaceship to the hallways of an underground moon base.
- » **THE TERRAIN TABLE** describes the topographical details of an area of land or an entire world viewed from orbit.

CHARACTERS

Tables describing Characters are the most numerous category of Elements Meaning Tables, making up 12 of the total 45. You can use these tables to build entire Characters from the ground up—including your own Player Character!—or to generate important details about NPCs as you encounter them.

- » **THE CHARACTERS TABLE** is the most generic of the Characters Elements Tables, meant to cover anything Character-related.
- » **THE CHARACTER ACTIONS, COMBAT TABLE** suggests actions an NPC might take in a battle.
- » **THE CHARACTER ACTIONS, GENERAL TABLE** covers any kind of action an NPC might take.
- » **THE CHARACTER APPEARANCE TABLE** offers inspiration for what an NPC looks like.
- » **THE CHARACTER BACKGROUND TABLE** is for a Character's history.
- » **THE CHARACTER CONVERSATIONS TABLE** is useful when figuring out what a Character is saying.
- » **THE CHARACTER DESCRIPTORS TABLE** gives more general descriptors about a Character's life, appearance, or personality.
- » **THE CHARACTER IDENTITY TABLE** is meant to help determine what the Character's role or occupation is.
- » **THE CHARACTER MOTIVATIONS TABLE** reveals why a Character does what they do.
- » **THE CHARACTER PERSONALITY TABLE** focuses on the Character's demeanor and temperament.



- » **THE CHARACTER SKILLS TABLE** tells you what talents a Character has.
- » **THE CHARACTER TRAITS & FLAWS TABLE** is similar to Character Personality but focuses more on things that help or hinder the Character.

Using several of these tables together can help you quickly flesh out an NPC.

The Player Character in an espionage adventure needs to meet with a new NPC, Nate Calhoun, to acquire a fake passport and identity papers. In this Scene the PC is introduced to Calhoun late at night on a street in San Francisco.

The Player knows nothing about Calhoun other than that he is a known source of fake identification, servicing both government spies and the criminal underworld. They want to start off the encounter with a physical description of Calhoun, so they roll on the Character Appearance Elements Table, getting “Frail” and “Aromatic”. The Player interprets this to mean that Calhoun is a very thin man smoking a cigarette.

As the PC engages Calhoun in conversation, the Player rolls on the Character Personality Table to get an idea of what kind of person Calhoun is. They roll “Interesting” and “Perceptive”. The Player’s interpretation is that Calhoun listens closely to what the PC says, asking a few questions along the way and dropping an interesting statement in the process.

To figure out what interesting thing Calhoun says, the Player rolls on the Character Conversations Table and gets “Classy” and “Innocent”. The Player’s interpretation is that Calhoun plays it cool during the conversation, not wanting to know anything more than he needs to for both their sakes. “I heard what I need, but I didn’t hear anything else. Who you’re working for is your business—just yours.”

With these rolls on the Character-oriented Elements Meaning Tables, the Player quickly



DOUBLE DUTY

While the Elements Meaning Tables are more specific than the Actions and Descriptions Meaning Tables, they’re still vague enough to allow for a wide range of possibilities. This makes it simple to apply an Elements Table to situations it may not seem intended for.

You could use the Powers Table to describe the abilities of a superhero or to determine what a piece of alien technology does. Animal Actions seems appropriate for a wolf in the wild, but it could also help you determine what a malfunctioning robot does. If an NPC is telling you shocking news that changes the narrative, you could roll on the Character Conversations Table or on the Plot Twists Table.

While the Elements Tables aren’t as broad as the core Actions and Descriptions Tables, they can still be applied to more than one thing.

established the look and personality of Nate Calhoun. These facts build Context around this NPC, making it easier to figure out what he does for the rest of the Scene.

CIVILIZATION DESCRIPTORS

This table is meant to conceptualize the broad strokes of an entire civilization, such as their average technology level or predominant social attitudes.

CREATURE DESCRIPTORS, CREATURE ABILITIES, & UNDEAD DESCRIPTORS

These tables are useful for generating strange, fantastical creatures or monsters and assigning them powers and abilities. The Creature Descriptors Table is designed for any kind of creature, while The Undead Descriptors Table is more targeted to zombies and the like.

CRYPTIC MESSAGE

This table is perfect for when you need a foreboding message that says something without saying much at all, with words that focus on communication, conflict, and obscurity.

CURSES

This table is meant for magical curses, with words that focus on misfortunes.

DUNGEON TRAPS

Everyone loves a good dungeon trap. The words on this table are meant to suggest how a trap functions once it's sprung.

GODS

This table focuses on generating aspects of a god that might be worshiped by a fantasy culture or alien race. It's not meant for the gods themselves as individuals, but more for what they represent—their domains, in other words.

LEGENDS

This table, meant to inspire ancient legends, lends itself to multiple rolls building layers of story around the tales of long ago.

MAGICAL ITEM DESCRIPTORS

This table is meant to suggest what a magical item looks like and does.



MEANING WORD CONNECTORS

Word pairs generated from the Meaning Tables are meant to be thought of together to inspire an interpretation. But what do you do if the words you get aren't inspiring you?

The PC triggers a magical trap while exploring the ruins of an ancient temple. Their Player determines through Fate Questions that they stepped on a glyph inscribed on the floor that triggers a spell. To figure out what the activated spell does, the Player rolls on the Spell Effects Elements Table for inspiration, getting "Strength" and "Environment". They aren't sure how to interpret these two words together in this Context.

When you're stuck for an interpretation you can change the relationship between the two words by inserting a connector word that turns them into a short phrase. This slight change in meaning may inspire an interpretation. For instance:

Of: Inserting "of" between Meaning words combines them by having the first word highlight an aspect of the second word. In this case it gives us "Strength of Environment", suggesting that the environment itself is strong. The Player could interpret this to mean that

the entrance to the ruined temple is suddenly and magically sealed up.

-ly: Adding "ly" to the end of the first word turns it into a crude adverb that modifies the second word. Using it here gives us "Strengthly Environment". The Player could interpret this to mean that the glyph isn't a trap; it's a boon that makes the PC super strong while they're inside the temple.

And: Placing "and" between the words separates them into two different, unconnected concepts. In this case we get "Strength and Environment". The Player could interpret this to mean the Character gets stronger and is also teleported to a new environment.

But: Adding "but" is the opposite of "and": the first word is diminished by the second word. In this case we get "Strength but Environment". The Player might interpret this to mean that the building suddenly loses strength and begins to collapse.

Adding a connector between Meaning words is a useful technique if a good interpretation isn't springing to mind. After you've tried a few different options one interpretation will likely stand out.

MUTATION DESCRIPTORS

This table is similar to Powers, with some subtle differences that take into account the mixed nature of abilities derived from mutations. There's more emphasis on the subject's body, and some results imply that a mutation is detrimental.

NAMES

This table requires a bit more explanation than the others. It's a collection of sounds and concepts that, when combined, are suggestive of names. Most of the entries are meant to be sounded out rather than used literally.

The Player is coming up with the name of a fantasy warrior. They roll "Hee" and "R". After sounding these out, they might create names such as Hir, Huir, or Heer.

Concepts such as "Number" or "Emotion" are meant to evoke a word related to those concepts that you can slot into the name.

Generating the name for a town, the Player rolls "In" and "Elements". They might come up with names like Innsea, Inice, or Infram.

Names for people, places, and things can run a very wide gamut. The Names Table is meant to narrow down the possible selections and inspire a certain sound for the generated name, lending itself to loose interpretation. Rather than rolling twice you may want to keep rolling until you get a sound that comes across as a valid name to you.

The Player Character, a starship captain, is approaching a new planet that their Player wants a name for. Rolling on the Names Elements Table they get "Tal" and "El". That doesn't sound quite right to them yet so the Player rolls a third time and gets "Action". This inspires the name Tallelrin.

After discovering an advanced civilization on the planet the PC arranges a meeting with their leader. To generate his name the Player rolls "Len", "In", "Pr", "Tar". This inspires the name Lennin Pertar.

NOBLE HOUSE

For creating the general characteristics of a noble or royal household. It can be thought of as generating the current state of the Noble House, or its history.



Bern is ready for another day of searching for supplies, the Player making heavy use of the Scavenging Results Elements Meaning Table. Just another day in the apocalypse.

OBJECTS

There are several other tables for describing specific kinds of items but the Objects Table is general enough that it can be applied to anything. It works best for when you don't know what an object is and want prompts to figure it out.

POWERS

This Elements Meaning Table is meant to inspire powers of all sorts, from heroic superpowers to the strange abilities of an alien creature.

SCAVENGING RESULTS

Designed for post-apocalyptic settings, or any other site of desolation you're picking through for goods, this table tells you what type of items you've uncovered and if the act of scavenging has put you in danger.

SMELLS & SOUNDS

These two tables are good for generating sensory information. They can be applied to any situation where a Character is testing the air or listening.

SPELL EFFECTS

This table helps you determine what kind of spell is being cast—useful when facing an enemy sorcerer or after springing a magical trap with a spell-like effect. The results are generalized, intended to give you a rough category of spell.

VISIONS & DREAMS

Similar to Cryptic Messages, Visions & Dreams focus on potential future conflict with words about warnings and solutions.

GENERATING NPC BEHAVIOR

The PC has battled his way through the Canyons of Chron, slaying beast after beast on an alien world to prove his worth to a powerful warlord. He returns triumphant to the warband's encampment and is summoned to the warlord's tent. The warlord, flanked by guards, leans forward in his chair and says ...

What does he say? Where do we go from here?

You figure out what an NPC does in your adventure the same way you figure out anything else in Mythic: with expectations, Fate Questions, and Meaning Tables.

In the example above, if the Player had a clear expectation for what the warlord would say, they might go with that. "The warlord says he's impressed with your performance." If they have some idea but



aren't sure, they might frame it as a Fate Question such as, "Does the warlord say he's impressed?" If they had no idea what the warlord would say, they might roll on a Meaning Table for inspiration.

Using expectations for behavior is good for unimportant NPCs or when you don't want to slow down your adventure to randomize NPC actions. If you have an idea of what the NPC will do, and their action is important to the adventure, you could pose the expected action as a Fate Question. This adds some randomness to the NPC's action—you think you know what they'll do but they might do something else.

If you have no idea what the NPC will do then you can roll a completely random action on a Meaning Table. The most useful Meaning Tables for determining NPC actions are:

- » Actions
- » Characters (Elements)
- » Animal Actions (Elements)
- » Character Actions, Combat (Elements)
- » Character Actions, General (Elements)
- » Character Conversations (Elements)

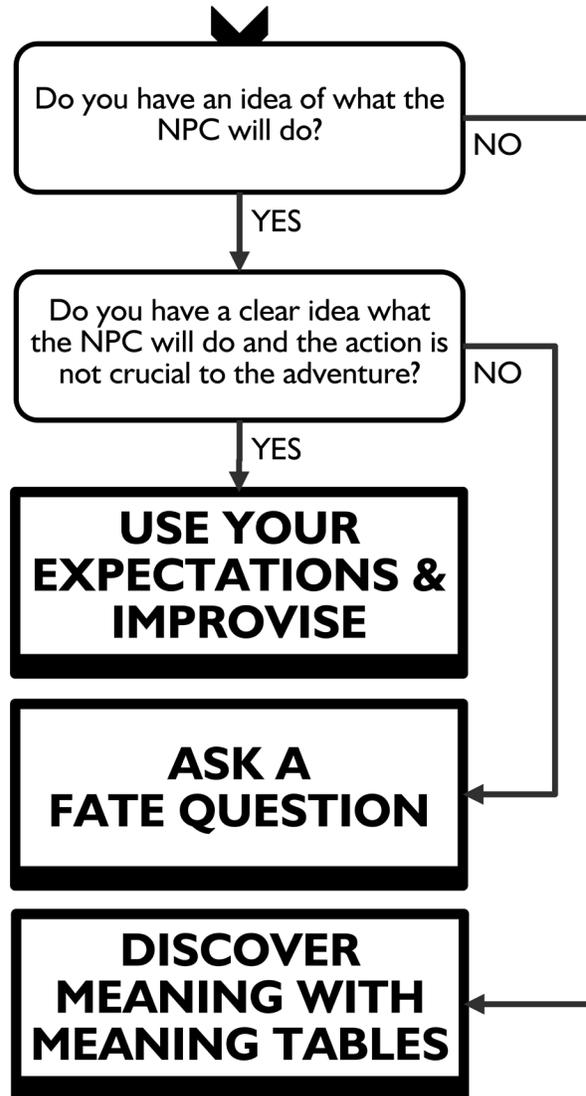
Expectations As Actions

Most NPC actions will be determined by your expectations; you're probably not going to roll for every single thing an NPC does. If Bering the Magnificent is walking through a village market, then his Player will probably assume that the NPCs around him are going about their own business. When you have a clear expectation for an NPC action, and the action isn't important to the course of your adventure, then simply following your expectations will do.

A warrior PC sits down in a tavern, intent on getting something to eat and questioning the barkeeper for news about the area.

The barkeeper is a new NPC, but the Player decides their initial action in this encounter is obvious: they come over to the PC's table and say, "What can I get you?"

STRATEGY FOR GENERATING NPC ACTIONS



Discovering Meaning As Actions

Maybe the Player has no idea what the NPC will do or they want to randomize it. Instead of following their expectations they can use words from Meaning Tables.

The warrior's Player changes their mind and decides to determine the tavern keeper's action using Meaning Tables. Rolling on the Characters

Elements Table gets them “Odd” and “Passive.” They interpret this to mean that the barkeeper shambles over to the PC and grunts at them, apparently his way of asking the PC what they would like.

Fate Questions As Actions

If you have an expectation for the NPC’s behavior that you’d like to test you could ask a Fate Question. This is a good choice if the NPC’s actions are important to your adventure or you just want to randomize the behavior.

The Player decides to test their expectation with a Fate Question. They ask, “Does the barkeeper come to take my order?” assigning Odds of Certain.

When determining NPC actions with Fate Questions choose a behavior the NPC is likely to do. You don’t have to be sure about this choice since you’re going to test it with a Fate Question anyway.

If you’re in the middle of an encounter where the NPC has already taken action you could ask, “Does the NPC keep doing what they’re doing?” This is especially useful in tense situations where an NPC’s actions matter every round but you don’t want to slow down to think about what they’ll do each time. Instead, you simply check to see if they continue a previous action.

Bering the Magnificent is facing off against an assassin on the deck of a ship during a rough storm. The Player has a good idea of what the assassin will do, so they ask the Fate Question, “Does the assassin attack Bering with his sword?” with Odds of Nearly Certain. Mythic says Yes, and the battle begins.

In the next round, the Player wants to see if the assassin continues fighting in this way, so they ask, “Does the assassin continue with his current action?” with Odds of Certain.

Phrase the action as a Fate Question and assign it Odds like you would with any other Fate



KEEP IT LOOSE AND FLOWING

You can check for NPC actions as often or as rarely as you like. Maybe you choose to only determine an NPC’s first action in an encounter and follow your expectations from there, or maybe you’re in a tense confrontation with an important NPC and want to randomly determine the Character’s actions round-by-round.

If you’re frequently asking Fate Questions or consulting Meaning Tables to determine NPC behavior it’s important to keep your adventure moving smoothly by taking the broadest interpretations you can. This will help you not get held up on a difficult Interpretation.

Question. If it’s a behavior you expect it’s probable that your Odds will at least be Likely if not stronger. If you’re unsure then consider the Odds 50/50. If you’re really unsure and just taking a shot in the dark with a random behavior you might go with lesser Odds such as Unlikely.

You can resolve these Fate Questions using Mythic’s normal rules or you can consult the NPC Behavior Table for suggestions on how to handle NPC actions.

NPC BEHAVIOR TABLE

The NPC Behavior Table offers suggestions for how to interpret Fate Questions about NPC actions.

A Yes answer to a behavior Fate Question is easy to interpret: the NPC either does what you thought they would do or continues to do what they were already doing.

A No answer means the NPC does something other than what you expected. If you have an idea of what that would be you can use that as the action; otherwise, choose a Meaning Table to roll on for inspiration.

An Exceptional Yes means the NPC does what’s expected with greater intensity.

The Player asks the Fate Question “Does the assassin continue with his current action?” Mythic answers with an Exceptional Yes. The Player’s interpretation is that the NPC launches himself at Bering in an aggressive attack without taking any defensive precautions.

An Exceptional No means the NPC either does the opposite of what you expected or does the next most expected action with greater intensity. If you don’t have any ideas for an expected behavior roll on a Meaning Table for inspiration and make the resulting action more intense.

A few rounds later Mythic answers Exceptional No to “Does the assassin continue his current action?” The fight hasn’t been going well for the assassin, with Bering using magic to fend him off. The Player decides that the opposite of what they expected would be for the assassin to break away from the fight and flee.

If the Fate Question about NPC behavior generates a Random Event consider the Event an additional part of the NPC’s actions, with Current Context as the Event Focus and the nature of the action determined by rolling on a Meaning Table. Combine the result with the original action if it makes sense; otherwise, treat them as two separate actions, basing the first action on the result of your Fate Question and the second action on the result of the Random Event.

When Bering’s Player rolled Exceptional No for the assassin’s action they also rolled a Random Event. The Player rolls on the “Character Actions, Combat” Elements Table and gets “Charge” and “Lie”.

The Player decides it makes sense to combine the Random Event with the Fate Question’s answer of Exceptional No; the Event will help clarify the NPC’s unexpected action. They interpret it this way: the assassin charges at Bering again with a wild battle cry. Bering braces himself for the impact, his mystic barriers up. But just before he reaches Bering, the assassin veers to the side and

NPC BEHAVIOR TABLE

FATE QUESTION RESULT	“DOES THE NPC DO X?”
YES	The NPC does what you expect or continues with their ongoing action.
NO	The NPC does the next most expected behavior. If you’re unsure what that is then roll on a Meaning Table for inspiration.
EXCEPTIONAL YES	The NPC does the expected action, or continues their ongoing action, with greater intensity.
EXCEPTIONAL NO	The NPC does the opposite of what you expected or does the next most expected behavior with greater intensity. If you’re unsure then roll on a Meaning Table for inspiration and intensify that action.
RANDOM EVENT	Roll on a Meaning Table for an additional action from the NPC.

leaps over the ship’s railing. The charge attack was a bluff to make Bering hunker down and give the assassin an opportunity to escape.

Conversations

Saying something is an action, too. When determining what an NPC says in a conversation it’s helpful to focus on the overall tone and message the NPC is trying to convey. Like

anything in a Mythic adventure, the rules presented here are meant to give you general guidance; the actual words the NPC uses are up to you. Feel free to use creative license as long as their dialog is in line with the result you generated.

Nemenor, a knight PC, has joined forces with the dragon Gregroth to work against a mutual foe. They're currently traveling together through a forest. As evening draws near the knight asks the dragon where he thinks they should camp for the night.

The Player frames the expected action as a Fate Question: "Does Gregroth suggest camping next to a pile of boulders?" They don't really know what the dragon will say but this response seems plausible, so they give the Question Odds of 50/50. Mythic returns a Yes.

Later, after they make camp, Nemenor asks the dragon who should take first watch during the night. The Player asks, "Does Gregroth say he will take first watch?" assigning this Odds of 50/50. Mythic comes back with a No. The Player interprets this to mean the dragon says the knight should take first watch since that seems like the next most expected thing he would say.

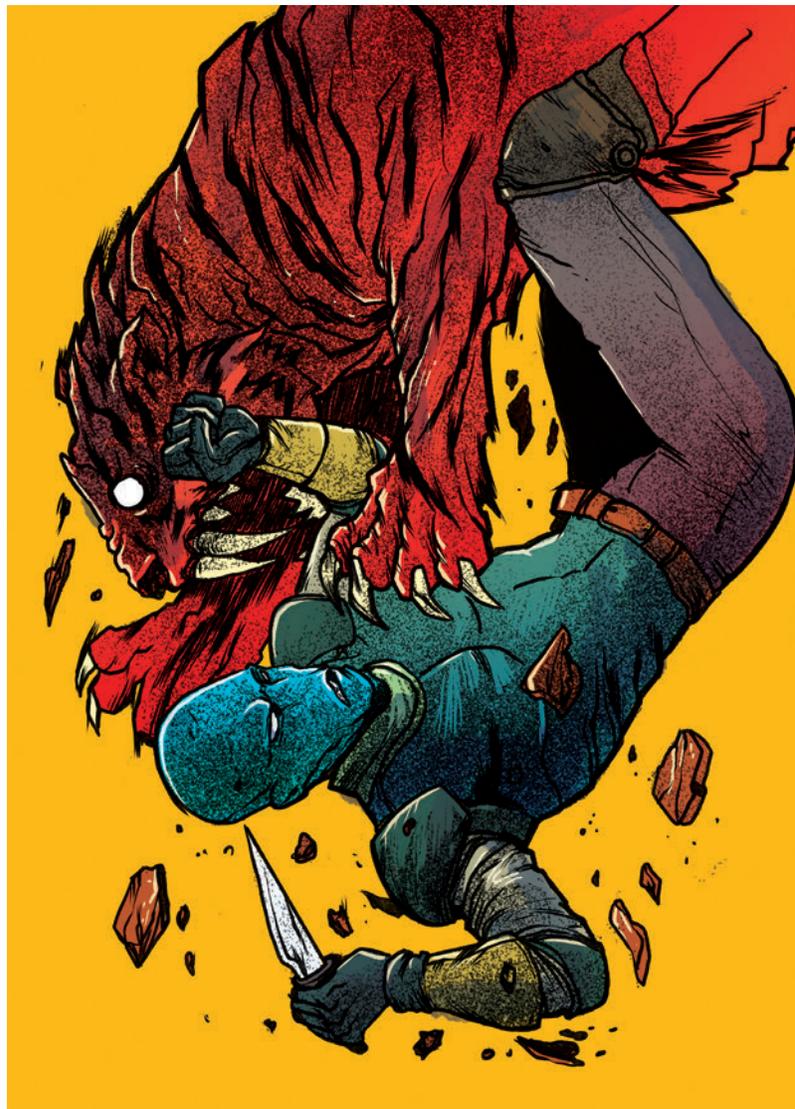
If specific language is required (maybe you're playing in a group setting and want to give the interaction more color, or maybe you're writing out your solo session for a blog post or your personal journal), then the Player can use any words that make sense with the rolled results.

The Player words the first exchange between knight and dragon like this: Nemenor glances at the sky, noting that they have about an hour left until dark. "We should start looking for shelter before nightfall." He turns to the dragon. "Do you have a preferred way to camp in the woods?"

Gregroth glances around at their surroundings. "Rocks. I like rocks. Big rocks. Let's find a nice pile of boulders to curl up against, get all warm and cozy."

Social Skills

If you're using Mythic with an RPG that has social skills you can incorporate skill rolls into your interactions with NPCs. The results of these skill rolls become part of the Context, helping you formulate expectations, adjust the Odds of Fate Questions, and interpret the roll results (including any Meaning Table rolls) to interpret NPC behavior.



From combat to conversations you can determine NPC actions by using a combination of expectations, Fate Questions, and Discovering Meaning.



GETTING TO KNOW YOU

The more interactions you have with an NPC during an adventure the more you'll come to understand them. Over time you'll get a feel for what a Character would do or say in any situation, making it easier to determine actions and conversations as you go.

For example, maybe your sci-fi spaceship captain is trying to talk another ship into assisting them with repairs, and you roll against your Character's Persuasion skill to get them to cooperate.

Let's say your Character succeeds. In game terms this means you talk the other ship into helping you. If you wanted to use Mythic to play out this interaction in more detail you'd approach it with the knowledge that the other ship's captain will say yes, so whatever results you get from Mythic will have to fit into that Context.

On the other hand, maybe the skill roll indicates that your Character did a good job at presenting their case, but it doesn't guarantee a specific reaction. You may decide that the skill roll results adjust the Odds of the Fate Question, "Do they help us with repairs?" so that while a failed roll would give 50/50 Odds of a Yes a successful roll bumps that up to Very Likely.

You can also use skills to help you decide what an expected behavior would be. Maybe your Character succeeded exceptionally well on their Persuasion roll, and the negotiation is going so smoothly that you think the other ship might not only help with repairs but also join your Character's quest through space. You may use these rolls as the basis for a behavior Fate Question like, "Does the ship captain decide to join us?"

END OF SCENE BOOKKEEPING

It's your call when to end a Scene (as discussed in the "Scene Structure" section on page 63), but usually a Scene ends when the primary action in that Scene wraps up. Before you move on to the next Scene you have a few Bookkeeping tasks to do.

Add List Elements

The end of a Scene is the time to add Threads and Characters to your Lists if they were active in the Scene. Think about the Scene that just played out and add any Threads or NPCs that seem important to the adventure.

If any Threads or Characters already on a List played a part in the Scene add an additional entry for them as well. This creates weighted Lists that make important elements more likely to reappear in your adventure. Once a specific Thread or NPC has filled three slots on its List don't add any more entries of that element, even if it's important in a later Scene.

You can consider a Thread or Character "important" to the Scene if it was invoked by a Random Event or something meaningful happens in a Scene that involves the Thread or Character.

THREADS LIST

Threads are goals that your Player Character is pursuing. You can add any Thread to the List that you want, even if it hasn't come up in a Scene.

Early on in the adventure, the Player Character decides that Bering will take up a quest to return a stolen relic treasured by a poor, remote village. The Player adds "Return relic" as a Thread.

Later, when Bering emerges from the rat-infested dungeon, the Player decides he needs more healing magic. There are no potion sellers nearby

and no one around who can teach him healing spells, so the Player adds “Acquire healing magic” to the Threads List as a goal to pursue.

A few Scenes after deciding to acquire healing magic, Bering is chatting with a farmer who’s tending to a field of cows. Bering has been trailing a group of travelers he suspects of stealing the sacred artifact, so he asks the farmer if he’s seen anyone lately. The farmer mentions seeing a local healer who helped him with his livestock. Intrigued, Bering asks for more information and realizes that this mysterious healer may be a wizard.

This is an important potential lead for Bering to get his hands on healing potions, which reflects one of the Threads. At the end of the Scene the Player writes “Acquire healing magic” for a second time on the Threads List.

CHARACTERS LIST

You can add just about anything to the Characters List, from individual NPCs to organizations to geographical areas to objects. If it

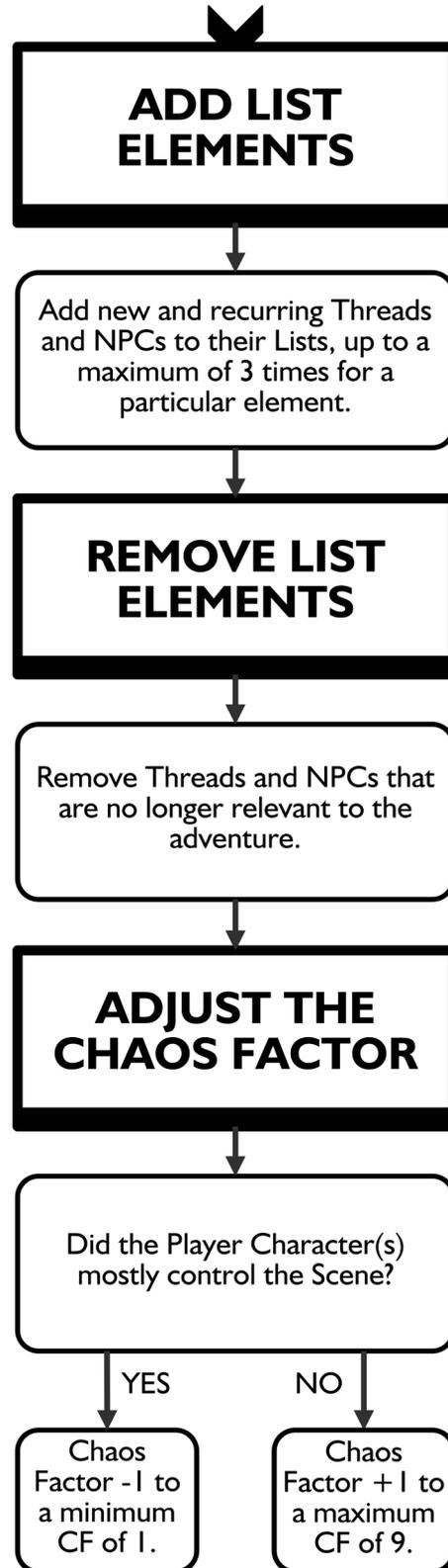


CROWDING OUT THE GOOD STUFF

While adding lots of Threads that interest you can make for an expansive adventure, there are also good reasons for keeping your Threads List sparse. The more Threads you have, the more options are available for Random Events. You may like having all that potential for plot twists, but if the plot is centered around a single core Thread, those extra plotlines may detract from the focus of your adventure.

Think about the kind of experience you’re looking for. If you want something laser-focused on one goal, be more selective about adding new Threads. If you’re looking for more of a sandbox approach, add as many Threads as you like, with the knowledge that you may sometimes take significant detours from your primary goal.

END OF SCENE BOOKKEEPING





NOT WAITING TIL THE END

Editing your Lists after the Scene is over means you don't have to pause the action, but it's not a bad idea to update them as you play if it doesn't slow things down too much. Adding or removing Threads and Characters during a Scene means those elements will be available sooner for Random Events; it also makes Bookkeeping easier since you won't have to think back on the Scene to remember which Threads and Characters stood out.

You'll most likely do a combination of the two, making changes to the Lists as you play and going over them again at the end of a Scene to make sure you caught everything.

has some level of activity and can act for or against your PC you can add it to the Characters List.

Bering the Magnificent has come across several different monsters and opponents in the dungeon he's exploring, including giant mutated rats, robed cultists lurking in the shadows, and demonic frogs squatting in stygian pools. The Player has added each of these antagonists to the Characters List. Mutant Rats appear three times on the List because they've featured in many Scenes, while Cultists appear twice and Demon Frogs only once.

After a Scene in which Bering survived a trap, the Player decides that the dungeon itself should be on the Characters List to represent pitfalls, cave-ins, and other nasty surprises.

Remove List Elements

Review your Threads and Characters Lists and remove any elements you feel are no longer relevant to your adventure, (accomplished goals, defeated enemies, etc.). If the irrelevant Thread or Character appears more than once on the List cross out all instances of it.



CLEANING UP LISTS

Mythic Lists can get messy over time. Threads get added as you come across new goals, Characters get added as they're introduced, Threads and Characters get additional entries when they come into play again, Threads get removed when they're completed, Characters get removed when they lose relevance ... there's a lot going on in those 25 lines!

If you max out a List with no room for new entries, it's time to clean up. Get a fresh, empty Adventure List sheet and copy over the Threads and Characters you want to keep, with a single entry for each element. For any Threads or Characters with three entries on the original List, give them two entries on the new List. Doing this resets the Lists, decreasing elements that have grown while still retaining weighted importance for the most popular items.

Cleaning up your Lists is a prime opportunity to edit them in other ways as well. If you think a Thread or Character should be removed, go ahead and do it. Maybe a minor Character who appeared early on in the Adventure no longer seems relevant, or maybe there's a Thread you forgot about that you're no longer interested in pursuing.

You can also consolidate less important Characters into a single group entry to free up more space. If you've met an innkeeper, a farmer, and a merchant during your adventure, but none of them have proven to be important, you could combine them into a single entry called "Villagers" on the Characters List.

Your new, revised Lists give your adventure room to continue evolving. If the new List gets full it'll be time to tidy up again.

Removing an NPC doesn't necessarily mean they've died. Characters can exit an adventure for all kinds of reasons, including that you've deemed them no longer important to your adventure. The same is true for Threads: you can remove one

simply because you are no longer interested in pursuing it.

In the swashbuckling adventure with Edward the pirate, the Player has a Thread of “Get vengeance against the dread pirate Victor”. Then Edward learns that he wasn’t betrayed by Victor at all but by the governor of Capsalon Island—he’s been pursuing the wrong villain! The Player removes the now-irrelevant Thread from the List and replaces it with “Bring the governor to justice.”

Adjust The Chaos Factor

The final Bookkeeping task is adjusting the Chaos Factor. Think about the Scene that just happened and decide whether you think the Player Character(s) were in control of events—in other words, whether the Scene was a success or a failure for them. Did they make progress toward any of their goals? Did they suffer any setbacks or sidetracks?

Maybe the PC was seriously wounded while navigating a building full of explosive traps, but they still made it through. You might decide that the progress your Character made is more important than the damage they sustained, so the Scene was more in their control than out of it. On the other hand, maybe the PC was forced to retreat back to where they came from, in which case you might decide that the Scene was more out of their control than within it.

A Scene that was mostly within your PC’s control gives the CF a -1 modifier, lowering the Chaos of the adventure, while a Scene that was mostly out of their control gives the CF a +1 modifier, raising the Chaos. The CF cannot go below 1 or above 9; any modifiers that would take it beyond that range are ignored.

For alternative methods of adjusting the Chaos Factor check out the sidebars “Revert Toward The Mean” and “Random Chaos” on this page.



REVERT TOWARD THE MEAN

The default rule for the Chaos Factor is to increase it when a Scene wasn’t under Player Character control and decrease it when it was. This gives the CF a snowball effect, where crisis begets more crisis and calm begets more calm until something happens to switch things up.

If you prefer, you can flip this concept on its head by reverting toward the mean so that the CF goes up when a Scene goes well for the Player Characters and down when a Scene goes poorly. Instead of a snowball effect, you get a release valve—the more controlled Scenes you have in a row the more things are likely to blow up on the Player Characters; the more things blow up on them, the more likely things are to calm down again. This kind of adventure will have a slightly different feel from the norm, with fewer extreme mood swings as the Chaos Factor gets continually nudged back toward the middle.



RANDOM CHAOS

Another way to handle the Chaos Factor is to skip the process of evaluating how well the Player Character(s) did in a Scene and simply let the dice decide how the Chaos Factor changes. This gives you one less thing to worry about in the Bookkeeping phase.

At the end of a Scene roll a d10. If you roll equal to the current Chaos Factor or less, give it a -1 modifier with a minimum of 1; if you roll more than the Chaos Factor, give it a +1 modifier with a maximum of 9. This detaches the Chaos Factor from the PC’s actions, letting it ebb and flow at the whim of the dice.

With this method the tone of your adventure will shift at random intervals based on your Chaos rolls from Scene to Scene. As with Revert Toward The Mean, extreme values will be rare, with the CF more frequently moving back toward the middle.

THE BIG SCENES

EXAMPLE: GUARDIAN OF THE CHOSEN ONE

Let's put Mythic's Scene structure through its paces! Unlike the smaller examples in the rest of the chapter that put everything in italics, this Big Example will use italics to indicate the role-played story and normal text to explain mechanics and interpretations for maximum readability.

In this example, the Player is running a solo adventure using Mythic with their favorite fantasy RPG. Their Character is Lennz, a hunter and wilderness expert who's already been through a few adventures, gaining experience along the way. He was hired by a mountain village to lead the Chosen One, a child prophesied to have great powers, to a hilltop monastery. The route to the monastery is through rugged terrain in an area Lennz knows well.

The Player came up with the details of this adventure using the Plot Twists Elements Meaning Tables. They interpreted the word pair, "Public" and "Require", as a "public" village that "required" Lennz to do the task he was hired for. The idea of the task being a protect-and-deliver mission for a child religious figure was just something the Player thought would be cool.

The Player decides that the first Scene will be about Lennz beginning the trek through the mountains with the Chosen One. Since this is the first Scene it doesn't need to be tested against the Chaos Factor to see whether it happens or not.

Since they already have an idea for the adventure, the Player decides to add the major details to their Lists. They add "Deliver the Chosen One" to the Threads List and "Chosen One", "Villagers", and "Mountains" to the Characters List. They decided to include "Villagers" on the List to account for anyone they

might meet along the way and "Mountains" to account for any dangers and resources the rugged terrain may present.

With their Lists prepared, the Player is ready to begin the first Scene.

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
1-2 <i>Deliver the Chosen One</i>	1-2 <i>The Chosen One</i>
3-4 CHOOSE	3-4 Villagers
1-2 5-6 CHOOSE	1-2 5-6 Mountains
7-8 CHOOSE	7-8 CHOOSE
9-10 CHOOSE	9-10 CHOOSE
d4 1-2 CHOOSE	d4 1-2 CHOOSE
3-4	3-4

Because the landscape is too rough for riding animals, Lennz and the boy are traveling on foot. The first leg of their journey is easy because there are paths near the village, which gives Lennz some time to chat with the Chosen One.

It turns out the boy has a proper name: Ninfee Wryrock. He says he wasn't born in the village but was found by a farmer and brought there; he doesn't know anything about his own heritage or history. There's a strange mark on his arm, which is apparently what identified him as the Chosen One, though he doesn't know much about the prophecy he's meant to fulfill.

Most of the details in this Scene were generated by the Player asking Fate Questions. "Can we use horses?" No. "Is the terrain near the village rough?" Exceptional No.

The Player thought it would make sense for Lennz and the boy to talk during this first part of the journey. Since the Player had no idea what the boy might say, they rolled on the Character Conversations Elements Meaning Table for inspiration and got "Careless" and "Mysterious". The Player interpreted this to mean that the boy is very trusting, answering all of Lennz's questions, but that the Chosen One seemed to know little about his own past.

The Player also figured Lennz would ask if the Chosen One had a proper name. They made the possibility of a name into a Fate Question and got Yes. To determine the boy's name, the Player rolled on the Names Elements Meaning Table and got "Nn" and "Fi". Wanting more to work with, they rolled some more and got "Wr" and "Nature". The Player interpreted this as Ninfee Wryrock.

This first Scene was simple, establishing what the adventure will be about. The Player decides to end the Scene after Lennz and Ninfee spend the day walking and chatting. Since Lennz was in control during this Scene, the Player gives -1 to the Chaos Factor, lowering it from the starting value of 5 to 4.

The Player records the major details on their Adventure Journal sheet as part of their end-of-Scene Bookkeeping. Then they look over their Lists to see if anything needs to be added or removed.

ADVENTURE JOURNAL		
ADVENTURE TITLE <i>Guardian of the Chosen One</i>		
SCENE SUMMARY <i>Lennz begins his journey and gets to know Ninfee.</i>	SCENE NUMBER <i>1</i>	CURRENT CHAOS FACTOR <i>4</i>

Prominent elements in this first Scene included "The Chosen One", the "Mountains", and the Thread of "Deliver the Chosen One". Since these elements are already on the Lists, the Player adds an additional entry for each. No new Characters or Threads presented themselves in this Scene.

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
<ul style="list-style-type: none"> 1-2 <i>Deliver the Chosen One</i> 3-4 <i>Deliver the Chosen One</i> 1-2 5-6 <i>Mountains</i> 7-8 <i>The Chosen One</i> 9-10 <i>Mountains</i> 	<ul style="list-style-type: none"> 1-2 <i>The Chosen One</i> 3-4 <i>Villagers</i> 1-2 5-6 <i>Mountains</i> 7-8 <i>The Chosen One</i> 9-10 <i>Mountains</i>

The Player prepares for the next Scene by coming up with an Expected Scene. They decide it would make sense for Lennz and Ninfee to make camp at nightfall and set out again the next day, this time encountering more treacherous terrain.

The Player tests this Expected Scene against the Chaos Factor by rolling a d10. They roll 8, exceeding the current Chaos Factor of 4, so the Expected Scene happens as envisioned.

The next morning, Lennz and Ninfee break camp and set out again. The farther they get from the village, the rougher the terrain becomes as well-trod dirt roads give way to unsullied rocky ground. They climb many steep hillsides, with Lennz helping Ninfee when he struggles.

Suddenly, Lennz spots a small warband of orcs on the other side of the valley, and he pulls Ninfee behind a boulder to hide before they're spotted.

This is bad. Lennz is going to have to be very careful from here on out to avoid contact with the orcs. He has no idea if they're aware of the prophecy, but if they are, they may see Ninfee as a very valuable hostage.

The two of them move cautiously for the rest of the day, with Lennz keeping an eye out for orcs.

With the way forward getting more difficult, the Player began this Scene by asking Fate Questions about the terrain. "Do we run into any difficult terrain today?" Yes. "Does Ninfee have difficulty?" Yes.

A little later, a Fate Question generated a Random Event. Rolling on the Event Focus Table, the Player got "Move Away From A Thread". Since there's only one Thread on the List there was no need to roll for it.

The Player rolled on the Actions Meaning Tables for inspiration and got "Block" and "Project". They had an idea of what this could mean but weren't sure about it, so they posed it as a Fate Question: "Do we encounter orcs?" Yes. The Player interpreted this to mean that they unexpectedly came across a warband of orcs

SCENES

making their way through the mountains, posing a danger that will hamper their progress.

For the rest of the Scene, as Lennz and Ninfee make their careful way forward, the Player asks a Fate Question from time to time to see if they run into orcs, but nothing else happens. The Player decides this is a good place to end the Scene.

For end-of-Scene Bookkeeping, the Player updates the Adventure Journal with a summary of Scene 2's events. Then they think about the Chaos Factor—was Lennz in control because he spotted the warband and evaded them, or was he not in control because they had to change their course to avoid trouble? The Player decides that the introduction of the orcs and Lennz having to change travel tactics was more out of control than in control, so they raise the Chaos Factor by 1 point, bringing it back to 5.

Now to adjust the Lists. The Player adds “Avoid the orcs” as a Thread and “Orc warband” as a Character. They also repeat “Deliver the Chosen One” on the Threads List and the “The Chosen One” on the Characters List since those elements were relevant this Scene. Both of these elements now appear three times on their Lists, so The Player won't add any more entries of them in future Scenes.

ADVENTURE JOURNAL		
ADVENTURE TITLE <i>Guardian of the Chosen One</i>		
SCENE SUMMARY <i>Lennz begins his journey and gets to know Ninfee.</i>	SCENE NUMBER <i>1</i>	CURRENT CHAOS FACTOR <i>X 5</i>
SCENE SUMMARY <i>A roving orc warband is spotted.</i>	SCENE NUMBER <i>2</i>	NOTES
SCENE SUMMARY	SCENE NUMBER	

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
1-2 <i>Deliver the Chosen One</i>	1-2 <i>The Chosen One</i>
3-4 <i>Deliver the Chosen One</i>	3-4 <i>Villagers</i>
1-2 5-6 <i>Deliver the Chosen One</i>	1-2 5-6 <i>Mountains</i>
7-8 <i>Avoid orcs</i>	7-8 <i>The Chosen One</i>
9-10 <i>CHRONICLE</i>	9-10 <i>Mountains</i>
d4 1-2 <i>CHRONICLE</i>	d4 1-2 <i>The Chosen One</i>
3-4 <i>CHRONICLE</i>	3-4 <i>Orc warband</i>
3-4 5-6 <i>CHRONICLE</i>	3-4 5-6 <i>CHRONICLE</i>

Now for the next Expected Scene. The Player assumes that Lennz was given some information about the region and knows of another village nearby, so their Expected Scene is that the two of them will head toward this village in search of help.

The Player rolls a d10 to test this Expected Scene and gets a 3. This is an odd number within the Chaos Factor range of 5, which means we get an Altered Scene instead of the Expected Scene. The Player figures that the next most Expected thing to happen would be running into the orc warband.

Starting Scene 3, the Player asks the Fate Question “Do we encounter the orcs the next day?” Mythic says No. The Player interprets this to mean the encounter happens that night while they're making camp.

“Do the orcs surprise attack us?” Yes.

Lennz and Ninfee spend a tense day staying out of sight and camp down for the night in a valley to avoid being seen. Lennz decides they can rest for now and set out for the nearby village in the morning.

As they prepare to sleep, Lennz hears a twig snap in the brush. His keen survival senses have him reaching for his sword just as three orcs rush into their camp, and he takes them all on in a fast and furious fight. The orcs are surprised by how capable he is in combat—this is no hillside farmer.

While Lennz battles two of the orcs, the third one makes a run at Ninfee. Lennz cries out for the boy to run, but Ninfee stands his ground.

SCENES

There's a sudden burst of light from the boy, an outflowing of power, and the orc is thrown back by the force of the blast.

Surprised and afraid, the orcs retreat back into the night. Lennz looks at Ninfee, shocked by the sudden display of power. Ninfee looks just as surprised.

The Player used the skills and combat rules from their chosen RPG to play out this Scene. Lennz rolled well enough to notice the approach of the orcs and be ready when they pounced.

To guide the combat, the Player started by asking “Do the orcs focus on Lennz?” This seemed reasonable since Lennz would be the biggest threat to take down. Mythic said Yes.

This three-on-one combat continued for several rounds. Using the NPC Behavior Table each round, the Player asked the Fate Question, “Do the orcs continue with their current action?” The answer each round was Yes, meaning the orcs continued to fight with Lennz.

On the fourth round, however, the answer was No. The Player’s interpretation was that one of the orcs broke off from the fight to go after Ninfee.

Lennz yelled at Ninfee to run, and the Player asked “Does Ninfee run?” The answer was No, with a Random Event.

The Player rolled on the Event Focus Table and got NPC Action. To determine which NPC would act, the Player rolled two dice for the Characters List: one for a List section and one for an entry in that section. Since two sections of the List have elements in them, the Player rolled a d4 to see which section to use. They got a 3, indicating the second section. Rolling a d10 to see which element to use, the Player got a 2: “The Chosen One”.

The Player rolled on the Actions Meaning Tables for inspiration on what Ninfee would do and got “Open” and “Power”. Given the Context that the Chosen One supposedly has abilities of some kind, the Player interpreted this to mean

that Ninfee reacted with a display of raw magical power to defend himself.

After the orc was knocked back, the Player asked, “Do the orcs flee?” Yes. Finally, the Player asked, “Does Ninfee seem surprised by what he did?” Yes.

This seems like a good place to end the Scene; now it’s time for Bookkeeping. The Player summarizes Scene 3 in the Adventure Journal and adjusts the Chaos Factor.

While they did survive the orc ambush, Ninfee’s sudden display of power was a random surprise. The Player is going to count this as a Scene out of Lennz’s control, raising the Chaos Factor to 6.

ADVENTURE JOURNAL		
ADVENTURE TITLE <i>Guardian of the Chosen One</i>		
SCENE SUMMARY <i>Lennz begins his journey and gets to know Ninfee.</i>	SCENE NUMBER <i>1</i>	CURRENT CHAOS FACTOR <i>* * 6</i>
SCENE SUMMARY <i>A roving orc warband is spotted.</i>	SCENE NUMBER <i>2</i>	NOTES <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
SCENE SUMMARY <i>Orcs ambush us. Ninfee displays defensive power.</i>	SCENE NUMBER <i>3</i>	
SCENE SUMMARY	SCENE NUMBER	
SCENE SUMMARY	SCENE NUMBER	

Now to adjust the Lists. There’s no need to add another instance of “Deliver the Chosen One”, since it’s already maxed out at three entries. “Avoid the orcs” was relevant in this Scene because of the fight, so the Player repeats this Thread element. They also add another instance of “Orc warband” to the Characters List.

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
1-2 Deliver the Chosen One	1-2 The Chosen One
3-4 Deliver the Chosen One	3-4 Villagers
1-2 5-6 Deliver the Chosen One	1-2 5-6 Mountains
7-8 Avoid orcs	7-8 The Chosen One
9-10 Avoid orcs	9-10 Mountains
d4 1-2 CHOOSE	d4 1-2 The Chosen One
3-4 CHOOSE	3-4 Orc warband
3-4 5-6 CHOOSE	3-4 5-6 Orc warband
7-8	7-8

The Player pauses to think before coming up with the next Expected Scene idea. A lot happened in that last Scene: the orcs discovered them, and Ninfee displayed impressive powers. The Player considers what Lennz might do next.

Since the orcs got away, it would be a good idea to get moving before they come back with reinforcements. Lennz could invest some time in helping Ninfee explore his powers, but considering how surprised the boy was by their appearance trying to experiment with them right now probably isn't the best course of action.

The Player decides that Lennz is going to pack up camp and get moving right away while it's still dark, covering their tracks as best he can to throw off pursuers.

With this Expected Scene in mind, the Player rolls a d10 to test it against the current Chaos Factor value of 6. They roll 4. This is an even number within the Chaos Factor range, which means the next Scene is an Interrupt Scene—something unexpected is about to happen.

To determine what the Interruption is, the Player rolls on the Event Focus Table and gets "PC Negative". It looks like things are about to go from bad to worse for Lennz and Ninfee.

The Player rolls on the Actions Meaning Tables for inspiration on what happens and gets "Hinder" and "Weather". They interpret this to mean that a snowstorm rolls in as the night wears in. Now Lennz has to contend with freezing weather while trying to stay ahead of the orcs.

The two of them hurriedly pack up camp and head out into the night. Lennz is careful to cover their tracks, but it probably won't be long before the warband returns, more prepared than they were for their first ambush.

Travel is slow in the dark, but Lennz doesn't dare light a torch, only using the light of the moon to see by. Dark clouds begin to gather, and the temperature drops until it begins to snow. Ninfee is cold, and both of them are tired, but Lennz urges him to continue on even as the storm worsens.

Dawn finds them still trudging through snow. They need to find shelter from the cold and get a few hours of rest. Lennz scans the white-clad hills around them, looking for any sign of a cave. He spots something, but it's not a cave—there's a column of smoke coming from the next ridge.

When Lennz paused to look for a possible cave entrance, the Player asked, "Does he spot a cave?" giving it Odds of Very Unlikely. They rolled an Exceptional No.

Lennz saw something that was the opposite of a cave, or a more intense version of the next expectation. The Player decided it made the most sense for him to see some sign of life.

The Player wasn't sure what this sign was, so they rolled on the Descriptions Meaning Tables and got "Slowly" and "Dirty". Their interpretation was a column of smoke slowly drifting into the sky, as if from a campfire.

The smoke looks like it could be from a campfire. It might be a local mountain village, or the orc warband. Lennz decides that either way it deserves a look. He guides Ninfee toward the smoke, keeping low and moving cautiously. When they make it to the top of the ridge, they look down and see a small mountain village. The villagers seem rugged, accustomed to the harsh conditions of their environment. The smoke is coming from a fire that looks warm and inviting.

SCENES

Lenz knows that if he can see the smoke, so can the orcs; they may be drawn to this location as well. The village appears to have fighters among them—perhaps they will ally with Lenz when they find out Ninfee is the Chosen One. Lenz decides to take the risk and approach them.

When Lenz got in position to identify the source of the fire, the Player asked the Fate Question, “Is it the orcs?” They gave this Odds of 50/50 because they had no idea what to expect. Mythic came back with No.

The next most logical expectation was that it’s a village, so the Player went with that. To get a clearer picture of the village, the Player asked, “Do they look capable?” Mythic came back with Exceptional Yes.

The Player interpreted this to mean that not only are the villagers well equipped against the cold and the storm, they also have fighters among them.

As Lenz and Ninfee walk towards the village, a pair of spear-wielding warriors see them and approach. They look tough and threatening, but as soon as they see Ninfee their demeanor changes. They recognize him immediately and their wary greeting changes to one of welcome.

To Lenz’s relief, he and Ninfee are brought into the circle of warmth and given food. There isn’t much time to relax, however. Lenz tells the villagers about the orcs. The villagers have been fending off warband raiders for months, and they are ready and willing to help Lenz defend the boy.

The Player resolved the villager reactions with a few Fate Questions. “Do they recognize Ninfee?” Yes. “Are they aware of the warband?” Yes.

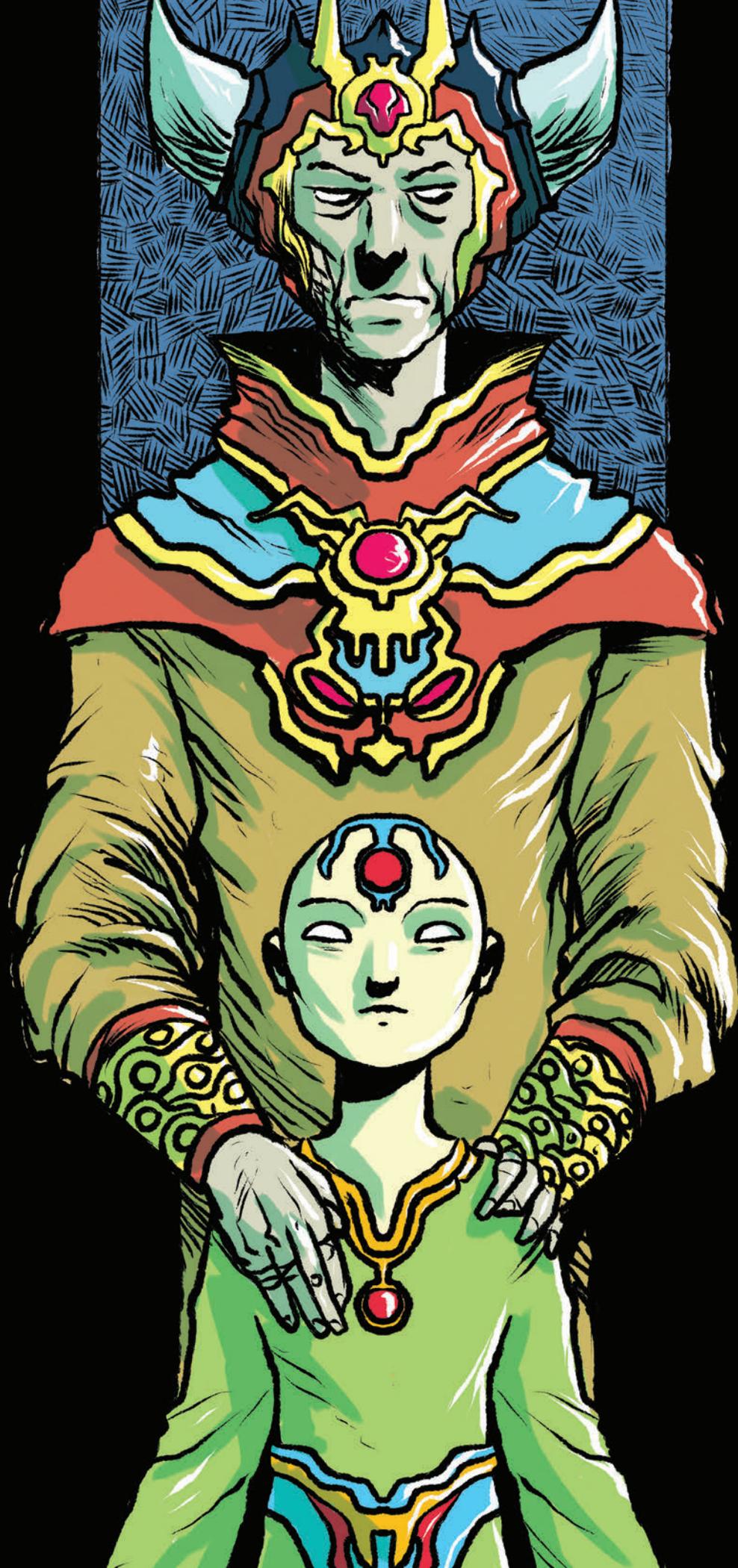
This seems like a good place to end Scene 4 and do some Bookkeeping. The Player writes down a summary of this Scene. Since Lenz and Ninfee caught a lucky break, the Player decides Lenz was in control this Scene, so the Chaos Factor drops from 6 to 5.

The orcs were a concern in this Scene, so the Player adds another instance of “Avoid the orcs” to the Threads List, reaching the maximum of three.

The Player decides that the sudden storm is enough to count as the environment acting against them, so they add “Mountains” again to the Characters List. They also add another instance of “Villagers”.

ADVENTURE JOURNAL		
ADVENTURE TITLE Guardian of the Chosen One		
SCENE SUMMARY Lenz begins his journey and gets to know Ninfee.	SCENE NUMBER 1	CURRENT CHAOS FACTOR ✖ ✖ ✖ 5
SCENE SUMMARY A roving orc warband is spotted.	SCENE NUMBER 2	NOTES _____ _____ _____ _____ _____ _____ _____ _____
SCENE SUMMARY Orcs ambush us. Ninfee displays defensive power.	SCENE NUMBER 3	
SCENE SUMMARY A snow storm sets in. We discover a friendly village willing to help.	SCENE NUMBER 4	

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
1-2 Deliver the Chosen One	1-2 The Chosen One
3-4 Deliver the Chosen One	3-4 Villagers
1-2 5-6 Deliver the Chosen One	1-2 5-6 Mountains
7-8 Avoid orcs	7-8 The Chosen One
9-10 Avoid orcs	9-10 Mountains
d4 1-2 Avoid orcs	d4 1-2 The Chosen One
3-4 CHOOSE	3-4 Orc warband
3-4 5-6 CHOOSE	3-4 5-6 Orc warband
7-8 CHOOSE	7-8 Mountains
9-10 CHOOSE	9-10 Villagers
d6 1-2	d6 1-2







Variations

The Mythic system is built to be modular and highly customizable. Use the rules you want, ignore the ones you don't, and adjust the ones you've chosen to get the desired tone for your adventures.

Up to this point, the systems in this book have focused on the essentials of how to construct and run a satisfying solo role-playing experience. Many of those core rules offer options for how to use them, such as the way you start and end Scenes and whether you roll for an Event Focus or choose one. This chapter presents more variant rules with which to modify your Mythic experience as well as advice on how to get more out of your adventures.

If you're new to Mythic, this chapter may be more useful to you after you've played through a few adventures and familiarized yourself with the core rules.

GETTING PREPARED FOR A SOLO ADVENTURE

Getting your act together to run a solo role-playing session can be just as individualized as the game itself. What resources do you bring to the table—if you even use a table? Do you role-play entirely in your head, or do you write down what happens as you go? If you do write it down, how do you go about it?

There's a lot to consider, so let's get started on how to get started!



FORM FITTING

To make it easier to get organized, all forms and tables have been collected at the end of this book. You can also find a quick reference for all of Mythic's important rules and mechanics in the "Rules Summary" chapter.



Papers Please

If you prefer to play with physical books and paper game sheets, keeping things organized will make your solo gaming sessions more enjoyable. Consider sorting your sheets into binders, one for rulesets and one for Character-related items. Gather all of your materials ahead of time and lay them out on the surface you'll be using. Make sure you have enough room to write things down when you need to and enough empty space to shift things around without moving too many items at once.

For my own games, I make a habit of taking all the books and resources I'm using and stacking them together so I can put them on a bookshelf in between my adventures. When it's time to play, I simply grab the stack, arrange it on the table in

front of me, and get to playing. Then, when I'm done, I restack them and put them back on the shelf. Keeping your notes and reference sheets "stackable" like this in a folder or binder makes your entire adventure easy to pull out and easy to put away.

If you're new to solo role-playing, it may take several game sessions for you to hit upon your own ideal setup. While you're playing, take note of organizational strategies that seem to help and points of frustration to resolve for your next session. Once you've found the way you like to play, you'll be able to get yourself set up just right.

Sourcing An Idea

You may be going solo, but you can still get some help with ideas. You can take inspiration from books, movies, TV shows, comics, anime ... anything you enjoy. Maybe you use a few general concepts as the basis of a first Scene, or maybe you take things further and populate your Threads and Characters Lists with ideas from the sourced material, creating adventure goals and NPCs before you even start the opening Scene. Sourcing an idea like this is a good way to quickly get the ball rolling with something that captures your interest from the very start.

Linear Vs. Sandbox

I think many of us tend to approach our adventures in a linear fashion. It's second nature at this point—we're used to consuming narratives with a start, a middle, and an end, and traditional group role-playing is often structured this way as well. However, you may also want to consider trying a sandbox approach, which works especially well with solo role-play.

A sandbox adventure can start off much lighter than a linear adventure. All you need to know are some basic facts: who your Character is, what kind of world they live in, and what they're doing as you

ONLINE RESOURCES

The web is chock full of resources for use with solo role-playing. There are numerous online guides with lists of resources, so I'll just touch on a few here that are most relevant to Mythic play to get you started.

wordmillgames.com: The Word Mill Games website, the official home of Mythic. Check out the Resources page for downloadable sheets, third-party tutorials, actual plays, and more.

groups.io/g/wordmillgames: The official Word Mill Games fan site, with almost two decades worth of Mythic discussion and Player-made resources.

The Mythic Game Master Emulator Discord Group (discord.gg/DShvzWbqPe): An active group with lots of good information and a helpful, friendly community.

Reddit.com/r/mythic_gme/: A Mythic-focused Reddit community with tons of excellent discussions.

Reddit.com/r/Solo_Roleplaying/: A general solo role-playing Reddit community with more great discussions.

begin the adventure. Then your first Scene can simply be plopping your Character into the setting and seeing what happens. These kinds of adventures can start off slow but quickly build momentum.

For instance, let's say you have a Player Character who flies a starship and ferries goods from planet to planet with her tight-knit crew, and you know the setting well: a discrete portion of the galaxy with trade routes, governments, and a few warring factions. You might start with a basic Thread like "Complete the current shipment" and a Characters List made up of your crew and the ports you most commonly dock at. The First Scene might be your PC making sure the ship is secure and that there are no threats in the vicinity. Now all you have to do is begin playing.

The advantage of a sandbox approach is that you can start with little to no story ideas, knowing that sooner or later, Mythic will throw things your way that crank up the action in your adventure.

Recording Your Adventure

This section summarizes the various different approaches to recording your adventure as you play.

JOURNAL

An easy way to record your adventure is to keep a notebook and write it out journal style. This can be as simple as writing “Scene 1” at the top of the page, recording a summary of what happened, and moving on to the next Scene. You can also use your journal to keep track of game details like the Chaos Factor.

Some people like to journal out more details until it’s practically a story, while others record just enough information to remind them later of what happened.

Not only does a journal allow you to go back and re-read your adventure, it also helps if you’re short on time and have to break your adventure into many smaller sessions—for example, maybe you can only squeeze in a few Scenes before bed and then you won’t get to play again for a few more days. When you finally get back to playing, a quick glance at the journal will remind you what happened in your adventure and where you left off.

BLOG

Go public with your adventures and make a blog of it! There are tons of Players out there sharing their recorded adventures. In addition to being fascinating reading, it’s also a window into how others play solo, which can offer new and insightful perspectives.

A blog gives you a simple and elegant way to record your adventures while exposing them to



THEATER OF THE MIND

Not all of us record our adventures in written or digital form: some of us play out everything in our heads. We may jot down a few notes, like Scene summaries and adventure highlights, but we’re recording the bulk of the adventure in our memories as we play.

There can be some psychological resistance to playing a Theater of the Mind style of adventure. Maybe you feel as though if it isn’t recorded in some material fashion, then it didn’t happen. Or maybe it just seems strange to sit there by yourself, silently rolling dice and consulting charts, while all the action takes place between your ears.

If you think about it, though, a Theater of the Mind solo role-playing experience isn’t all that different from other forms of entertainment. The active elements of fiction take place entirely in our minds: we sit passively while watching movies and TV shows, silently absorbing what we see and hear, and we are the only witnesses when we play single player video games. Reading is a solo experience, with nothing but a book and our imagination, and yet it can make our emotions take flight. These experiences come from external physical sources, but the enjoyment of them is all in our heads.

Theater of the Mind solo role-playing is no different: there’s the external, physical input of the dice and game mechanics we’re using and the internal experience of us enjoying it. Additionally, solo role-playing is an active experience that requires our constant input and involvement, making that Theater in your mind a rich and interesting place.

an audience who will appreciate them. This is a way to bring the social element back into solo play, and on a psychological level, presenting your adventures to the public can make your adventure feel more “real”, which is a source of satisfaction in and of itself.

NOVELIZATION

This approach is not for the faint of heart, but it can be very satisfying. When you novelize your adventure, you write out everything that happens in detail as you play, like writing a book.

You can make this work by going back and forth between mechanical game elements and writing. Ask and answer a series of Fate Questions about a combat your Player Character is involved in, then turn to your computer and write it all out in detail, taking a good deal of creative license. When you've run out of material to write about, go back to the adventure and resolve the next step. This back-and-forth process chronicles the adventure paragraph by paragraph and chapter by chapter until it's been fully written out and you've essentially written a novel.

Novelizing your adventure records the action in great detail, but it is also very, very slow. This style of recording works well for those who really enjoy writing and aren't in a hurry to move your adventure along.

One satisfying benefit of novelizing your adventure is the ability to come back to it later—

even months or years later—and re-read the adventure, transporting yourself back to the frame of mind you were in when you played it out.

NOTE & EDIT METHOD

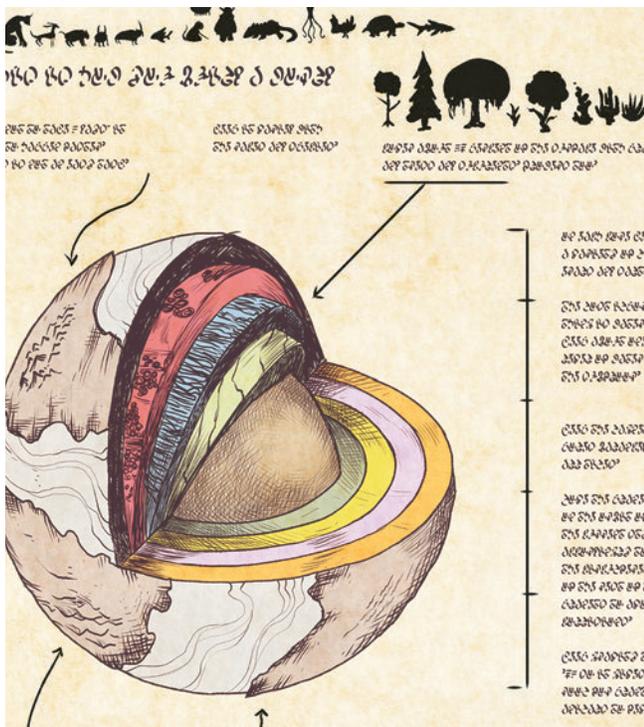
If you want a more complete written account but find writing while playing intrusive to the flow of gameplay, you can try a note and edit approach. Focus on your adventure as you play, recording simple summary notes as you go. Then, after your adventure session, revisit the notes and take the time to write them out as a cohesive narrative.

This approach gives you the speed of theater of the mind with the detail of journaling. How much detail you write is up to you—whether you take ten minutes to flesh out the summaries or an hour to turn them into a story, separating this process from gameplay lets you focus on role-playing in the moment.

Piecemeal Playing

Solo role-playing gives us a lot of freedom, not only in the stories we experience but also in the time we allot to playing them. If you can't grab a three-hour block of time to play out a full solo adventure, consider breaking it up. As a solo Player, you only have yourself to please, so there's no one who's going to complain if you stop the adventure because you have to run an errand or pick up the kids. I know people who play a few Scenes on their train ride to or from work, using their phone or tablet to roll dice and record what happens. You don't need a lot of materials to play Mythic, nor do you need a lot of time.

Breaking your adventure up into small bites also has the benefit of giving you time to think about it. When I break up an adventure, I often have as much fun thinking about it in the time between sessions as I do when I'm actually playing. I make plans for what my Player Character will do and cook up the basis for the next Expected Scene.



DETERMINING NPC STATISTICS

Your Player Character is almost certainly going to encounter NPCs during their adventure, and if you're using Mythic with another role-playing game, you're going to need to know the statistics for those NPCs. You may need to know their armor value when you attack them, how much damage they do when they strike, how many hit points they have, and so on.

You can resolve the statistics of the NPCs as you encounter them through Fate Questions.

Expected Statistic Value

When determining a value for an NPC statistic, first decide what you most expect the value to be. For instance, you might expect a small water elemental encountered in a dungeon to have a slam attack that does 1d6 damage.

Go with the expectation that seems most reasonable to you, taking the Context of your adventure into account. If you had determined that the water elemental was huge, towering over your Player Character, a more reasonable assumption of damage might be 2d6 or 1d10.

The power level of your Player Character and the Context of the adventure should also be factored in. Maybe your epic-level barbarian wouldn't even notice a 1d6 hit, and you've been encountering monsters in this adventure that regularly deliver damage in the 10+ range, so your expectation for this creature is 1d10 damage.

Ask Mythic

After you've decided on a reasonable value for the statistic, turn it into a Fate Question to see if it's true. "Does the NPC have this statistical value?"

Determine what you think the Odds are of the answer being Yes, then resolve the Fate Question.

NPC STATISTICS TABLE

FATE QUESTION RESULT	"DOES THE NPC HAVE A STATISTIC VALUE OF X?"
Yes	The value is what you expect.
EXCEPTIONAL YES	The value is higher than you expect, by about 25%.
NO	The value is lower than you expect, by about 25%.
EXCEPTIONAL NO	The value is much lower than you expect, by about 50%.
RANDOM EVENT	There is a special condition associated with this statistic.

Since the value you're questioning is one you came up with yourself as an expectation, your Odds will probably be strong, such as Very Likely. If you aren't too sure about your expectation, however, that uncertainty can be reflected in the Odds. Maybe you have no idea how many hit points an NPC has or what its armor value is, and your expectation is just a wild guess. In that case, you might assign Odds of 50/50.

A Yes result means that the value is what you expect it to be. If you thought the water elemental would do 1d6 damage, then it does 1d6 damage.

An Exceptional Yes result means the statistic value is about 25% higher than you expected. In this case, you might decide that the elemental does 1d8 damage instead.

A No result means the NPC statistic is about 25% lower than you expected. In this case, you might decide that the water elemental's attack does 1d4 damage.

An Exceptional No means the statistic is much lower than expected, about 50% lower. In this case, you might decide that the elemental does 1d3 damage.

If you get a Random Event with your Fate Question, then the Event reflects a special condition about the NPC's statistic. Generate the Random Event with an automatic Event Focus of Current Context.

With our elemental, the Player rolled a Yes, so it does 1d6 damage. They also generated a Random Event. Rolling on the Actions Meaning Tables, the Player gets "Proceed" and "Needs". They interpret this to mean that this creature's mode of attack is also how it feeds, so if a blow from the elemental strikes bare skin, it causes additional damage as corrosive toxins try to digest the target.

GETTING THE MOST OUT OF SOURCEBOOKS

I love a good sourcebook. There's something exciting about a resource chock full of content and the knowledge that any of those ideas could find their way into your adventure. It can be anything that offers content for your adventure: settings books, RPG core books, supplemental rules, and the like.

The use of a sourcebook may seem obvious when you have a Game Master running an adventure. They will likely mine the book for story hooks, adventure seeds, characters, creatures, settings, and more. While a solo Player will do the same, there are other, less obvious ways to put a sourcebook to work for solo role-playing.

For instance, maybe you play your adventures using Mythic as your only rules, but you like to incorporate the flavored content of published RPGs. Since you aren't using a specific RPG ruleset, you could use books from unconnected products—spells from one game, magic items from another, and dungeon traps from a third.



INSPIRATIONAL VS. PRACTICAL

While we're talking about leveraging sourcebooks for solo adventures, I'd like to make a distinction between the two general ways they might be used. The way I see it, a sourcebook is either going to be inspirational or practical.

By inspirational, I mean that the book gives us ideas that spark our imagination, even if we don't use the specific ideas themselves. For example, you might like the setting of a graphic novel, so you use a heavily customized version for your own adventure setting. That would be an inspirational sourcebook.

A practical sourcebook, in my view, is one you use material from directly. These are RPG books with statblocked monsters or specific settings where you follow the descriptions as written. The details are all there, and you import them into your adventure largely as-is.

It's easier to mix and match RPG products when playing solo, giving you more options for possible sourcebooks for your adventures.

Sourcebooks don't have to be RPG related. I keep a book of monsters from one of my favorite sci-fi television shows on my gaming shelf. It's an excellent sourcebook full of photos, descriptions, situations the creatures have appeared in, how they were dealt with, etc. There is nothing role-playing about this book, yet it's a wonderful resource. I can randomly choose a creature from the book and generate its stats as I play.

Solo role-play relies heavily on improvisation, not only with the content of our adventures but also sometimes with the rules and mechanics themselves. This makes it easier to add non-RPG material into our adventures and convert them on the fly into game mechanics.

World Building

A sourcebook can offer a ready-made world for your Characters to inhabit. Maybe you're using the default setting detailed in an RPG book, or perhaps you're taking inspiration from your new favorite streaming television show. Having a reference point for the adventure universe makes creating the first Scene that much easier.

There's even more world-building we can get out of sourcebooks, however.

POPULATING LISTS

If you're going to use a sourcebook to create a setting for your Player Character, then you may want to consider pre-filling some of the Lists before you start the first Scene, especially the Characters List.

Let's say you're playing a Character in a weird west style of adventure. You're using Mythic for the mechanics, but you've chosen a popular RPG as a sourcebook of strange and supernatural old west ideas. You've decided this is going to be your setting and picked out a town detailed in the book, reading up on some of the more interesting features to be found there.

The bits you find most interesting could be added to your Lists. You might put the town itself on the Characters List in an entry like "The people of Raven Gulch." Maybe the sheriff is an important figure in town, so you add "Sheriff Turner" to the List. Maybe your sourcebook mentions that the local gold mines are thought to be haunted, and you add "Haunted mines" to include them in your adventure. Now you have some interesting elements at play before you've even begun playing.

MAKING THE FIRST SCENE

There are lots of ways of coming up with a good opening Scene (as discussed in the



OTHER MEDIA

While I'm using the term "book" a lot, sourcebooks can come in any form. You can source material from online blogs, magazine articles, music, the summaries of your favorite television shows ... anything you want.

"Scenes" chapter). A good sourcebook can do the work for you.

Maybe your source is a published adventure module. You don't plan to use the adventure itself, but you like the setup. You could use the beginning of the module as the first Scene of your adventure, populating your Threads and Characters Lists with elements from that section, and then proceed with a fully solo, Mythic-driven adventure. It may go in a completely different direction from what the published adventure intended, but that content-rich start provided an excellent opening.

SOURCING VALUABLE DETAILS

Sourcebooks are treasure troves of valuable elements that don't even have to be tied to the type of adventure you're running to be useful. For instance, maybe you're playing a futuristic adventure set in an apocalypse, but a wonderful fantasy map from an adventure module fits that world's geography perfectly.

One of the many strengths of solo role-playing is that we only have ourselves to please. You get to decide what rules to use, what elements to bring into our adventures, what to combine, and how to combine them. You can choose to use the weaponry from an RPG about space-faring merchants, the Found Items table from a game about zombie rampage, and the Riding on Dragons rules from your favorite fantasy game, tying all these disparate elements together using Mythic Fate Questions.

Detailed encounters are another valuable resource you can pull from published adventures. The encounters in various locations are all meant to serve the narrative of the module, but they can also be sourced for solo role-playing and repurposed for custom use.

Sourcebooks As A Tool

Not only is a sourcebook a repository of great ideas, it can also be treated like a game element itself, such as a table or other random resource.

RANDOMLY DETERMINING YOUR SOURCE

This idea may seem strange, but it's how I start most of my solo games, and I love it. I have several shelves of sourcebooks and role-playing books, and when I'm ready for a brand new adventure, I'll roll to determine which bookcase, which shelf, and which book on the shelf will be my primary source for this adventure. This turns my bookshelves into giant random tables.

Making the act of sourcebook selection itself a randomized part of the adventure is a fun way to play before you start playing, allowing you to world-build randomly.



BOOKS AS RANDOM TABLES

Treating sourcebooks as random tables is a good way to spark your imagination. A book is practically designed for this, with page numbers conveniently similar to numbers on a table.

Let's say you've chosen an RPG about space exploration as your sourcebook. To get inspiration for your adventure, you roll a random page and land on a section about the various colonies found throughout the settled galaxy. You can use this information as inspiration for the world your Player Character comes from.

Find the last page of useful material in the book and treat that number as the dice range. For example, I have a sourcebook on battlefield warfare for my fantasy RPG. The book has about 255 pages, but the content that is useful for my adventure ends at page 250. I would consider the random range to be 1-250.

You could roll for a random page in this range using a d4 to establish the hundreds digit (treating 3 as 0 and rerolling a 4) and a d100 for the tens and ones digits. Alternatively, you could use a numbers generator app to work within the exact range. If you roll up something useless for your adventure, like a "How to Use This Book" page, you simply reroll. Once you have the page, you can select the content on that page that makes the most sense in the current Context to incorporate into your adventure.

Using sourcebooks as random tables like this provides interesting opportunities to inject their contents into an adventure in unexpected ways. You could even include the sourcebook itself in your adventure's Characters List, putting the title of the book as a Character. Whenever this "Character" gets rolled for a Random Event, you would randomly select a page and use an element from that page as the basis for that Random Event.

Remember that the Characters List is meant to include any element in your adventure that can interact with your Character in some way;



"FANTASTIC BATTLES" FOR THE WIN

The Player Character is a sorceress accompanying a warband as they try to defend their land from invaders. The adventure is war themed, and the Scenes so far have involved the PC going on missions with the soldiers.

In the current Scene, the Player Character is traveling with a swordsman as they search the forest for signs of the enemy army. It's near evening, and there's a light dusting of snow on the ground. They move cautiously, mindful that the enemy might be near.

In the course of asking a Fate Question, the Player generates a Random Event with a Focus of NPC Action. Rolling on the Characters List for the NPC, the Player gets "Fantastic Battles", the title of a sourcebook they added to the List. The first 300 pages have lots of good content, so the Player rolls for a page and gets 62. The Player turns to that page and finds it has a list of backgrounds for characters. One of the backgrounds, about outlaws who have to scavenge for themselves, stands out to the Player, and they decide to use that as the inspirational element for the Event.

Rolling on the Event Meaning Tables to help interpret this Random Event, the Player gets "Assist" and "Tactic". They interpret this to mean that a refugee from one of the war-torn towns nearby comes upon the PC. This person has been foraging in the woods, stealing supplies from the invading armies to get by. He spotted the PC scouting and wants to assist, saying he knows where the enemy is and where they are going.

it doesn't have to be an actual NPC. In this case, we are treating a sourcebook as a Character and a randomly determined element from the sourcebook as inspiration for the Random Event.

THE THREAD PROGRESS TRACK

You never know where a Mythic adventure will take you. Usually this is exciting, exploring the unknown with your Player Character. Sometimes, though, it can be frustrating: you want a more linear narrative to play out, but Mythic just isn't cooperating.

You can use the Thread Progress Track to focus your adventure on a target goal and keep things moving toward a conclusion.

Focus Thread

Choose a Thread you want to focus on and make it the goal of your Thread Progress Track. Don't remove the Thread from the Threads List—it can still be called upon by Random Events.

By copying the chosen Thread as a Focus Thread, you're allowing the Thread Progress Track to have some control over your adventure to ensure that the Thread reaches a conclusion.

You can choose at any time to start a Thread Progress Track. Maybe you do it as soon as you add the Thread to your adventure, or maybe you do it later, after you've decided you want it to be the main Thread you focus on.

The Thread Progress Track

Use a Thread Progress Track form (you can find the forms on this page and the next, and also collected on a single page at the back of the book) to keep track of your progress toward concluding the Thread you are focusing on. There are three Tracks to choose from, each with a different range of Progress Points: 10, 15, and

THREAD PROGRESS TRACK - 10 POINTS									
FOCUS THREAD									
1	2	3	4	5 FLASHPOINT+2	6	7	8	9	10 CONCLUSION
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>									

THREAD PROGRESS TRACK - 15 POINTS									
FOCUS THREAD									
1	2	3	4	5 FLASHPOINT+2	6	7	8	9	10 FLASHPOINT+2
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>					DID A FLASHPOINT HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 CONCLUSION					

20. The bigger the range, the longer it takes to complete the Focus Thread.

Once you've chosen a Focus Thread and started a Thread Progress Track, keep a running tally of your Progress Points by marking them off on the Track. Progress Points are earned by achieving Progress and experiencing Flashpoint events. You can't complete the Thread until you reach the end of the Progress Track, at which point the Conclusion happens.

HOW THIS FITS INTO YOUR ADVENTURE

Apart from the special rules of the Thread Progress Track, your Mythic game continues as normal, and the Thread you chose as the Focus still operates like any other Thread in the adventure. It's up to you how much of your attention you want to spend actively pursuing that Thread, but given the nature of the Thread Progress Track, you will experience the Focus Thread one way or another as your adventure continues.

Progress

Progress is the term used when your Player Character takes a significant step toward completing the Focus Thread while playing out a

Scene. Making Progress is important, as it's what moves you along the Track and brings you closer to the Conclusion.

The Player's modern mage Character has set out on a quest to restore the manna of a fellow mage whose powers were drained by an otherworldly creature. The Thread representing this goal is "Restore Bakra's manna." The Player decides to start a Thread Progress Track with this Thread as the Focus Thread.

In a later Scene, the PC learns about Fay Jars, containers meant to imprison supernatural creatures. Since this discovery represents a significant step toward resolving the current Thread, the Player counts it as Progress. When the PC successfully makes a Fay Jar a few Scenes later, the Player counts this as further Progress.

Any Scene that moves the Player Character significantly closer to resolving the Focus Thread should be considered Progress, though you get to decide exactly what does and doesn't count. Making Progress awards 2 Progress Points on the Thread Progress Track; cross out the numbered boxes as you go to keep track of your current Progress.

THREAD PROGRESS TRACK - 20 POINTS									
FOCUS THREAD									
1	2	3	4	5 FLASHPOINT+2	6	7	8	9	10 FLASHPOINT+2
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>					DID A FLASHPOINT HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 FLASHPOINT+2	16	17	18	19	20 CONCLUSION
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>									

THREAD PROGRESS TRACK - 15 POINTS										
FOCUS THREAD: Restore Bakra's manna										
X	X	X	X	5 FLASHPOINT?	6	7	8	9	10 FLASHPOINT?	
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>					DID A FLASHPOINT HAPPEN? <input type="checkbox"/>					
11	12	13	14	15 CONCLUSION						

The Player Character made Progress toward the Thread of “Restore Bakra’s manna” by learning about Fay Jars, earning 2 Progress Points. In a later Scene they successfully constructed a jar, earning another 2 points for a total of 4 Progress Points so far.

Flashpoint

A Flashpoint is an important moment in a Scene that’s related to the Focus Thread. They can be initiated through normal Mythic play, a Random Event involving the Thread, or through the Thread Progress Track.

A Flashpoint is very similar to Progress, with one key difference: a Flashpoint event should be dramatic and important. You can consider this part of the Context when interpreting a Flashpoint event.

During a Scene, the Player’s mage PC finds the place where the creature has taken up residence: in the high-end apartment of a tech millionaire. She attempts to trap the creature in the Fay Jar in a frantic chase through the apartment, destroying furniture and valuables as the creature, a small, elf-like humanoid, runs and flies about.

This encounter is dramatic, directly involves the Focus Thread, and offers hope of eventually resolving the Thread. It has all the qualities to make it a Flashpoint.

A Flashpoint awards 2 Progress Points on the Thread Progress Track, just like standard Progress. Make sure to check off the box next to “Did A Flashpoint Happen?” for that phase of the Progress Track.



IS IT PROGRESS OR A FLASHPOINT?

Making Progress and experiencing a Flashpoint are very similar. Both involve the Focus Thread in a meaningful way: Progress is anything that moves you closer to resolving the Focus Thread, while a Flashpoint is specifically a dramatic, important event that involves the Focus Thread.

A moment in a Scene can count as both Progress and a Flashpoint. In these cases, you can choose which to call it. Either earns you 2 Progress Points, though having a Flashpoint event means another Flashpoint won’t automatically happen when you cross the threshold of a Phase.

You can let the drama and tension of the Scene help you decide if the event was a Progress or a Flashpoint. Discovering the recipe for making Fay Jars by studying a book isn’t very dramatic, but it is forward motion, so that’s Progress. Encountering the creature and battling it was dramatic and tense, so that’s a Flashpoint.

THREAD PROGRESS TRACK FLASHPOINT

A Flashpoint happens when your Player Character goes through an important Scene involving the Focus Thread. If this doesn’t happen through regular Mythic play, the Thread Progress Track will make it happen.

The Thread Progress Track is broken into phases of 5 Progress Points each. If a Flashpoint hasn’t happened by the end of a phase, then a Flashpoint event is triggered. Treat this like a Random Event with an automatic Event Focus of Current Context. The Random Event will involve the Focus Thread in a dramatic and important way without fully resolving it. Roll on the Event Meaning Tables for inspiration.

THREAD PROGRESS TRACK - 15 POINTS									
FOCUS THREAD Restore Bakra's manna									
X	X	X	X	X	+	7	8	9	10
DID A FLASHPOINT HAPPEN? <input checked="" type="checkbox"/>					DID A FLASHPOINT HAPPEN? <input type="checkbox"/>				
11	12	13	14	15					
CONCLUSION									

The Player Character had an encounter with the supernatural creature she's trying to capture. The Player decides that since this event was dramatic and had the potential to resolve the Focus Thread that it's more important than just Progress, it's a Flashpoint. The Player marks off 2 more Progress Points, raising the total to 6, and checks the "Did A Flashpoint Happen?" box for this phase. Getting to 6 Progress Points passed the 5 point threshold that would trigger a Flashpoint. However, the Player had decided that a Flashpoint event had just occurred in this Scene so another one isn't triggered.

Discovery Checks

Progress along the Track is usually made by the Player Character through normal Mythic play. The Player is seeking to resolve the Thread, so they take steps to do so, just like you would in any Mythic adventure.

But what happens if you run out of ideas for how to proceed? The point of the Thread Progress Track is to keep the Focus Thread active, so we need a way to push forward when the adventure stalls. Enter the Discovery Check, a special kind of Fate Question for making Progress when you don't know where to look for it.

To make a Discovery Check, your Player Character has to do something to trigger it. This can be anything that presents an opportunity to make a discovery: reaching out to a contact, consulting a book, or even just waiting for something to happen. Then you can ask the Fate Question, "Is something discovered?" assigning Odds based on the current Context.

The more contextually appropriate the action, the better the chances of discovering something useful, but unlike a regular Fate Question, the Odds can never be worse than 50/50 regardless of what the PC does. Narratively speaking,



TIMING PROGRESS & FLASHPOINTS

You can record Progress Points at any time, whether during the Scene as you play or after the Scene as part of your regular end-of-Scene Bookkeeping. When you mark it down may depend on when you think to do so. Maybe the action of the Scene was so exciting that you didn't stop to consider if it was Progress or a Flashpoint until after the Scene was over.

The timing of when you record Progress Points only matters if they trigger a Flashpoint. If you're recording Progress Points as a Scene plays out, and you cross the threshold between phases that triggers a Flashpoint, you can generate the Flashpoint right then. This is a lot like when a Random Event is triggered by a Fate Question.

If a Flashpoint is triggered when you're recording your Progress Points as part of Bookkeeping, then it will occur at the start of your next Scene. You will still generate the next Scene normally, coming up with an Expected Scene and testing it to see if it's Altered or Interrupted, but however the Scene pans out, it will still include the Flashpoint event. Once you've started the Scene, you can roll for the specifics of the Flashpoint to see what happens.

this encourages your PC to put genuine effort into seeking out a discovery, but even the most low-effort attempt on their part gives them a decent shot at finding something. The goal of the Discovery Check is to get the action moving again, so results are biased in the PC's favor to some degree.

Consult the Discovery Fate Question Table for an explanation of the Fate Question answers.

After successfully building a Fay Jar, the Player's mage Character failed to capture the creature during her chaotic encounter with it in the apartment. Now she's stuck, unsure how else to move toward resolving the Thread. It's time to try for a Discovery Check.



DISCOVERY CHECKS AND NARRATIVE

The Discovery Check is a mechanic designed to kickstart a stalled adventure and get it moving again. It doesn't take much action on the part of the Player Character to make a Discovery Check, but whatever they do should have narrative meaning. "I stare out the window and hope that something happens" is no fun. "I review the clues again to look for something I missed" is better.

Not only do better reasons make for better narratives, but they should also give you better Odds of a Yes answer to the Discovery Check Fate Question.

The Player decides that for the next Expected Scene, the PC will return to her personal library of magical books and take another look through them to see if she's missed something useful. This is enough of an action to make a Discovery Check.

The PC already checked her library for clues in a previous Scene, so as far as attempts to trigger a Discovery Check go, going over her books again is pretty low effort. The Player decides that checking the library gives her 50/50 Odds to successfully discover something. Under normal circumstances, they would have given this Question Odds of Very Unlikely, but the Odds of a Discovery Check can't go below 50/50, so those are the Odds they use.

THREAD DISCOVERY CHECK TABLE

A successful Discovery Check earns you a roll on the Thread Discovery Check Table. Treat this as a Random Event that uses the Thread Discovery Check Table instead of the Event Focus Table. This will tell you what aspect of the Focus Thread to hone in on and what bonus you receive on the Progress Track.

DISCOVERY FATE QUESTION

FATE QUESTION RESULT	"IS SOMETHING DISCOVERED?"
YES	Roll on the Thread Discovery Check Table.
NO	Nothing useful is found. There is no roll on the Thread Discovery Check Table.
EXCEPTIONAL YES	Roll twice on the Thread Discovery Check Table, combining results.
EXCEPTIONAL NO	Not only is nothing useful discovered and you don't roll on the Thread Discovery Check Table, but you can't make another Discovery Check for the rest of this Scene. Your Character has hit a dead end when it comes to Discovery and must continue such searches in another Scene.

To roll on the Thread Discovery Check Table, roll 1d10, add the current number of Progress Points, and consult the table for your result. Then, just like with a Random Event, roll on the Event Meaning Tables of your choice for inspiration to help you interpret the Discovery.

Progress +2 / +3: You discover something that moves you closer to the Focus Thread, giving you 2 or 3 Progress Points.

Flashpoint +2 / +3: You discover something that involves the Focus Thread in an important and dramatic way, giving you 2 or 3 Progress Points in the process.

Track +1 / +2: You didn't discover anything useful, but just the act of trying moves you along the Thread Progress Track by 1 or 2 points.

Strengthen Progress +1 / +2: Some Progress previously made is reinforced, earning you 1 or 2 Progress Points. Treat this as a regular discovery that results in Progress, but tie it into a previous discovery. For instance, the mage Character made Progress when she learned what Fay Jars were. A later Thread Discovery Check that results in Strengthen Progress could be interpreted as the mage acquiring components necessary to build a Jar, tying it in to this earlier discovery.

INTERPRETING A DISCOVERY

Making a successful Discovery Check and getting a roll on the Thread Discovery Check Table essentially triggers a Random Event that Progresses your Player Character toward the Focus Thread. Interpret the results you rolled on the Thread Discovery Check Table and the Meaning Tables as you would a Random Event. Remember, however, that if the Thread Discovery Check Table indicates this Event is a Flashpoint, then it should be dramatic and important.

The mage Player Character hits her arcane books again, looking for any information she might have missed that could help. Her Player asks the Discovery Check Fate Question, and the answer is Yes. This means they get to roll on the Thread Discovery Check Table to see what happens.

With Progress Points currently at 6, the Player rolls 1d10+6 and gets a total of 8, a result of "Progress +2". They choose the Actions Meaning Tables to roll on and get "Imitate" and "Failure".

The Player interprets the results this way: Re-reading her books, the mage discovers a story she previously missed. It tells of a sorcerer long ago who dealt with a manna stealing imp and noted that the creatures are almost always drawn back to the locations where they consumed a source of manna.

THREAD DISCOVERY CHECK

1d10+ Progress	RESULT
1-9	Progress +2
10	Flashpoint +2
11-14	Track +1
15-17	Progress +3
18	Flashpoint +3
19	Track +2
20-24	Strengthen Progress +1
25+	Strengthen Progress +2

This is excellent news for the mage. She knows where her friend was attacked, and if this information is correct, then going back to that place may provide another chance to capture the creature.

The Player marks off 2 more Progress Points and prepares for the next Scene, now with a way forward in mind.

Plot Armor

The goal of the Thread Progress Track is to give Mythic a way to help you progress toward the completion of a Thread. While the end is achievable, you have to reach milestones along the way, such as Flashpoints, to get to it. This means you can't resolve the Thread until you've reached the full amount of Progress Points and engaged in the Conclusion.

Plot Armor is the rule that protects the Thread until you reach the Conclusion. Consider it Context that says: “The Thread cannot be resolved until the Conclusion.” Normal Mythic play or Flashpoints cannot end the Thread before its time. No matter what happens in a Scene, Plot Armor requires intervention in any case that would cause the Thread to be completed early.

We know the mage hunting the manna-thieving imp won’t capture it in the apartment Scene because we haven’t reached the Conclusion yet in the Thread Progress Track. Let’s say there’s a moment when the Player Character has the upper hand and is about to bring the Fay Jar down on the creature. At the last second, the PC trips on a lamp that was knocked over during the chaos. She falls to the floor, the Jar rolling across the carpet, as the creature flies out a window and escapes.

CLOSE A THREAD

Plot Armor also protects the Thread from a Random Event with an Event Focus of Close A Thread. Play out the Random Event as normal but with the extra Context that the Thread will not actually be closed. The Random Event may look like it’s going to close the Thread, but it doesn’t.

The mage PC is at a secret nightclub for magical folk and supernatural creatures in the city. She hopes to find a certain shaman who allegedly has had experience with manna-thieving fay.

During this Scene, the Player rolls a Random Event with an Event Focus of Close A Thread. The Thread invoked is the same as the Focus Thread.

The Player rolls on the Event Meaning tables as usual and interprets the Random Event as this: someone comes up to the Player Character and says that the shaman is in a back room and has already captured the fay.



MAKE PLOT ARMOR WORK FOR YOU

This idea of Plot Armor is a heavy-handed approach to guiding the narrative, especially for Mythic, where events are generally guided by Questions and expectations.

When protecting a Thread with Plot Armor, you know ahead of time that the Player Character won’t be able to resolve the Thread until all the Progress Points are scored. This means you already know how Scenes that involve the Thread Focus are going to turn out—or at least, how they won’t turn out. But even though you approach Scenes with this knowledge, you still don’t know exactly how the Scenes will play out. Sure, your Character won’t resolve the Thread this Scene, but what else might happen? What will failure to resolve the Thread look like?

I encourage you to have fun with Plot Armor. The Thread Progress Track is meant to apply a cinematic experience to tackling a Thread, giving you more of a hand in directing the outcome of some Scenes.

When deciding how Plot Armor intervenes in your Scenes, follow the Context and what you expect might happen to keep a Thread from being resolved early. If you don’t have a clear idea in mind, roll on the Meaning Tables for inspiration.

The Player plays out the Scene, knowing that Plot Armor will prevent this Event from concluding the Thread. They ask the Fate Question “Did they lie?”, giving it Odds of Nearly Certain, to determine what actually happens and interprets the Yes to mean that the mage is attacked when she gets to the back room by mages who are also trying to track down the manna thief. They want to take the power it’s collected for themselves, and attacking the PC is an attempt to remove competition.

Conclusion

The goal of the Thread Progress Track is to make enough Progress and encounter enough dramatic Flashpoint moments to finally reach the Conclusion and have the opportunity to resolve the Thread. You arrive at the Conclusion by scoring the full Progress Points on the Thread Progress Track (10, 15, or 20 Points, depending on the Track you select).

You can think of this Conclusion as a Flashpoint with the Plot Armor removed. The Focus Thread is no longer protected and can now, finally, be resolved. The Conclusion event should be dramatic and important, just like a Flashpoint, giving the Player Character the opportunity to finally close the Thread.

Like a Flashpoint that's triggered by the Thread Progress Track, the Conclusion is also treated like a Random Event. The Event Focus is automatically Current Context: this is the Conclusion, Plot Armor is gone, and the event should set the stage for a dramatic way for the PC to end the Thread. Choose a Meaning Table to roll on to help interpret the event.

DELAYING THE CONCLUSION

If it's possible for the Conclusion to happen when the Progress Points trigger it, then have it happen right then, in the midst of that Scene. However, given all the circumstances that may be involved in making the Conclusion happen, the event may not fit into the current moment. In this case, delay the Conclusion to the next Scene.

If you delay the Conclusion, then come up with an Expected Scene as you normally would, including the details of the Conclusion. Don't test the Expected Scene against the Chaos Factor—since the Thread Progress Track has triggered a Conclusion, it guarantees that the Expected Scene will begin as you imagine it.

The mage Player Character has enlisted more help in capturing the thieving fay and has made more Fay Jars to contain it. The Player has racked up



In an adventure involving returning two demons back to the Netherworld, the Player Character has a big problem: it's only possible to complete the banishing spell if both demons are together. The Player made a Focus Thread out of "Banish the demons", with Progress and Flashpoints all revolving around trying to get the two hellspawn in the same room together so the exorcism could be cast. The Conclusion event involves all the factors finally coming into place.



IT'S OVER ... OR IS IT?

Considering all the Progress and Flashpoint events the Player Character has gone through to get to the end of a Thread Progress Track, they are well poised to finish the Thread during the Conclusion in a dramatic and satisfying way. However, it's possible that the Thread won't be closed during the Conclusion. It's not guaranteed; it's just a very good opportunity for it. Even though this is the Conclusion, the Scene may play out in such a way that the Thread is not actually closed.

Regardless of what happens, the Thread Progress Track is considered completed. Rules pertaining to the Focus Thread, including Plot Armor, no longer apply, and the Thread is treated like any other Thread. If the Player Character fails to conclude the Thread during the Conclusion, then the Thread will continue to exist on the Mythic Threads List like any other thread to be resolved through normal Mythic play.

more Progress Points along the way, and the Track just hit 15, triggering the Conclusion.

At the moment, the PC is in a meeting with her friends, plotting their strategy to ambush the fay. This meeting counted as Progress, earning the final 2 points that push them into 15. The Player thinks it wouldn't be appropriate to have the Conclusion just yet, so they delay it until the next Scene.

When the Scene about the meeting has ended, the Player comes up with the next Expected Scene, fashioning it around the Conclusion to the Thread Progress Track. They decide on this: The mage and her allies camp out at the site Bakra was attacked, ready to pounce on the creature when it returns. There is no need to test this Expected Scene against the Chaos Factor since this is a delayed Conclusion to the Track.

DIVERSIFYING THREADS

A smuggler captain Player Character has docked The Star Nautilus at a space port to resupply. While there, the captain hears a rumor about a scientist seeking safe passage to the outer rim. They set up a meeting with the scientist, who says the Syndicate, a harsh regime controlling many planets in the region, has operatives pursuing him. He'll pay the captain good credits to get him where he wants to go safely. The PC decides to take the job.

The Player adds the Thread "Transport the scientist" to the Threads List. All done!

Or is it?

The above example seems clear and simple. The Player Character comes across a goal that sounds interesting, ferrying a scientist to a distant planet, so the Player turns it into a new Thread.

But why stop there? You might be able to summarize a Thread with a single sentence but you can make a Thread more impactful in your adventure by breaking it up into multiple Threads.

In the example the Player added the Thread "Transport the scientist." That works fine and any Random Event that involves that Thread has a lot of Context built into it: Move Away From A Thread may mean the PC's ship is under attack by the pursuing agents forcing you to find a longer, safer way to your destination. A Move Toward A Thread result may involve the scientist divulging why he is being hunted, revealing something interesting and helpful.

Threads often have lots of meaning packed into a simple summary and that meaning gets unpacked as you experience Random Events and make interpretations during your adventure.

However, you can make this task easier on yourself by breaking a single Thread into multiple Threads, essentially unpacking its Context in

advance. For instance, in the above example the Player could have added the following Threads:

- » Transport the scientist
- » Find out why he's being hunted
- » Avoid the Syndicate

That's three Threads, each a little different from the others but all part of the same whole. The first one is the primary Thread while the second two are aspects of it.

Breaking a Thread up can make for richer Random Events by having a more focused topic to interpret. Rolling the Thread of "Avoid the Syndicate" tells you that this Random Event will involve the Syndicate in some way. The more detailed Thread narrows the Context allowing you to make a more granular interpretation with this result than you might otherwise have done.

RESOLVING CHARACTER VS. PLAYER KNOWLEDGE

One of the greatest wonders of solo role-playing, in my opinion, is the ability to play a role-playing game completely by yourself and yet still be surprised by what happens. You aren't limited by a linear storyline pre-determined by an author or guide, the scope is unlimited. All you have to do is ask Questions and keep moving forward.

Still, despite our best intentions, sometimes the surprises can be spoiled when we, the Players, know more than our Characters do. There are lots of ways this can happen, and if you aren't prepared to deal with it you may find yourself sitting in the middle of a solo gaming session suddenly puzzling over how your Character should act when you know something they don't.



As the Player, you know that an army of animated clay golems is about to descend on this village, but your Character doesn't know that yet. How do you handle this?

At Its Simplest

When Mythic is played at its simplest the issue of Character knowledge vs. Player knowledge is handled automatically. Mythic is intended to act as the Gamemaster for you. You know things, and don't know things, depending on what Mythic reveals just as it would be with a live GM.

For instance, your thief Player Character slipping into an ancient catacomb to rob a long-dead king's grave may not have any idea what to expect to find in the dark depths, and neither will you. You'll find out by asking Fate Questions and learning as your Character learns.

It's tempting when playing this way to ask Questions for information outside the scope of your Character. For instance, while your thief is making his way into the catacombs, out of curiosity you ask "Is the place haunted?" There are circumstances where this Question would make sense to ask, but given the current Context of the thief entering the tomb there is no basis to ask this Question. Getting an answer now would be information that the Player knows and the Character does not, and doesn't give a good mechanism for the Player to act on that knowledge now.

Keeping things at their simplest, just asking the Questions that make the most sense and that only your Character could know, is the easiest way I know to sidestep the Player vs. Character knowledge problem.

When It's No Longer Simple

The thing is, not every solo adventure stays this simple. There are lots of ways you, as the Player, can learn things that your Character doesn't know.

For instance, if you are soloing your way through a published module you may already know a ton of things your Character doesn't know. Also, how about resolving social skills like telling if someone is lying, or doing things like finding

PLAYER VS. CHARACTER KNOWLEDGE STRATEGIES

TEST IT, ASK IT, THEN ITS REAL

RELIABLE VS. UNRELIABLE INFORMATION

GOING WITH IT

KNOWLEDGE AS A ROLE-PLAY OPPORTUNITY

secret doors or hidden compartments? Should you already know such secret places exist before your Character searches for them?

Let's go over some of these less simple situations and review strategies for handling them.

TEST IT, ASK IT, THEN IT'S REAL

How do you resolve a Player Character searching for something that a Game Master would know is there but you, the solo Player, do not? Secret doors are a good example, but it could be anything from evidence of a crime to figuring out if an NPC is lying.

I think the best way to deal with this dilemma is for the Character to first try and discover the hidden thing, either using the rules of your chosen RPG or posing it as a Mythic Fate Question.

For instance, your warrior searches a room for a secret door or your espionage Player Character studies his informant to determine if he's telling the truth. In an adventure guided by a Game Master you would make such a discovery roll to find if something hidden is there. In this case, you are making the roll to find if the possibility of something hidden is there.

If you succeed at the test then you know that the hidden thing is discovered if it exists. Determine if the secret thing exists by posing it as a Fate Question. "Does my warrior find a secret door?" "Do I get the sense that he's lying?"

RELIABLE VS. UNRELIABLE INFORMATION

Given enough time and enough Questions you're going to know a lot of details about a lot of things pertaining to your adventure. This is where Player knowledge may expand past your Character's.

In an adventure about teenagers dealing with otherworldly forces, over the course of a dozen Scenes the Player has worked out where the creatures in the woods come from. At some point while asking Fate Questions the Player discovered who was responsible for letting the creatures into our dimension, an important piece of information that their Character doesn't know yet.

If the Player gets to a Scene where it's important for their Character to know who is responsible for the creature crisis how does the Player deal with this? The Player already knows the answer, which robs the tension in deciding if their Character is going to trust the NPC or not.

One way to deal with this dilemma is accepting that something you, the Player, learned earlier in the adventure might be wrong.



CREATING 'UNRELIABLE' TENSION

By assuming that everything you know as the Player that your Character doesn't know is unreliable information is a way to bring tension back into an adventure that may otherwise have become too predictable.

This strategy is going to appeal mostly to simulationist Players who love surprises from their adventures. Cinematic Players, who are more interested in constructing a story, probably aren't going to be as concerned with knowing things their PC's don't. In fact, knowing more may be a feature to them instead of a flaw.

For instance, in the example above let's say the Player determined earlier that the high school science teacher, Mr. Larkins, is responsible for bringing the creatures into the world. He was using machinery found in an abandoned lab when his experiment to speak with the dead inadvertently opened a portal into a chaotic dimension.

Now, later in the adventure, the Player Character is in a Scene with Mr. Larkin and has to decide whether to trust him. This might be disappointing for you since you already know Larkin is secretly responsible for the catastrophe and is going to great lengths to cover it up.

To maintain the tension in this Scene the Player could decide that Mythic might have been wrong earlier. The only way to confirm it for sure is for your Player Character to discover it through normal play.

This is treating information in your adventure as either reliable or unreliable. Reliable information are facts your Player Character discovers within the adventure, and unreliable information are facts only the Player knows. Unreliable facts are only possibilities until they are made reliable by becoming part of a Scene.

GOING WITH IT

Solo role-playing styles differ among Players. Some of us want a realistic, simulationist feel from our games. Others want a more narrative driven, cinematic experience.

If cinematic is your style then having greater knowledge than your Player Character may not be a problem. The more you, the Player, know the more cohesively you can guide events. You may know the space station's reactor was sabotaged by rebels, and while your Character may not know this your superior knowledge allows you to design Expected Scenes that grow the narrative.

In this case you may go with it when you know more than your Character because you are more interested in how the narrative as a whole comes together than you are with surprises. Going with being the omniscient observer is a stylistic choice that makes for good cinematic or literary narratives.

Embracing Player knowledge over Character knowledge offers its own kind of excitement, where you know your PC is trusting the wrong people, is walking toward an ambush, is being tricked by a foe, and you go with it because you understand that Character and what they would do. Knowing more in this Context is like watching a movie where your omniscience serves to heighten the tension because you know the Character is making a mistake.

EXTRA KNOWLEDGE AS AN RP OPPORTUNITY

That extra knowledge you have that your Character doesn't can be used as a role-playing opportunity. It's an indicator that your Character should have a chance to earn that knowledge.

This approach calls for allowing your PC to make some kind of check to see if they discover the knowledge that you know.

For instance with that Character who is about to walk into a trap that you are aware

PLAYER VS. PC KNOWLEDGE

STRATEGY	SOLUTION
TEST IT, ASK IT, THEN IT'S REAL	PC checks for discovery to earn asking a Fate Question if it exists.
RELIABLE VS. UNRELIABLE INFORMATION	Player knowledge is not official adventure canon until the PC discovers it, allowing for the chance for it to be wrong.
GOING WITH IT	Embracing Player knowledge from a cinematic, big-picture view. Prioritize enjoying the totality of the adventure over surprises.
EXTRA KNOWLEDGE AS AN RP OPPORTUNITY	Player knowledge triggers an opportunity for the PC to earn it, "gamifying" the knowledge gap.

of, maybe grant them a skill roll that the RPG you're using allows to see if they detect the trap. If you know that the NPC they just met is secretly an undead sorcerer disguised as a living human you could give your PC the chance to see if they figure it out.

The knowledge gap becomes a trigger where you automatically allow the Player Character a chance to find out. Player knowledge isn't a hindrance to adventure surprise, it's a doorway to role-playing gold. Your Character can't act on your superior knowledge unless they earn it somehow, but that extra knowledge gives them the chance to earn it when they otherwise wouldn't have had that chance.

This strategy is a middle ground between the more simulationist "Test It, Ask It, Then It's Real" and the cinematic "Going With It" approaches.

CONCLUSIVE ADVENTURE CONCLUSIONS

One of the great things about Mythic is it spins your adventures in new and unexpected directions. One of the worst things about Mythic? It spins your adventures in new and unexpected directions.

Once you begin a solo adventure you don't know where it will lead. The adventure will branch out and grow in complexity. While the beginning and the middle are sure to happen, getting your adventure to a pleasing and satisfying conclusion is less guaranteed. Here are some suggestions for how to make sure your adventure ends conclusively and in a way that you will remember.

Move Toward A Thread

Sometimes a solid conclusion to a solo adventure can feel out of reach because of lack of progress on your primary Thread of interest. Maybe you've gone five Scenes in your post apocalypse adventure where your Player Character has failed to make any headway on figuring out why people from his settlement are disappearing. Lots of other things have happened in the adventure: you helped stop an attempted robbery, you assisted in stopping a small riot over food rationing, and you recovered lost horses that ran off during a storm.

But the main storyline of getting to the bottom of why people have been disappearing has stalled and you see no conclusive end to this adventure in sight.

One way to keep your adventure on track toward a conclusion is to use the rules in the "Random Events" chapter about choosing an Event Focus. When you generate an Interrupt Scene and you feel your adventure needs to be dragged back on track you

could choose to select Move Toward A Thread as the Event Focus instead of rolling for the Focus.

You might want to go one step further and not only choose the Event Focus but also choose the Thread to make sure this next Scene is about progress toward the main adventure goal.

You probably wouldn't want to take this option with every Interrupt Scene. "Choosing The Event Focus" gives guidelines on how often to take control of an Event Focus. It may take only once to bring an adventure back on point.

With our post apocalypse example the Player Character, Oscar Bright, is trying to figure out why people are disappearing. The Player considers this to be their main Thread: "Solve the mystery of the disappearances." Although a lot has been going on in this adventure the Player feels stuck on how to proceed with the main Thread. They just haven't found any leads and aren't sure where to look next.

The Player is about eight Scenes into their adventure and just wrapped up a Scene where the PC succeeded in capturing a group of thieves who tried to raid the settlement's supply

What's a wasteland peace keeper to do when he wants to find missing people but crises keep getting in the way?



stores. The next Expected Scene is about visiting the jail to question the robbers.

The Player tests the Expected Scene against the Chaos Factor and it comes back as Interrupted. Since the Player hasn't chosen an Event Focus yet in this adventure, and they don't know how to proceed with the main Thread, they decide to choose the Event Focus for this Interrupt instead of rolling for it. The Player selects Move Toward A Thread and goes the extra step of also selecting the Thread of "Solve the mystery of the disappearances."

The Player completes the Interrupt Random Event by rolling on the Meaning Tables for inspiration and gets "Inform" and "Enemy".

The Player interprets the results this way: Oscar enters the jail where the three thieves are slumped in a cell. Before he questions them one starts talking about how they had to steal the settlement's food and supplies because another group has been stealing theirs. This is new information as the PC wasn't aware there was another community operating in the area. The Player realizes this mystery group may be the ones responsible for the missing townsfolk.

In this example the Player's adventure took a turn toward the main Thread because they pushed a Move Toward A Thread Event. Without that nudge the Scene might have involved the PC questioning the thieves and moving the robbery Thread along. With the nudge the robbery Thread pivots and becomes linked to the main Thread of solving the mystery of the missing people.

Make It Special

Maybe the problem isn't getting to the end of an adventure, it's making that end feel powerful. You can give the end of your adventure more weight by making it special.



USE CONTEXT TO POWER THE END

Context is important in Mythic. Context informs our expectations when making interpretations of Mythic's prompts.

Context can also apply to our expectations about the meta aspects of the game. Wanting to make the conclusion of your adventure special is, itself, Context. You can use it to help power your interpretations in this final Scene.

For instance, your warrior has caught up with the dread lich Brizas for a final confrontation. This is the Thread conclusion you've been working toward. You're not sure if Brizas will fight or flee, so you ask the Fate Question, "Does he fight?" and get a Yes.

In normal Context of this adventure, during any other Scene, you might interpret this to mean Brizas fires off an energy bolt. That's a standard attack for this NPC. But this Scene is the conclusion and making it more dramatic is part of the Context used for making interpretations.

With that Context in mind the Player may interpret a Yes to mean Brizas unleashes his most dramatic attack spell, The Agony Cries Of A Thousand Souls. Normally you might only have made this interpretation for such an all-out attack if the Fate Question had come back with Exceptional Yes. But this Scene isn't a normal Scene, it's the apparent conclusion of a big Thread. This encourages the Player to ramp up their expectations.

This is more of an attitude than a rule. When you know a Scene is heading toward the completion of an important Thread, give it all the emotional energy you can muster. Make interpretations of Fate Questions more impactful, have Characters act more dramatically, infuse the Scene with as much energy as you can.

This is the end of the Thread, so you can take your foot off the narrative brakes and let loose.

CHOOSE YOUR CHAOS FLAVOR

The Chaos Factor has a big impact on the answers to Fate Questions. The more extreme the Chaos the greater the chances of answers skewing toward a Yes or a No. Exceptional results are also more common.

This simulates a Game Master speeding up or toning down the pace of a game, adjusting as the adventure goes along. However, if you want the Chaos Factor to have less influence on Fate Questions you can use these modified rules.

There are multiple versions of the Fate Chart and Fate Check modifiers, each with differing degrees of Chaos Factor influence.

- » The regular Fate Chart is the default with the Chaos Factor having the maximum influence on answers.
- » The Mid-Chaos Fate Chart tones it down, cutting out the more extreme ranges of the Chaos Factor's influence.
- » The Low-Chaos Fate Chart takes it down another notch, giving the Chaos Factor just the slightest influence on Fate Question answers.
- » Finally, there's the No-Chaos Fate Chart, where the Chaos Factor is removed entirely and answers are based purely on the Odds.

To lessen the effect of the Chaos Factor choose one of the variant Fate Charts or Fate Check Modifiers Tables to replace the default chart and table when answering Fate Questions.

You can find the tables on this page and the next page as well as at the back of the book.



MID-CHAOS FATE CHART

ODDS	Certain	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x
	Nearly Certain	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100
	Very Likely	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99
	Likely	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98
	50/50	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96
	Unlikely	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94
	Very Unlikely	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91
	Nearly Impossible	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88
	Impossible	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86
	CHAOS FACTOR	1	2-3	4-6	7-8	9

MID-CHAOS FATE CHECK MODIFIERS

CHAOS FACTOR	ROLL MODIFIER
9	+2
7-8	+1
4-6	None
2-3	-1
1	-2

 LOW-CHAOS FATE CHART				
ODDS	Certain	17 85 98	18 90 99	19 95 100
	Nearly Certain	15 75 96	17 85 98	18 90 99
	Very Likely	13 65 94	15 75 96	17 85 98
	Likely	10 50 91	13 65 94	15 75 96
	50/50	7 35 88	10 50 91	13 65 94
	Unlikely	5 25 86	7 35 88	10 50 91
	Very Unlikely	3 15 84	5 25 86	7 35 88
	Nearly Impossible	2 10 83	3 15 84	5 25 86
	Impossible	1 5 82	2 10 83	3 15 84
	CHAOS FACTOR	1-2	3-7	8-9

LOW-CHAOS FATE CHECK MODIFIERS	
CHAOS FACTOR	ROLL MODIFIER
8-9	+1
3-7	None
1-2	-1

 NO-CHAOS FATE CHART		
ODDS	Certain	18 90 99
	Nearly Certain	17 85 98
	Very Likely	15 75 96
	Likely	13 65 94
	50/50	10 50 91
	Unlikely	7 35 88
	Very Unlikely	5 25 86
	Nearly Impossible	3 15 84
	Impossible	2 10 83

WHAT IS “A SESSION” IN SOLO PLAY?

Many role-playing systems refer to a game session as a unit of time with rules attached to the completion of a session. For instance, maybe experience points are distributed for each session of play.

In traditional group role-play guided by a Game Master sessions tend to include enough time to accomplish a goal, making it a good unit of measurement for Player Character progress.

Solo role-playing sessions, however, aren't always so neatly divided up. Every solo Player may have their own approach to how long they play. Many like to play for short periods of time as one of the strengths of solo is starting and stopping

whenever you like. In short, the concept of a “session” doesn't mean the same thing in solo play as it does in cooperative play.



A PLATE OF FATE, HOLD THE CHAOS

Removing the Chaos Factor completely from Fate Questions makes for a simple Fate Chart and no Chaos Factor modifiers to a Fate Check. You may want this if you want Fate Questions to only respond to the Odds.

This is also a good option if you are using Fate Questions to replace game mechanics in your chosen RPG (see “Using Fate Questions To Replace RPG Rules” on 28). In this case you might use one Fate Chart or Fate Check Modifiers Table for regular, narrative Fate Questions and the No-Chaos variety for game mechanics Questions like task resolution.

If you remove the Chaos Factor from Fate Questions you will still need to keep track of the Chaos Factor throughout your adventure. It comes into play when testing Expected Scenes and determining Random Events.

If you want to reduce the influence of a shifting Chaos Factor from those processes as well you can restrict the range that the Chaos Factor can shift to. For instance, if you want the Chaos Factor to have less influence on Expected Scenes and Random Events you could restrict the Chaos Factor to a range of 3-7. If you want it to have even less control then restrict it to 4-6 or always leave it at 5.

So what is the best way for a solo Player to decide what a session is when their chosen RPG calls for it?

You might think that choosing a set number of Scenes may be the way to go. For instance, 5 Scenes or 8 Scenes is a session. But just like solo sessions vary in length so do Scenes making it impossible to assume that 5 or 8 Scenes encompasses the kind of goals one would expect to complete in a session.

I think a better way to record the end of a solo session is to look at meaning and accomplishment. If you end a Scene with your

Player Character having achieved a significant adventure goal then that should constitute a session, at least in terms of what your chosen RPG is looking for.

Probably the easiest way to determine when such a goal has been reached is when you complete a Thread, especially an important Thread. If you finish a Thread that is less important maybe only consider it the end of a session if it's been a while since you've completed your last session. This way easily accomplished Threads that are achieved in a Scene or two don't necessarily trigger a session and any benefits that come with it.

I think tying session rewards to Thread accomplishment is an easier and more elegant way to decide the end of a session than keeping track of how much time you've spent or how many Scenes have passed. If you play your solo games in a patchwork fashion, maybe doing a few Scenes before you go to work, then playing for an hour on the weekend, maybe finishing a couple of Scenes late at night, then the sum total of all that adventuring becomes a meaningful session when your PC achieves a Thread goal without the need for additional bookkeeping specifically to identify the session end.

CONTROL YOUR ADVENTURES WITH KEYED SCENES

A Mythic adventure can go just about anywhere. The combination of your decisions and expectations plus Mythic's random processes makes for adventures full of surprises.

If you want to take more control over where your adventure goes, however, you can create narrative rules specific to your adventure using Keyed Scenes.

A Keyed Scene is a special event that sets a tone to a Scene. You can tailor Keyed Scenes to any trope or concept that you want.

Keyed Scenes allow you to control your adventure in some interesting ways. For instance, Keyed Scenes could be used as another way to inject theme elements into your adventure. It can also be used to guarantee that certain things happen that you want to happen.

Let's say you're running a campaign in a zombie apocalypse. You've had some good adventures in this setting, but you're unhappy with how infrequently your Player Character is running into zombies. You want more zombie action. You could use Keyed Scenes to insert zombie encounters into your adventure by following certain rules that you set up.

These rules are called Triggers and they decide when a Keyed Scene Event happens.

Keyed Scene Trigger

The Trigger is what tells you when a Keyed Scene Event occurs. With a zombie adventure the Trigger might be three Scenes that pass without any zombie attacks taking place. After the third Scene ends without an encounter the Keyed Scene Event is Triggered and the next Scene now must contain the Keyed Scene Event, a zombie attack.

A Trigger can be just about anything. For a dungeon delve maybe the Trigger is if you roll a 6 on a 1d6 and the Keyed Scene Event is a wandering monster encounter. For a superhero trying to maintain control over their wild powers the Trigger could be a total of 4 Scenes where they use their powers at maximum and the Keyed Scene Event is their powers suddenly raging out of control. Maybe for an adventure that you are trying to keep on a schedule your Trigger is one hour of real time passing and the Keyed Scene Event is an automatic Move Toward A Thread Random Event.



KEYED SCENE: LET'S RUMBLE!

You're thirsting for an adventure with battle, this Keyed Scene will make it happen.

TRIGGER	Complete 2 Scenes in a row without a fight.
EVENT	A combat will happen in this Keyed Scene. Roll for a Random Event to generate it with an automatic Focus of Current Context, the Context being that this Event is a fight.



KEYED SCENE: BOSS FIGHT

This Keyed Scene is designed for an adventure that is meant to lead up to a confrontation with a main villain. You want plenty of time to get your PC to that point, but you don't want the adventure to drag on too long before this final big event. This Keyed Scene helps to make sure that doesn't happen.

TRIGGER	After 15 Scenes if a final confrontation with the villain has not taken place then a roll of 1-3 on a 1d10 means the confrontation takes place in the next Scene. Make this roll at the end of every Scene after the 15th Scene.
EVENT	The Keyed Scene features a climactic confrontation with the main villain. Create a Random Event around this confrontation.

You can think of the Keyed Scene Trigger as a sort of If/Then computer statement. If X happens then Y happens. The Trigger can even be something compound. For instance, let's say in our superhero adventure you like the idea that after four times of maxing out your powers your



KEYED SCENE: THE HORROR

This is a Keyed Scene designed to emulate your PC trying to hold on to their sanity in a horror adventure. This is an example of a more complicated Keyed Scene.

TRIGGER	Count each Scene where the PC experiences a horror. When the Count reaches 5 or more, a roll of 1-3 on 1d10 Triggers the Event in the next Scene. Any Scene where the PC receives emotional support reduces the Count by 1.
EVENT	The Player Character is overwhelmed by what they experienced. They must find emotional support, such as seeking help, renewing their faith in humanity, or finding peace. They can't engage in anything horror related without attempting to flee until they get this support. Once support is found reduce the Count by 3.

Player Character is in danger of losing control, but you want it to be unpredictable. You decide to make the Trigger going four Scenes where you max out your power and you roll 1-5 on a 1d10.

Once the conditions of a Trigger are met in one Scene the Event will happen in the next Scene.

Keyed Scene Event

A Keyed Scene Event is what you want to happen in a Keyed Scene, like our zombie attack. You can decide these Events ahead of time, before you begin your adventure, or during the adventure when they occur to you. If you're doing a traditional dungeon delve maybe your Keyed Scene Event is encountering a wandering monster. Maybe you're playing a superhero game where your Player Character goes out of control sometimes when they use their power too much, so your Keyed Scene Event is your PC losing control.



KEYED SCENE: SET DUNGEON TONE

This is a collection of Keyed Scenes designed to evoke a classic dungeon crawl atmosphere. These three Keyed Scenes require a separate 1d10 roll for each to test the Trigger at the end of each Scene.

TRIGGER	Roll 1-2 on 1d10 each Scene.
EVENT	Encounter a random wandering monster in the next Scene. Generate a Random Event to introduce the monster.
TRIGGER	Roll 1 on 1d10 each Scene.
EVENT	Encounter a trap. Generate a Random Event to describe the trap, with an Event Focus of PC Negative.
TRIGGER	Roll 1 on 1d10 each Scene.
EVENT	Encounter a strange puzzle to figure out. Roll on the Descriptions Meaning Tables to describe what it looks like, the Actions Meaning Tables for what has to be done to solve it, and roll again on the Actions Meaning Tables once it's been solved to see what happens.

When a Keyed Scene Event is Triggered it becomes a necessary part of the next Scene. You set up the Scene as normal, whether the Scene is Expected, Altered, or an Interrupt, but also include the Keyed Scene Event. With our zombie

apocalypse survivor you might have your idea for the Expected Scene but you know that this Scene is also a Keyed Scene and a zombie attack has to take place in it, so you work that all together to make the Scene.

The Keyed Scene Event should take place at the beginning of the Scene, or as close to the beginning as makes sense.

Playing Keyed Scenes

The first step to utilizing a Keyed Scene is deciding what you want to use it for (sidebars in this section explore some Keyed Scene examples). These are the Keyed Scene Events that you want to happen in your adventure. Next you need to decide the Trigger.

When the Trigger is achieved in one Scene the Keyed Scene Event happens in the next Scene.

The zombie apocalypse Player Character has been digging around in a ruined city looking for shelter and supplies. She previously ran into a hostile group so she's been keeping a low profile. The PC has gone through three Scenes where she's scavenging and hiding and hasn't run into any zombies. This is the Keyed Scene Trigger so the Player knows the next Scene will have a zombie encounter.

In the Scene where the Trigger happens the Player Character escaped from the hostile group who chased her through a wrecked office building. The next Scene is the PC returning to her shelter, a fortified school classroom.

Since the Player knows that a zombie encounter is going to happen she combines that with the Expected Scene. As she returns to her shelter she's dismayed to find zombies outside the door, blocking her.

You can use the Keyed Scenes Record Sheet on the next page to keep track of your Keyed Scenes.



KEYED SCENE SURPRISE

Checking for Keyed Scenes as part of end of Scene Bookkeeping is meant to keep things simple. If a Keyed Scene Event is Triggered, you work it into the start of the next Scene.

However, if you'd like to start the next Scene without knowing if the Keyed Scene was Triggered or not you could hold off on checking for the Trigger until you have started the new Scene. This really only makes sense with random Triggers, such as "Roll a 1-3 on a 1d10", but it gives your Keyed Scenes Events more of a surprise element.

For instance, with our zombie apocalypse survivor, the Trigger for a zombie attack Event may have been worded like "After 3 Scenes without an attack roll 1-5 on a 1d10". As the third Scene in a row without an attack ends, the Player holds off on making the d10 roll for the Trigger. They start a new Scene as normal, and then early into the Scene they make the roll. This way they start the Scene without knowing if the Keyed Scene Event will happen or not.

Delaying checking the Trigger gives you one more thing to think about while you play, which is a disadvantage. However, not only does it make the Keyed Scene Event more of a surprise but it allows you to pick the most dramatic moment when it should happen, if it happens.

USING RANDOM EVENTS

Keyed Scene Events are usually going to be an idea or concept. Such as "zombie encounter", "ship malfunctions", "plot moves forward", etc.

When the Keyed Scene Trigger happens you know its Event will take place in the next Scene, but you don't know exactly how it's going to unfold. To help shape how it happens you can turn the Keyed Scene Event into a Random Event with an automatic Event Focus of Current Context.

If the Keyed Scene Event is "Supervillain attacks!" and the Player's Expected Scene is their hero PC investigating a dock where smuggling activity



KEYED SCENES RECORD SHEET

KEYED SCENE	
TRIGGER	
EVENT	

KEYED SCENE	
TRIGGER	
EVENT	

KEYED SCENE	
TRIGGER	<div style="border: 1px solid black; padding: 5px; display: inline-block;">COUNT</div>
EVENT	

KEYED SCENE	
TRIGGER	<div style="border: 1px solid black; padding: 5px; display: inline-block;">COUNT</div>
EVENT	



KEYED SCENE: STAY ON SCHEDULE

This Keyed Scene is about forcing your adventure session to fit within a specified time frame. Maybe you only have three hours to play and you want to complete the adventure in that time. You can use Keyed Scenes to make sure that happens.

TRIGGER	After 30 minutes of real time.
EVENT	If you haven't already discovered a main Thread to pursue you do so in this Scene.
TRIGGER	After halfway through the time you have to play in real time.
EVENT	If you haven't been moving toward resolving the main Thread then generate a Random Event with the Event Focus of Move Toward A Thread with the Thread being your primary Thread.
TRIGGER	An hour from the end of your scheduled session time.
EVENT	If you haven't reached the conclusion of your primary Thread then this Scene gives the situation to do so.

has been taking place, they could generate a Random Event near the start of the Scene to help explain the Keyed Scene Event. There's no need to determine the Event Focus which is automatically set to Current Context. Generating Meaning words the Player gets "Disrupt" and

"Riches". They interpret this to mean that while the Player Character is investigating the docks they come across a supervillain loading a truck with smuggled goods.

COUNTS

One way to formulate a Trigger is to create a Count for it. After a certain number of things happen the Keyed Scene Event is Triggered. Counts can be anything, such as: how many combats you've engaged in, how many Scenes have passed without progress, how many clues your PC has discovered, etc.

Record the Count each time the relevant element happens to determine when the Trigger is fulfilled.

RANDOMIZERS

Your Triggers don't have to be absolute. If you want an adventure with lots of combat you could set a Trigger for a fight to occur on every third Scene. This guarantees a certain amount of combat in your adventure but maybe you think this is too predictable. You can toss a randomizer into the Trigger.

Instead of saying a combat happens after every third Scene you could say the Trigger is "A result of 1-3 on 1d10." In the long run this would pan out to happen roughly every three Scenes but you wouldn't know for sure when.

KEYED SCENE FREQUENCY

It's your choice how often a Keyed Scene Event can be Triggered in your adventure. Maybe it's a one time thing, maybe it can happen over and over. You can work frequency conditions into the Trigger. For instance, your Trigger may state that the Keyed Scene Event is activated when a Count reaches 5. Once it reaches 5 the Keyed Scene Event is Triggered and the Count is reduced to 2 and can be increased to Trigger the Event again.

KEYED SCENE NULLIFICATION

Keyed Scenes can be used as contingencies, to make sure something necessary happens in your adventure in case Mythic doesn't make it happen. For instance, your fantasy warrior may be trying to restore a mystical spring to bring vitality back to a kingdom but you really want to run into some kind of magical dilemma in this adventure too. You make a Keyed Scene Event of "Encounter a magical dilemma." For the Trigger, you set "Roll 1-3 on a 1d10 every Scene after Scene 5. This Event will only happen once."

Let's say in Scene 3 your warrior runs afoul of some kind of magical dilemma through a regular Random Event in Mythic. While exploring a cave system near the mystic spring the PC encounters a naturally occurring magical phenomenon where he is attacked by a construct composed of his worst fears.

Your Keyed Scene is no longer relevant because what you wanted to happen as the Keyed Scene Event, encountering a magical dilemma, has already happened in the normal course of your adventure. When you run up against the Trigger for this Event you may decide that the Keyed Scene Event has already happened so it is done.

GENERATING NEW KEYED SCENES

You can come up with Keyed Scenes before your adventure as a way of making sure you get the elements you want. You can also add new Keyed Scenes to your adventure as you play.

You might have a Mythic adventure about an interesting planetary exploration where your starship crew has found a world with ancient alien ruins on it. As your PC explores you get an idea that you would like your Character to encounter a strange relic. You think that would be a cool twist to the adventure and you want to increase the likelihood of it happening. You make a Keyed Scene Event of "Find a strange alien relic that has

THE ADVENTURE YOU WANT

Keyed Scenes are a way to make sure you get the adventure you want while still being surprised by where Mythic takes you. There are numerous ways you can modify Mythic to meet your needs:

FATE QUESTIONS: Choosing which Questions to ask is the simplest way to guide your adventure without taking too heavy control of it.

CHOOSING THE EVENT FOCUS: This is nearly direct narrative control of your adventure. When used sparingly it can keep an adventure on track.

LISTS: The elements you place on your Lists impact the kind of Random Events you have. Choosing your List elements carefully is a good way to craft the possibilities of what can happen.

THE FIRST SCENE: There are various ways you can decide what the first Scene is, including coming up with it entirely yourself. Having this much control over the start of your adventure can set the tone for everything that comes after.

THREAD PROGRESS TRACK: Put an important Thread front and center with the Track making sure you complete it.

CHOOSE YOUR CHAOS FLAVOR: You can reduce the impact of the Chaos Factor on your Fate Questions by selecting mid-, low-, and no-Chaos alternatives.

KEYED SCENES: Create rules for your adventure to make things happen that you want to happen.

PERIL POINTS: Give yourself direct and simple narrative control to get your PC out of trouble (you'll see this a little later in this chapter).

odd, active properties." The Trigger is "Roll 1 on a 1d10. This Keyed Scene will only happen once."

Now you've introduced the possibility of having a Scene where you discover an active alien relic. You set the Trigger so that it isn't very likely to happen in any given Scene, and may not happen at all before the adventure is over, but it's there as an added possibility for any upcoming Scene.

USING MYTHIC WITH PREPARED ADVENTURES

The Mythic Game Master Emulator is built to create adventures spontaneously as you play but it can also be used with published adventures that are meant for group play guided by a Game Master.

Some adjustments have to be made in both how you normally play Mythic and how you would use

a prepared adventure. I think Mythic should take a step back from providing structure and detail allowing the published adventure to do that. After all, you got the published adventure because it looked interesting. You want to preserve the details and atmosphere of the adventure as much as possible in solo play.

Mythic retains its role as the arbiter of events and the answerer of Questions while the published adventure keeps its role as the provider of structure and detail.



Being a solo role-player doesn't lock you out of all those wonderful prepared adventures. With a few simple adjustments you can play in those adventures with all the surprises and GM emulation that Mythic brings.

Scaling

Most published adventures are designed for groups but there's a good chance you'll be going through it with a single Player Character. Something needs to be done to ensure your PC isn't overwhelmed.

One option is to come up with more Characters to control until you meet the suggested requirements of the adventure, but this is cumbersome and might detract from the singular experience you want to have. Another option is to include NPCs who accompany your Player Character, but again we get into having to do more bookkeeping than we may want.

If you're having a single Player Character go through a published adventure meant for a group I suggest scaling the adventure down.

USE A SIMPLE VALUE

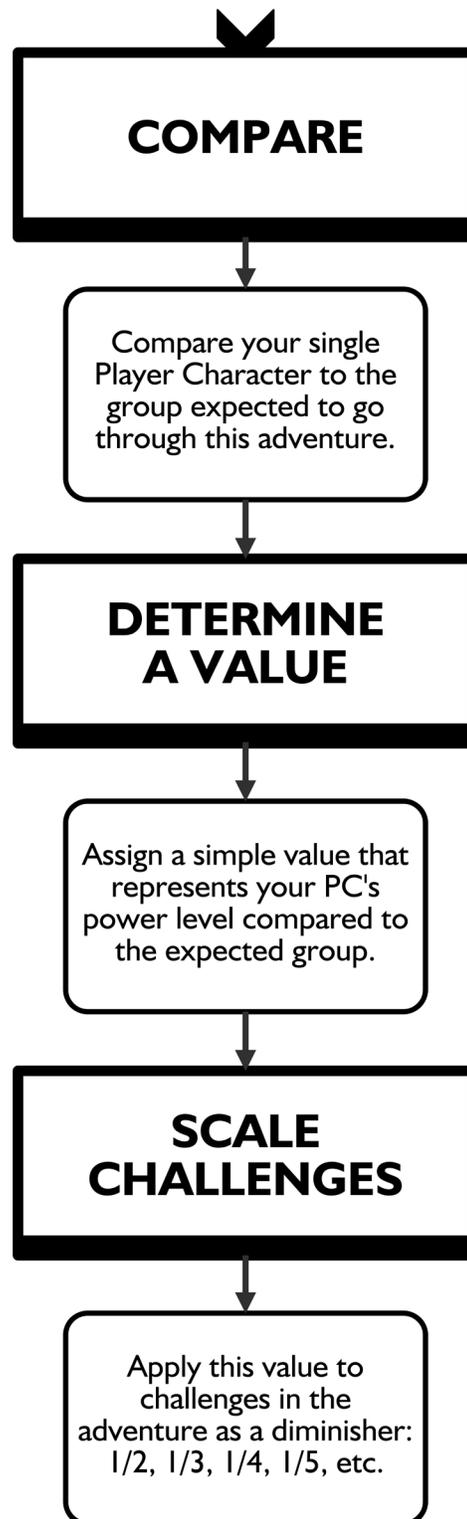
Roughly determine the power level of your Player Character and compare that to what the prepared adventure suggests using. Let's say the adventure is meant for 4-6 Characters of level 3-5 for a particularly popular fantasy RPG. Maybe you have a Player Character ready to go who is level 8. You figure that Character is about a 1/3rd as powerful as the total group specifications.

That gives you a Diminisher Value of 1/3 which can now be applied to the challenges of the prepared adventure as you encounter them to bring them down to scale to your Player Character.

Apply the Diminisher Value to every situation in the adventure that poses a challenge to the PC.

For encounters and battles with NPCs use the Diminisher Value to either reduce the number of NPCs encountered or the relevant statistics of the individual NPCs. For instance, if an encounter is with 6 monsters and you are going with a Diminisher Value of 1/3 then reduce the encounter down to 2 since 2 is one-third of 6. Or, instead of reducing the quantity of the encounters you reduce their individual power instead. The

SCALING A PREPARED ADVENTURE



NPCs cause 1/3rd as much damage, have a 1/3rd as many hit points, etc.

You can reduce other hazards in the adventure in a similar way. A pit trap causes 1/3rd as much damage, for instance. If a danger isn't so easily calculated then reduce it by whatever amount feels in line with the Diminisher Value you selected such as lower poison potency, an easier target number to resist, etc.

Not every value will divide evenly so you'll have to round your figures. Not all statistics in an RPG lend themselves to simply being divided down. The Diminisher Value is a benchmark to help you make ballpark adjustments as you play. This keeps it simple so you can make adjustments quickly.

If you encounter a monster with 70 hit points in an adventure with a Diminisher Value of 1/3 you might decide the creature has 23 hit points. The original monster does 2d12 damage with a successful hit, so you scale that down to 1d8. It can do 2 attacks per round, so you scale that down to 1 attack per round.

Getting Started

Once you have a Diminisher Value in mind and are ready to start the prepared adventure, read through the introductory sections. Some surprises may be spoiled by reading this material but that's okay. This approach to playing prepared adventures solo isn't going to be exactly like a regular group experience, and it won't be like a normal solo experience either. It's a combination of both.

You are going to know things about the adventure that your Player Character does not, and you'll have to sometimes play as though your Character does not know what you know. (See "Resolving Character vs. Player Knowledge" for tips on how to handle this).

Still, read as little as possible so that you preserve as much surprise as you can.



DETERMINING POWER LEVELS

The advice for adjusting scaling requires you to determine the capability of your Player Character compared to a group of Characters and to the adventure and defining it as a simple value to use as a Diminisher. It's impossible to make these adjustments perfectly so you will have to do some rough estimating.

The important thing is to get an idea of how your single Player Character stacks up against the group that is expected to go through this adventure and translate that into a Diminisher Value. Is it 1/2, 1/3, 1/4, or 1/5? Once you decide on the value that feels right apply it to all the challenges you encounter in the adventure, scaling those dangers to match your Player Character.

Applying the Diminisher Value usually requires rough estimating. Applying a diminisher of 1/3 to a monster with 60 hit points is easy. You get 20. What if your chosen RPG uses a value for creature defense that isn't a simple, divisible number like that? In that case you would have to estimate how to change the statistic based on the spirit of what 1/3rd might look like.

The Diminisher Value is a rule of thumb to help you make these estimates as you play.

LISTS

As you read the introductory sections make sure you have your Threads and Characters Lists handy. Write down any Threads or Characters you read about that seem important. With a prepared adventure you are populating the Lists with elements that are revealed to you before you begin playing. This helps prime Mythic to set the tone and atmosphere.

Adventure Features

Using Mythic with prepared adventures introduces a new List: Adventure Features.



ONE DETAIL AT A TIME

Maybe the best way to describe running through a prepared adventure going solo with Mythic is approaching it as one detail at a time. You are going to know more than your Player Character does, that's inevitable. However, no matter how much you know about the adventure your PC is still only going to encounter everything one detail at a time.

Keeping this in mind makes the prepared adventure manageable and also allows for surprises.

For instance, you might be exploring a vast dungeon that fills 125 pages in a large published adventure. Despite all that content, your PC is only experiencing one room at a time and one detail in that room at a time. You are still building your adventure element by element, just like any other solo Mythic adventure. The only difference here is that whereas a standard Mythic adventure gets all its details from your expectations and Mythic prompts, this one has a third source: the prepared adventure text.

Approaching it one detail at a time also allows for surprises because some of those details may change as you play. While our intention is not to deviate from the prepared adventure too much, some deviation will likely still take place. This means that all of those details are uncertain until your Player Character encounters them and they become part of the Context of your adventure. Until then they are just potential.

Alongside Threads and Characters keep track of Adventure Features, which is anything special or unique that is part of this prepared adventure that could form an encounter as you play.

A published adventure about hunting a vampire lord includes wandering monster tables, a list of random visions that the Player Character may sometimes receive, and the sudden appearance of the vampire in hit and run attacks. The

Player puts all of these items into the Adventure Features List as possible things that could happen in a Random Event.

Elements that appear in the Adventure Features List may also appear again in the other Lists, especially the Characters List. “Vampire Lord attacks” may be in your Adventure Features List, and “Vampire Lord” may be in your Characters List, for instance.

Adventure Features is one way to link Mythic with the tone of the prepared adventure. If you're playing a fantasy Character in a jungle town looking for a guide it may be common in the adventure for guides to seek explorers out. You might add “Guide finds you” to the Adventure Features List for this reason.

There is a special Prepared Adventure Event Focus Table that includes Adventure Features you'll find on the following pages. You'll also find a copy of the Adventure Features List Sheet on the next page.

Scenes

Most prepared adventures provide a starting point for Player Characters. You can use this to fashion the first Scene, basically taking it as an Inspired Idea approach.

Play out the Scene in the normal Mythic way, asking Fate Questions when you need to, going to Meaning Tables to Discover Meaning when you require more detail, and resolving Random Events.

All the Scenes in your adventure are played this way, just as they are with a normal solo Mythic adventure but also drawing from the content of the prepared adventure.

GETTING CONTEXT AND CONTENT

Use the details in the prepared adventure to help form Context, reading only as much text as you have to when you have to.



ADVENTURE FEATURES LIST

-	1-2 CHOOSE	1
	3-4 CHOOSE	2
1-2	5-6 CHOOSE	3
	7-8 CHOOSE	4
	9-10 CHOOSE	5
d4 	1-2 CHOOSE	6
	3-4 CHOOSE	7
3-4	5-6 CHOOSE	8
	7-8 CHOOSE	9
	9-10 CHOOSE	10
d6 	1-2 CHOOSE	11
	3-4 CHOOSE	12
5-6	5-6 CHOOSE	13
	7-8 CHOOSE	14
	9-10 CHOOSE	15
d8 	1-2 CHOOSE	16
	3-4 CHOOSE	17
7-8	5-6 CHOOSE	18
	7-8 CHOOSE	19
	9-10 CHOOSE	20
d10 	1-2 CHOOSE	21
	3-4 CHOOSE	22
9-10	5-6 CHOOSE	23
	7-8 CHOOSE	24
	9-10 CHOOSE	25

The vampire lord adventure begins in a mountain valley village your Player Character has stumbled upon. The prepared adventure has six pages detailing the village, with descriptions for its various locations and encounters. There's also a map.

The Player uses the map to determine where their Character goes, reading location and encounter descriptions as they are encountered and asking Fate Questions when necessary.

As stated earlier, this style of play of merging Mythic with a prepared adventure requires that you know more than your Player Character. At the same time, you're experiencing the adventure one detail at a time. It's a mixture of advance knowledge and surprise.

ENDING A SCENE

End a Scene when it feels natural, just as you would with a regular Mythic adventure. In the example above, the Player Character may wander about the village for a while, learning about it and encountering some of its citizens. There is an important encounter with the mayor of the village. The prepared adventure says the mayor will beseech the Player Characters into helping fight the vampire lord. The Player decides after this encounter is a good spot to end the Scene.

Finding the right place to end a Scene while playing through a prepared adventure may not feel right at first. In a standard Mythic game a Scene will play itself out. You're either looking for the main focus of the Scene to conclude or one of the other end of Scene strategies chosen from the "Scenes" chapter. You have a tactic for when to end a Scene.

With a prepared adventure, you may be moving from one location and encounter in the text to another. Each of those encounters may feel distinct, causing you to wonder if this should be considered a Scene.

VARIATIONS

I suggest still going with a Scene end strategy, just like you would with a regular Mythic adventure. Make the prepared adventure content fit into that strategy.

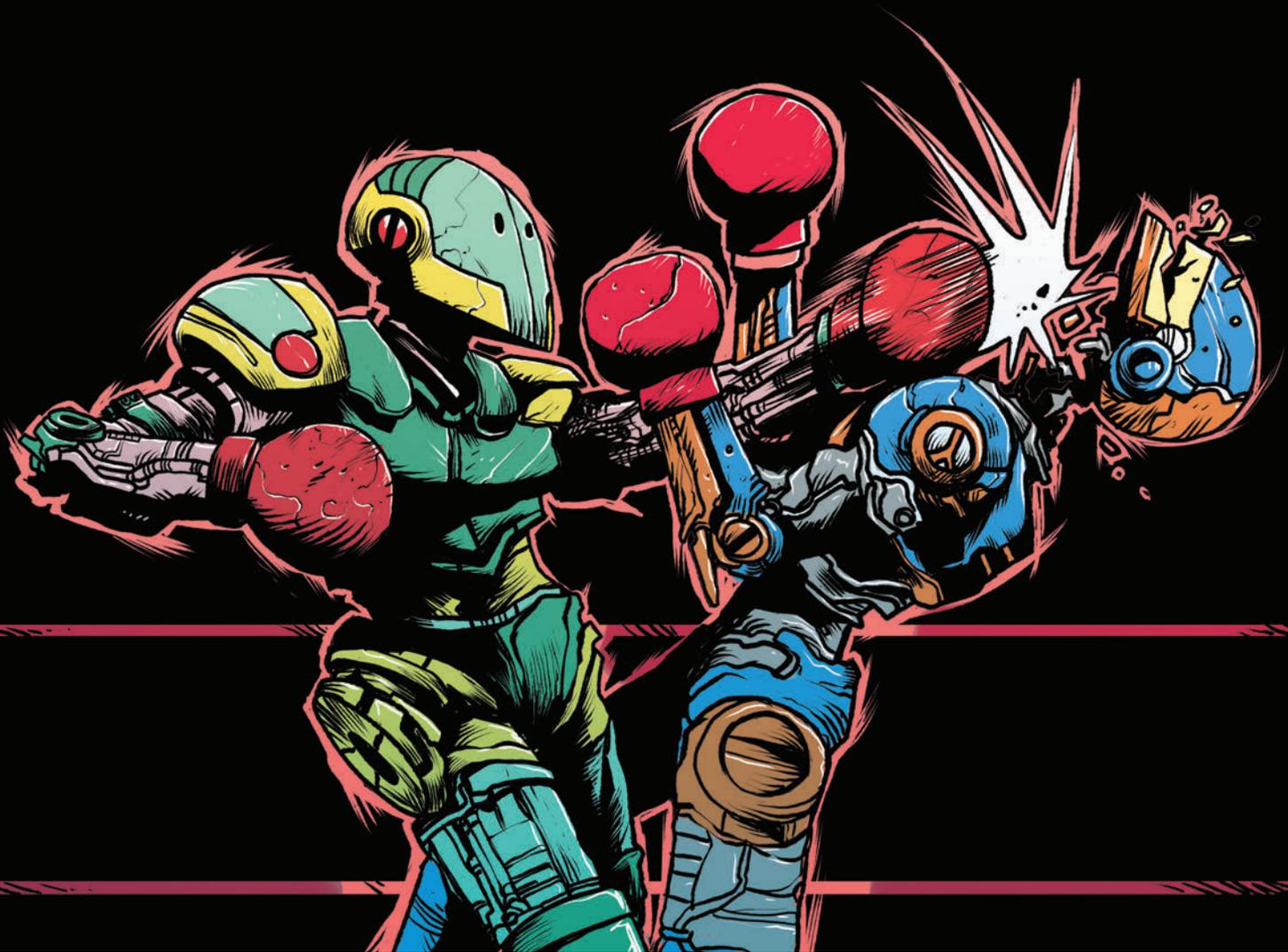
STARTING A NEW SCENE

Start a new Scene like you normally would with Mythic by coming up with an Expected

Scene idea. You can base this on what you know of the adventure and what happened in the previous Scene.

The Expected Scene is likely going to be one of two things:

- » Picking up from the activity of the previous Scene.
- » Continuing on to something new.



This adventure included an interesting Scene where the Player Character bet on a boxing match between two droids. In this section of the prepared adventure the boxing match is a way for the PC to meet the green droid after the bout. Watching the boxing match was an opportunity to see what this potential new ally could do. The Player decides that the end of the fight is a good place to end the Scene, with the next Scene being about meeting the droid afterward.



ENDING WITH ACTION

The Player's end of Scene strategy is "Interest" in a solo Mythic adventure through a prepared module about the exploration of an ancient jungle temple.

A Scene starts with the Player Character entering the underground temple. The PC moves along the main hall, finding an inscription in the wall. They read it, gaining some clues about what lies ahead, and move on. They enter a room full of vine strewn statues. Inside the room, within a secret compartment at the base of a statue, they find a key. Moving on from the room and back into the hall, the PC continues forward until they have a surprise encounter with a wandering monster. This results in a brief battle where the PC dispatches the creature.

The Player decides to end the Scene here. All of those events were part of one Scene, but it didn't feel right to end the Scene until the battle encounter. The previous encounters, such as finding the inscription on the wall and locating the hidden key, just didn't strike the Player as interesting enough to be the end of the Scene. However, the fight was the first bit of real action in the adventure. That, coupled with the previous events, felt like a good place to end the Scene.

For instance, in the earlier example about the vampire hunt adventure the Player ended the Scene after encountering the mayor. Based on that, the idea for the next Expected Scene could be "Meet with the Mayor at her office to find out what's going on."

On the other hand, you may have no idea what to expect next from the adventure. In that case the Expected Scene could be as simple as "Continue on." For instance, in the example about the jungle temple adventure, the Player ended the Scene after a fight in the hall. The Player has no idea what's coming next so the Expected Scene is simply, "Continue down the hall."

TESTING THE SCENE

We want to stick as much as possible to the prepared adventure, Mythic is not here to overtake the adventure but to tweak it as we go. Mythic is more of a co-GM with the prepared adventure having priority.

With that in mind we won't be using Altered or Interrupt Scenes when playing through a prepared adventure. Instead test the Expected Scene to see if a Random Event happens.

If you roll within the Chaos Factor when testing the Expected Scene generate a Random Event. Since your Lists are being filled with Threads and Characters your Player Character has encountered and that were added at the start the Random Event will have the flavor of the prepared adventure.

This Random Event is different than one you would generate for an Interrupt Scene. With an Interrupt, the Random Event becomes the central focus of the Scene, replacing the Expected Scene. Here we're keeping the Expected Scene and adding the Random Event to it as extra content.

The Random Event won't dramatically change the course of the adventure like an Interrupt could, it's more like when a Game Master has a good idea in the middle of an adventure and decides to spring it on the Player Characters.

You can decide to have the Random Event take place at the beginning of the Scene or a little further in if it seems more appropriate.

Our fantasy warrior exploring the vampire's castle has found the stairs to the catacombs. The Player decided to end the Scene there, so the next Expected Scene became "Descend the stairs into the catacomb."

When testing this Expected Scene the Player rolls within the Chaos Factor. In normal Mythic play this would call for an Altered or Interrupt Scene but the Player instead makes it a Random Event for the Expected Scene.

Rolling on the Focus and Meaning Tables, the Player gets PC Negative, and “Decrease” and “Freedom”. The Player decides this means that winds that the PC has been experiencing throughout the castle are much stronger in the stairwell, making it difficult to maintain his torch and visibility. He’s going to have to proceed more carefully in the catacombs since he can’t see as well in the flickering light.

If the Player had instead rolled NPC Action and “Communicate” and “Danger”, and if the NPC rolled on the Characters List had been Brookfield, a human servant of the vampire, the Player may have interpreted it this way: as the PC descends into the catacombs and explores they come across Brookfield (an NPC already defined in the prepared adventure as a possible wandering encounter), who will try to talk the PC into fleeing from the castle.

Both of these Random Events added a surprise without breaking the prepared adventure.

Encounters And Locations

Prepared adventures provide a collection of places and encounters for Player Characters to interact with. Just like with the beginning of the adventure, only read as much of each encounter as you have to when the encounter begins. Read to understand what the PC is experiencing, then decide what they do. After this, read further to understand what consequences the Player Character’s actions may have.

There will likely be some spoilers with this approach, but that’s okay. We are separating Player knowledge from Character knowledge as much as we can, and the goal is to experience the flavor of the adventure even if that means getting clued in on some of the surprises.

As our Player Character enters the catacombs and begins to explore, they come across a dusty room with several coffins in it. The Player stops reading the prepared adventure at this point and



LITTLE CHANGES

The approach outlined here for playing in prepared adventures using Mythic tries to take a soft approach, altering as little about the adventure as possible. However, Mythic will introduce little, detailed changes as you play. Fate Questions might alter how an encounter is supposed to take place, Random Events during a Scene may introduce new elements or shift existing elements around, and testing the Scene and generating a Random Event introduces even more changes.

Each individual change is fairly small. If it requires you to change the prepared adventure that alteration will probably be easy to do. The further you go into the adventure, the more these changes add up. This leads to an experience that is true to how the author of the adventure intended, but with narrative elements that you could not predict even if you had read the entire adventure cover to cover.

When a change contradicts what’s written in the adventure, give priority to the change. The contents of the prepared adventure are all potential details until they happen in the game, which means any of them can be changed if the unfolding adventure demands it. Once something happens in the adventure, whether it’s as written or is the result of a Mythic prompt, then it becomes solid Context.

decides his Character is going to enter the room and carefully open the coffins. After deciding this the Player reads on and discovers that one coffin has a wight in it that will attack if disturbed. There is also a pressure plate on the floor that if stepped on will alert the wight who will then spring out of the coffin and attack.

The prepared adventure provides rules for how to decide if the Player Character steps on the pressure plate so the Player follows through to see if his Character did. The Player already

knows the Character is opening both coffins so an encounter with the wight is inevitable.

If at any point in the process of adjudicating an encounter you aren't sure what should happen you can always pose it as a Fate Question. For instance, maybe the pressure plate is triggered if you walk to one of the coffins first. Since the Player isn't sure which coffin the PC approached first they might pose it as a Fate Question, "Did he step on the plate?"

Encounters in a prepared adventure are resolved liked this with a combination of reading as much as you have to, deciding what to do, reading more, then navigating how it all unfolds using your judgement and Mythic to guide you.

Random Events

When rolling for Random Events use the Prepared Adventure Focus Table instead of the regular Event Focus Table. This version removes the entries for Remote Event, New NPC, Move Toward A Thread, Move Away From A Thread, Close A Thread, and Ambiguous Event. You don't need Mythic to produce these events for you since the prepared adventure already does it.

What remains is NPC Action, NPC Negative, NPC Positive, PC Negative, PC Positive, and Current Context. These are all results that use elements from the prepared adventure, allowing you to present those elements in Random Events that don't break the overall adventure as presented.

There is one more result possible on that table: Adventure Feature, which was discussed earlier. Adventure Features are elements that are unique to the prepared adventure.

If you roll Adventure Feature as a Random Event you may not have to roll on the Event Meaning Tables for further clarification if it's not necessary. For instance, maybe the prepared adventure is about modern espionage where the

PREPARED ADVENTURE EVENT FOCUS TABLE

1d100	RESULT
1-20	Adventure Feature
21-40	NPC Action
41-50	NPC Negative
51-55	NPC Positive
56-70	PC Negative
71-80	PC Positive
81-100	Current Context

Player Character is a spy who has been poisoned and must work to find the antidote before she dies. The prepared adventure may include a special mechanic to determine the advancement of the poison where the Gamemaster determines after some time that the PC gets worse along a pre-determined scale.

This could be represented as an element in the Adventure Features List, "Poison gets worse." Getting that result for a Random Event may not require any rolls on the Meaning Tables for clarification because it's a straightforward mechanic to track the poison.

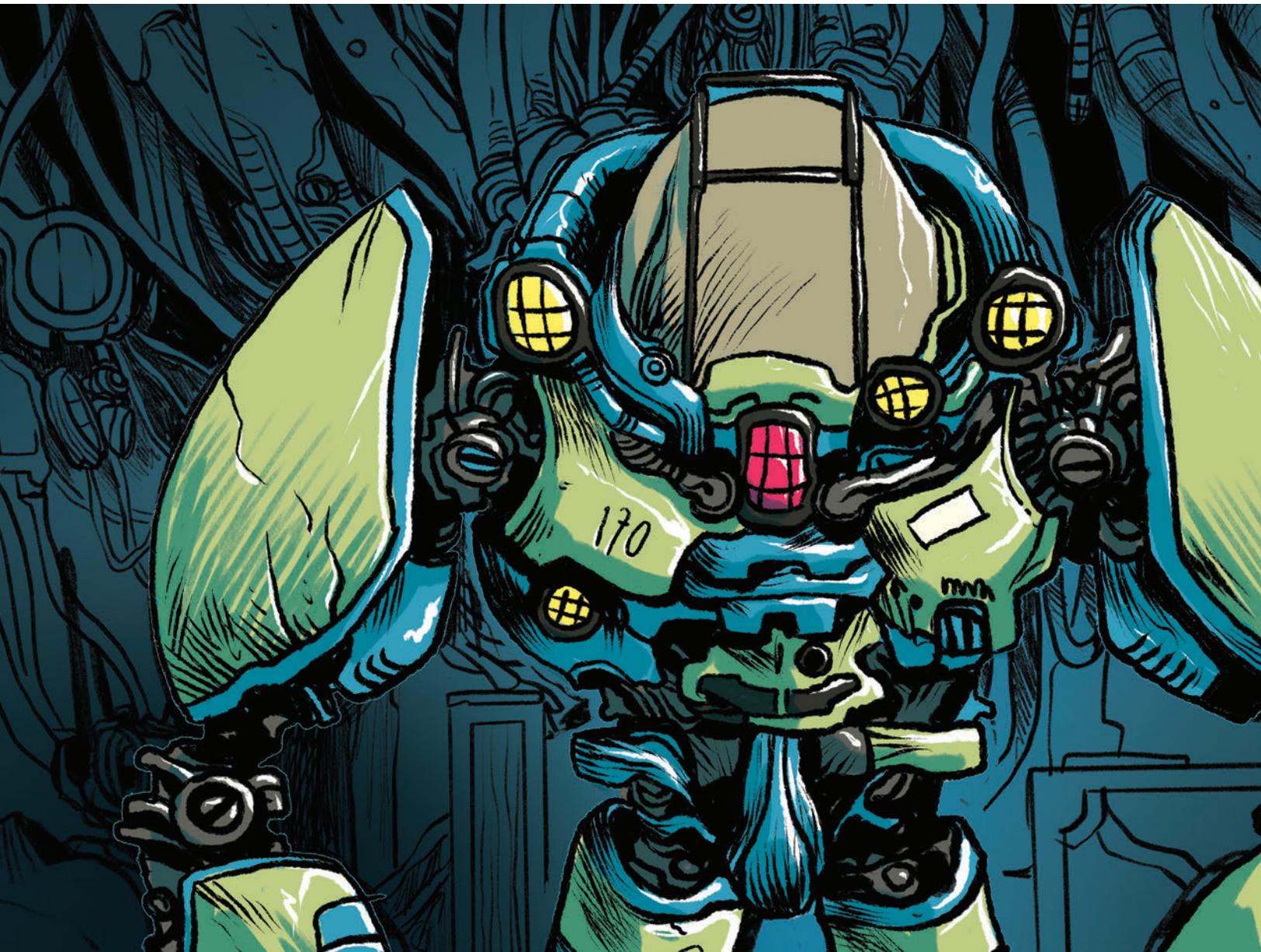
If the Adventure Feature rolled was "Wandering monster", requiring you to roll on a wandering monster table, you may still want to roll on the Meaning Tables to get a clue as to how the monster approaches or what they do.

Given the wide variety of possibilities with Adventure Features, use your judgement in how one translates into a Random Event.

Final Thoughts

The system presented here for playing any prepared adventure solo makes Mythic take a step back to allow the prepared adventure to shine with its content and creativity. It replaces some of the

surprises the prepared adventure would normally produce for surprises that Mythic produces. This results in a unique experience each time the prepared adventure is played, a different way to enjoy both Mythic and published adventures.



Using the Prepared Adventure Event Focus Table helps to include content that is otherwise presented by a Game Master running the adventure. This comes in handy for elements that aren't part of described locations or encounters. For instance, maybe you're playing through a future-tech adventure where scavenging old mecha facilities has a random chance of turning up usable battle armor. This could be represented on your Adventure Feature List as "Find useful tech."

HANDLING COMPLICATED CAMPAIGNS

Growing a solo adventure into a full fledged campaign is a magical experience. From what likely started as humble beginnings with a Player Character and a few ideas has grown into a full dynamic world with ever-growing lore.

However, an ongoing series of adventures poses unique challenges the further you get.

Ragnor the Rogue's life was simple when you started playing. Steal a gem for a wealthy client and stay out of the city jail. Eight adventures later Ragnor is embroiled in a plot to overthrow the king, fighting against the return of a long forgotten evil god, and dealing with a gallery of personal villains and friends so large you've forgotten who some of them are.

Threads and Characters Lists bursting at the seams is probably the most obvious and immediate problem with adventure campaigns that are complicated because they've gone on for so long.

List Editing With I Dunno Rule

The end of each Scene is the time to add and remove elements from your Characters and Threads Lists. The simplest way to manage a List that's thick with elements is to remove the Characters and Threads that are no longer relevant to your adventure.

However, editing your Lists can get tougher the more complex your adventure gets.

Maybe you want your adventure to have a lot going on. You might add all kinds of NPCs and Threads to your Lists to include all the content you can. You never know when that taxi driver may turn out to be a secret enemy or that woman you

bumped into at the nightclub might show up as a vampire clinging to the wall of your apartment.

Pruning your Lists is still a good tactic with complicated adventures but using the "I Dunno Rule" can help simplify the process.

The "I Dunno Rule" recognizes that Mythic provides lots of prompts to spur your imagination but its randomness also means that sometimes it will give prompts that don't work for you. If you can't interpret a Mythic prompt quickly, whether it's an answer to a Fate Question or a Random Event result, then consider saying "I don't know" drop it and move on.

Difficult to interpret Random Events can become an issue in a complicated adventure campaign, especially one with a fully loaded



You may like to place lots of NPCs on your Characters List, even if they don't seem important at first. This can create a full List fast leading to a need to prune.

HANDLING COMPLICATED CAMPAIGN STRATEGIES

EDIT WITH I DUNNO RULE

START FRESH

USE MULTIPLE LISTS

Characters List. Maybe your Player Character started in the Kingdom of Halvand, then spent time at the Court Of King Deneral, engaged in dungeon delving in the Tomb Of Antherat, and is now on an adventure exploring the Chittering Woods.

That's a lot of ground your Player Character has covered. Your Characters List would have people you met from Halvand in it, probably the first NPCs you encountered. A few adventures later things got more interesting as you rubbed elbows with royalty, now you have a prince, a king, and a bunch of royal family members on the List. The trip through the dungeon really expanded the List,

adding monsters and other oddities. Finally, now that you're in the Chittering Woods you made contact with a community of forest fairies which you've added to the Characters List.

So what does this have to do with the "I Dunno Rule"? It's this: if you are hesitant to cut down your List because every element on it, no matter how remote it may seem now, feels like it still has potential you can let the "I Dunno Rule" be the arbiter on whether an element stays or goes.

Instead of deciding at the end of a Scene if an element should be cut from the List wait until you are required to roll on the List. If you roll a List element that causes you to invoke the "I Dunno Rule" then that's a sign that the element should be cut.

This creates a rule around when to remove elements from a List instead of you deciding when they are no longer relevant. Now it's Mythic deciding when they are no longer relevant. Those elements get to stay on their List as long as they want, but as soon as they get called upon and you have no idea what to do with them then they get crossed out.

Adventure Cohesion

Maybe your adventure has gone on so long that there are lots of Threads going on. There could be many crucial NPCs whose actions are important to your adventure. These Threads and Characters elements should all combine to craft the narrative of your game.

I'm calling this adventure "cohesion" because your ongoing campaign should feel like a unified whole, all the parts working together. A complicated adventure or series of adventures may have so many active elements that it can start to feel fractured, losing cohesion to the point where you aren't sure what is going on or where the narrative is heading.

Here are some ideas to keep your adventure all nicely glued together.

START FRESH

Usually a Mythic Player ends an adventure when a main Thread has been resolved. You wrap up the adventure and then consider starting a new one, bringing over the Threads and Characters you want if you plan to build on the previous adventure.

While you can end an adventure when you feel it's reached a culminating moment you can also end it whenever you want. It could be when you are right in the middle of a big battle, or dealing with a mystery, or when you haven't solved any Threads at all.

Ending an adventure and starting over with a new one is one way to help regain a sense of cohesion to a complicated campaign.

Think about the first Scene in a Mythic adventure. That opening Scene is unique. It isn't influenced by the Chaos Factor. While it can be constructed like an Interrupt with a Random Event it doesn't have to be. The first Scene can be anything you want it to be. You have more narrative and creative control over the first Scene than you do any other Scene in an adventure.

So let's use that to refocus an adventure that has gotten lost.

Ragnor the Rogue's time in the Chittering Woods has gotten interesting. After befriendng the fairies by name-dropping Prince Toymin, Ragnor has undertaken to help the fairy community reclaim a long lost magical crown taken by a group of criminal outcasts.

In the process of fulfilling this quest Ragnor encounters the outcasts, and finds them to be a peaceful group who are on the run from their brethren. It turns out that Prince Toymin didn't so much declare a portion of the forest to be protected as he declared war on a segment of fairy society that were unpopular with the majority. When fleeing their homes the outcast



PRUNING SEASON

Earlier, editing Lists was discussed to keep them focused and under control. That advice goes along very well with starting over.

Ending an adventure and continuing with a new one already involves List pruning. If one adventure is a continuation of the previous you are going to pull over Threads and NPCs, making choices about what to keep and what to drop.

If you find yourself having to do an extensive edit of a List you may want to take this as a sign that it's time to end the adventure and start a new one. You can use this as an opportunity to review your ongoing adventure, helping to ensure it makes sense and stays manageable.

leader took the crown with him to use its power to help his people survive.

Now Ragnor's Player is conflicted about where to go with this adventure. Does Ragnor make good on his offer to help the forest fairies? Does he switch sides, throwing off the previous course of this adventure toward a new direction? What about Ragnor's association with the royal family? Is he about to burn an important bridge for himself?

The adventure has just gotten complicated.

The Player could continue the adventure, creating Expected Scenes and going from there to see what happens. Or they can consider the adventure is over and start a new one. The Player can review and edit the Lists and decide what the starting Scene should be that would help refocus the adventure narrative.

The Player decides to refocus the adventure by ending it and starting a new one. To clean up the campaign narrative, the Player decides that the new adventure takes place a month later after Ragnor switched sides to help the outcasts. He is now camping with them in the forest, helping them evade patrols searching for them.

MULTIPLE LISTS

Multiple Lists are a good way to keep a complicated adventure organized and help maintain cohesion. It could work like this: you have your Lists for an ongoing adventure that has gotten quite complicated with various communities of NPCs and lots of Player Character goals. The geography of your adventure takes place in several separate areas that your PC commonly travels through. To make it even more complicated you've decided to add a second PC to the adventure that has nothing to do with your other Player Character, you just thought it would be interesting.

By using multiple Lists your Lists may look something like this:

- » A Threads List for your first PC.
- » A Threads List for your second PC.
- » A Characters List for your first PC in the region they primarily roam.
- » Another Characters List for your first PC for a distant region they sometimes visit.
- » A Characters List for your second PC.

That's a total of five Lists for a single adventure. Each List has a different focus depending on which PC we are dealing with or which geographic region the Character is in at the time.

Maintaining multiple Lists is a way to categorize the elements of a complicated adventure into meaningful chunks. This makes it more likely that you will get results for Random Events and Interrupts that make sense with where your narrative is physically currently at, helping to maintain adventure cohesion.

WHAT TO PUT ON A LIST

If you decide to create multiple Lists decide what the new List and the old List are for. Maybe your fantasy Character spends most of their time near a city but they are also adventuring in a nearby dungeon. The dungeon is an ongoing element in your adventures with the Character occasionally returning to it to explore further.



WHICH LIST TO USE

When playing with multiple Lists, when to use one List or another is up to you. If the circumstances of your adventure seem to indicate a particular List then use it.

When you separate a List into multiple Lists they don't have to be broken down just by geography. Anything that helps divide List elements can be used. While geographic locations are easy to identify you could also use themes if your adventure has various tones (action, personal drama, etc.), areas of Player Character interest, or just about anything that pertains to your adventure.

When you decide that a particular List is active for a Scene, that is the List you will edit during the end of Scene Bookkeeping.

This has created a situation where you essentially have two adventures going on at the same time: what goes on in the city and what happens in the dungeon.

You might decide to break your Lists into ones that pertain to the city and the dungeon. You pull all the dungeon related NPCs off the original List and place them on the new dungeon Characters List. There may be a few Threads that are dungeon related so you make a separate dungeon Threads List. You use the city Lists when the adventure takes place in the city and the dungeon Lists when your PC is exploring there.

The Lists don't have to be mutually exclusive, you can have the same elements on both Lists. For instance, maybe the Player has a Thread of "Find the Eye of Yeehon," a mystical artifact that is fabled to be hidden in the dungeon. This is why your Character spends so much time adventuring in there. However, the Thread also applies to the city. There is plenty of lore to be learned about the Eye that can be gleaned from experts in town. It makes sense to have that Thread be on both Lists.

PERIL POINTS

The adventuring life is perilous, and most Player Characters need a helping hand sometimes. In social, guided role-play that helping hand comes from the Game Master. Often unknown to the Players the GM may quietly divert your PC from certain doom to keep the adventure going.

You can represent this saving hand in solo role-playing using Peril Points. A Peril Point can be spent at any time to change the narrative and save your Player Character when your adventure is about to end and you don't want it to.

Your Player Character is a young mage in a game of modern, urban magic. They are currently climbing up the side of a building at night to try and stop a warlock from casting a ritual that would take over the minds of everyone in the city.

Your PC has a companion helping, a former assistant to the warlock who now wants to help you stop him. He has reached the roof first when a Random Event indicates he turns on your Character.

The Player asks the Fate Question, "Does he cut the rope?" and Mythic says Yes.

The Player has a problem now. The PC is thirty floors above a city street, hanging from a rope that is being cut. They have no way to avert certain death from the fall.

The Player is using Peril Points with this game and has 2 Points left in the pool. This is a good time to spend one.

The Player interprets it this way: The rope is cut and the Player Character falls about fifteen feet before hitting the railing of a balcony. They grab on to the railing desperately and are able to haul themselves to the balcony.



AND THE STORY GOES ON

Peril Points is a blunt instrument to save an adventure from an early end. There are other ways to avert certain doom, such as asking narrative building Fate Questions. (See "Narrative Killing Questions" on page 83).

You can also build your Player Character's survival into the Context of your adventure. For instance, you can decide ahead of time that your PC cannot die. That's part of the Context of your adventure. If something happens that would result in their death, it gets changed to something else.

Mythic presents multiple ways to sustain an adventure because there are a multitude of solo play styles out there. If you are a narrative style Player who loves the story and is okay with manipulating it when you have to, then focusing on asking narrative building Questions and using Context to save your PC may be to your liking.

If you're more of a simulationist Player, where you love the excitement of knowing your choices can lead to success or failure then saving yourself with Context may feel too artificial. In this case, a limited number of Peril Points could be used as an emergency, but even those are in short supply.

While Supplies Last

Decide before you play how many Peril Points your Player Character gets. This value is up to you, the more Points the more chances you have to change an outcome. A limited pool helps maintain narrative tension since Peril Points should only be used when necessary. A supply of 2 Peril Points is a good default.

When you use a Peril Point you can change the narrative to prevent the adventure from ending. For instance, if a monster just rolled the killing blow for your Player Character you spend a Peril Point and suddenly the bridge you're standing on breaks sending you tumbling to the river below out of harm's way instead.

Whether or not Peril Points get replenished is also up to you. If you want Peril Points to help make each game session more survivable, you may reset them to their maximum supply at the start of each adventure session. If, instead, you want to use Peril Points to help get your PC started you may give them a fixed number of Peril Points. Once those are gone they are forever gone.

USING THE ADVENTURE CRAFTER WITH MYTHIC

When *The Adventure Crafter* published in 2018 it offered a new way to generate random adventures. I viewed it as an alternate version of the *Mythic Game Master Emulator*, coming at the same goal from another point of view.

The Adventure Crafter borrows many familiar Mythic concepts, like Lists and breaking an adventure down into structural components (Turning Points instead of Mythic's Scenes). It also introduces new concepts and its own approach for generating content. The two systems work well together, and *The Adventure Crafter* offers three pages of explanation on how to merge them.

This section updates those rules while making some changes and adding new concepts to hopefully make the *Mythic Game Master Emulator* and *The Adventure Crafter* play together as nicely as possible.

The First Scene

Using *The Adventure Crafter* to generate the opening Scene of a Mythic adventure is a natural. It can create a detailed introduction to your



THE ADVENTURE CRAFTER

The Adventure Crafter is a book in the Crafter Series from Word Mill Games. It's a system for randomly generating a narrative structure, using common fictional tropes to assemble a story outline. This adventure outline can be used as inspiration for making a fully fleshed out adventure scenario, as an adventure seed generator for new adventures, a background or history creator, or just about anything where you want to randomly create a layered narrative.



The Adventure Crafter pairs nicely with Mythic in a number of ways, from helping to make starting Scenes to acting as a replacement for how Interrupt Scenes are generated.

adventure that includes Plotlines (*The Adventure Crafter's* term for Threads) and NPCs.

Generating a single Turning Point with *The Adventure Crafter* should be enough to give you a detailed outline of a Scene. However, for the First Scene, consider generating more than one Turning Point if you want a more detailed Scene. Creating two or three Turning Points can give you a wealth of detail for your First Scene and additional Plotlines and Characters to get you started. You can think of this as analogous to a published adventure module giving you a detailed start to an adventure, with a history of events and the circumstances that have brought your Player Character into it.

Altered and Interrupt Scenes

The Adventure Crafter suggests using Turning Points to generate both Altered and Interrupt Scenes. I am changing this advice to suggest only using *The Adventure Crafter* to generate Interrupt Scenes. To keep your adventure moving swiftly Altered Scenes should follow Mythic's rules.

You can generate an Interrupt using *The Adventure Crafter* by creating a Turning Point to replace the Random Event that Mythic normally uses.

Mythic Interrupt Scenes often change the direction of an adventure, sometimes in dramatic ways. Using Turning Points as Interrupts increases the chances of making big changes in the adventure because more elements can come into play.

Lists

I suggest using *Mythic Game Master Emulator Second Edition* List rules instead of Adventure Crafter Lists when combining the two systems (this is a change from the advice given in *Mythic Magazine #5*, to account for differences in Second Edition rules). Adventure Crafter Plotlines and Mythic Threads are the same thing, so whenever *The Adventure Crafter* refers to Plotlines consider it the same as Threads.

Using Mythic Adventure List Sheets, Threads and NPCs are added to your Lists when they are Invoked by an Adventure Crafter Turning Point. You should add them to your List while Plot Points are generated, instead of doing it after a Scene in Bookkeeping, so later Plot Points in the same Turning Point have a chance to Invoke them.

Edit your Lists as normal during end of Scene Bookkeeping. Whether a Thread or NPC is part of a Turning Point and was added to a List at the beginning of the Scene, or was added later because it appeared while playing out the Scene, it still just gets added once to its List for the Scene as normal.



USING FEWER PLOT POINTS

Making a full Turning Point with *The Adventure Crafter* isn't as fast as generating a Random Event in Mythic. A Turning Point is composed of 5 Plot Points, and each Plot Point may involve Plotlines and Characters. All of this has to be interpreted into something meaningful.

If creating full Turning Points for Interrupt Scenes is slowing your game down too much, consider using fewer Plot Points. If 5 is too many, try 4 or 3. Even 1 or 2 Plot Points is enough to inspire a meaningful Scene.

Threads and NPCs are removed at your discretion during Scene Bookkeeping as you would in a typical Mythic Adventure.

In a gritty sci-fi adventure game the Player just generated an Interrupt Scene. They are playing Mythic with The Adventure Crafter, so they use a Turning Point to define this Interrupt.

Rolling for their Plot Points using Adventure Crafter rules, one of the Plot Points generated is "A Character Is Incapacitated". The Player determines that this Plot Point applies to a new NPC being generated. The Player comes up with "Zango Finley", an aquatic mutant. The Player writes this new NPC onto the Characters List and continues to generate the rest of the Plot Points.

It turns out Zango is incapacitated because he has been trapped in a watery cage by a group of raiders who have been sacking villages up and down the coast. They are using a machine to siphon Zango's powers and use the energy to charge up their weapons.

The Scene proceeds with the Player Character and her companions catching sight of the raiders' caravan. Noticing the captive, they sneak toward the group and are able to successfully rescue Zango. The mission doesn't go smoothly,

however, with a fight breaking out between the Player Character and the raiders. Zango is able to use his energy powers to help them all escape.

During end of Scene Bookkeeping the Player doesn't add Zango to the Characters List again because they already did at the beginning of the Scene while generating the Turning Point.



ROLLING ON A LIST

Rolling on Lists is handled differently when a Plot Point Invokes a Thread or Character than when a Mythic Random Event calls for rolling on a List.

Normally in Mythic when a Random Event requires a trip to a List, such as when you roll an Event Focus of NPC Action, you check to see how much of your List is filled then roll up to two dice to determine which part of the List to roll on and then what element in that part is selected.

When rolling on a List for a Plot Point, however, roll on the full List regardless of the number of elements in it. Roll 2d10 with the first d10 determining which section of the List to refer to and the second d10 selecting a line in that section.

This means it's far more likely to roll a blank line when Invoking a Character or Thread with a Plot Point than it is when rolling for a Random Event. While Mythic Random Events are meant to throw surprises at you, often using an existing element in your adventure in a new way, Adventure Crafter Turning Points are meant to add new story twists to your adventure. These Turning Points may have multiple elements to interpret, with Plot Points framed as drama tropes. With all this potential additional meaning to make an interpretation out of you also get additional control of the Lists to help make those interpretations smoother.

CHOOSE TO ...

When rolling an empty line for a Mythic Random Event you have the option to Choose. This choice is either to select an element from the List that you think fits the situation best or to roll again.

When rolling an empty line for an Invoked element for a Plot Point, however, you have an additional choice: Add a Thread or Character.

Choosing to add a Thread or a Character is the same as when using *The Adventure Crafter* alone

and you roll an empty line on a List that says “New Plotline” or “New Character”.

Threads in a Mythic adventure usually occur organically as you play. You, the Player, decide when you want something to be a new Player Character objective.

However, since Turning Points often describe a narrative event with multiple moving parts this is a good opportunity to inject a new Thread into your adventure.

The same applies to Characters. Maybe you rolled up a Plot Point where it makes sense that a new Character is now involved in the adventure. If it seems appropriate then choose this to be a new Character. Follow the regular Adventure Crafter rules for creating a new NPC, generating their Trait, Identity, and Descriptors.

WHAT GOES ON THE CHARACTERS LIST

In normal Adventure Crafter rules every Character goes on the Characters List, both Player Characters and Non-Player Characters.

When combining the two systems, however, only place Non-Player Characters on the List as you normally would in a Mythic adventure.

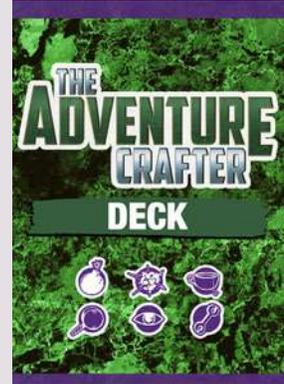
If you Invoke a Character and roll on the List and get a blank line, you have the option to Choose a Character from the List for this Plot Point. Even though your Player Character isn't on the List, you can still Choose them. This allows you to include your Player Character in Plot Points when it makes the most sense to do so.

The Player's science fiction adventure has been going well, with Zango turning out to be an important addition to the Player Character's team. They've learned that the warlord leading the raiders was a deposed ruler from a neighboring territory. He's been ransacking the countryside looking for an ancient artifact of great power.



THE ADVENTURE CRAFTER DECK

If you use *The Adventure Crafter Deck* instead of the book you can combine it with Mythic by making a few changes to the rules presented here.



Instead of rolling on a List for an Invoked Thread or Character you can draw a card as normal and use the number on the card next to Plotlines or Characters. This will tell you which line on the List to select. The Adventure Lists are numbered 1 to 25 on the right.

If you get a blank line instead of choosing whether to select an element on the List or to have a new Thread or Character be created, you can let the deck decide by going with the result printed below “Plotlines” or “Characters”.

The Player just wrapped up a Scene where the Player Character has been posing as a cook in the raider's camp to learn more about the leader and his plans. The next Expected Scene was the PC sneaking out of the camp to report back to her friends, but the Player generated an Interrupt Scene instead.

Making a Turning Point to define the Interruption, one of the Plot Points is “The Observer”. This Plot Point is about one Character secretly observing another Character doing something. The Player needs to Invoke two Characters to see who is spying on whom. The first roll on the Characters List gets “Raiders”. The second roll gets a blank line. The Player decides that what makes the most sense is that this second Character is their Player Character,

USING THE ADVENTURE CRAFTER WITH MYTHIC

ADVENTURE ELEMENT	RULES
FIRST SCENE	Create a first Scene by generating at least one Turning Point. Interpret this into an opening Scene, perhaps using some of the details as background. Add any NPCs and Threads generated onto the Lists.
INTERRUPT SCENES	Instead of generating a Random Event to define an Interruption, make a Turning Point.
LISTS	<ul style="list-style-type: none"> » Use Mythic Lists instead of Adventure Crafter Lists. » Add Threads and Characters to their Lists as they are generated in Turning Points. » When rolling on a List for a Thread or Character Invoked by a Plot Point, roll on the full List, not just the sections that have elements in them. » Rolling an empty line on a List for a Plot Point gives you an additional Choice: Add a New Thread or Add A New NPC. » Only Non-Player Characters go on the Characters List, not Player Characters. » When Choosing an element on the Characters List you can always Choose a Player Character even though they are not on the List.

observing something as they are on their way out of the camp.

The Player interprets all of this to mean that while the Player Character is sneaking away, they come across a group of raiders preparing a launcher armed with a powerful missile. This is a weapon they plan to use to completely destroy the next town in their way. The PC hurries out of the camp quickly. They need to warn the town before the raiders get the weapon in place!

WHERE TO GET MORE SUPPORT

Mythic doesn't end with this book. If you'd like more options for your Mythic adventures, additional rules and variations, and to find out what other Players are up to, please check out the resources below.

THE WORD MILL GAMES WEBSITE

Find Mythic related books, as well as links to additional resources such as tutorials and actual plays, at www.wordmillgames.com.

SOCIAL MEDIA

There are various online communities where Mythic Players gather and share experiences and ideas, including Facebook, Twitter, Groups.io, Mastodon, Discord, and Reddit. You can find links at the Word Mill Games website above.

PATREON

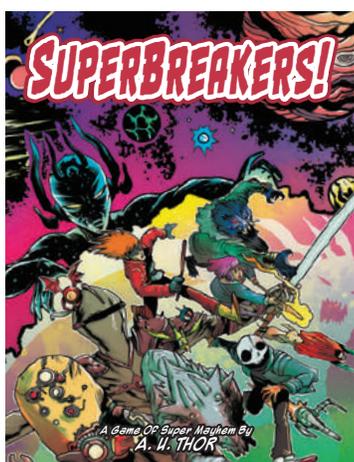
Please consider joining the Word Mill Games Patreon at www.patreon.com/wordmillgames to receive *Mythic Magazine* every month and engage in discussions about the future of Mythic.





The Big Example

Let's do one more Big Example! As in the previous chapter, this example will use italicized text to describe the role-played story and regular text to explain what the Player is doing.



For this example, the Player is using Mythic with their favorite superheroes RPG, *Superbreakers!* The game features colorful superhero action set in a universe much like our own, except that super powers, advanced science, and alien incursions are an every day norm.

The Player has a Character ready to go: Rapid Red, a speedster hero who can move superpersonally fast. This is the Player's first adventure using this hero, so there is no history going in. The Player has a blank copy of the Adventure Journal and Adventure Lists.

To generate the first Scene the Player decides to create a Random Event. Rolling on the Random Event Focus Table they get "New NPC". To get some idea what this Character is doing the Player rolls on the Actions Meaning Tables and gets "Triumph" and "Cooperation".

The Player interprets the Meaning words as a group of superheroes who are tackling a problem. Since this Event is about establishing a new NPC, the Player decides it means this group is a team.

The Player wants to know what kind of problem the team is taking on. Whatever it is, it's



CHOICES, CHOICES

This example runs through a few Scenes of a Player starting a new adventure. Various Mythic rules are used in the example, including asking Fate Questions and Discovering Meaning by getting details from Meaning Tables.

One thing to keep in mind when reading this playthrough are the times the Player chooses to get a prompt from Mythic, and when they choose not to. Everyone is going to play their solo games differently, so there is no rule dictating when you must ask a Question or get a prompt for a detail. The decision is yours for when you want to rely on your expectations, creating details through improvisation, and when to stop and get a prompt from Mythic.

The Player also makes use of the Elements Meaning Tables for some details. Once again, choosing an Elements Table, and which Table you choose, is up to you. There are multiple tables that can serve the same purpose, including just using the core Actions and Descriptions Tables. Personal preference and gut feeling is your friend here. There is no wrong choice, especially if you are enjoying the end result.

probably what attracts Rapid Red as well, where he runs into the team.

The Player considers framing this as a Fate Question, but rather than guessing what the problem is they choose to go directly to a Meaning Table for inspiration. Rolling on the Actions Meaning Tables, they get "Strange" and "Outside".

Thinking about this a moment the Player interprets this to mean there is a strange disturbance in the center of the city. Some kind of rip in the reality of space has opened, letting energies from outside our world in that are wreaking havoc.

When not saving people and fighting villains, Rapid Red is Rick Burgundy, a reporter for the internet news site The Blurb. He's working at their downtown offices when news of the disturbances start getting called in. No one needs to be informed, however, as just looking out their high rise windows shows the chaos below.

Since Rapid works downtown the Player wondered if he might be close enough to the disturbances to see them. The Player asks a Fate Question, "Can he see what's going on?" The Player gives this Odds of Likely, and Mythic says Yes.

To interpret what the PC actually sees, the Player considers Discovering Meaning again. However, they already know that something strange is going on and it involves rifts in reality and another dimension leaking into our world. The Player decides to run with what they expect this to look like rather than get another prompt.

Looking out the window, Rick can see weird strands of blue energy snaking between buildings. Everything the strands touch wavers and warps, as if reality itself were uncertain what it should be. Sirens, car horns, and people screaming can be heard.

It's time for Rick to leap into action and help save people! The Player's expectation is that Rick has exited work many times before in order to act as Rapid Red, so there is no need to ask a Question to see if he has any trouble getting away.

The Player considers if this should be the end of the first Scene. However, it doesn't feel quite complete yet without Rapid getting to the site of the disturbance first.

Making a few quick excuses at the office, Rapid zooms down the stairwell, changing into his

superhero uniform before he reaches the street. Moving in the blink of an eye he runs to the center of the ruckus.

Even though this is this Player's first adventure with this Character, and this is the first Scene, decisions the Player is making are already building Context for the adventure.

Rapid Red works in a downtown office building. He is experienced with leaving work unnoticed when hero duty calls.

These are small but important details. Every detail created in an adventure, whether it's derived from a Fate Question, a Random Event, a Meaning Table, or your own expectations, all becomes part of the Context which influences later expectations. It all builds together creating a layered, detailed, and consistent adventure.

When setting up this first Scene the Player had established that Rapid would encounter a new NPC, a team dealing with the problem. Now that the problem has been determined, this seems like a logical time to encounter the team. This is a well grounded expectation so the Player doesn't feel a need to ask a Fate Question for it.

However, the Player does ask: "Does Rapid recognize the team helping people?" Giving this Odds of Likely, Mythic comes back with Exceptional Yes.

The Player interprets this to mean that not only does Rapid recognize them but they are a famous group of superheroes.

The Player considers making up a name for the team but figures it would be more fun to roll up a random name. Using the Names Elements Table they roll "Fah" and "Ow". Needing more inspiration the Player keeps rolling and gets "N" and "R". This kind of sounds like "Founder", so the Player goes with a team name of "The Founders".

Arriving in the midst of downtown, Rapid sees the arcing blue energy up close tearing apart buildings and roads. However, people are already being rescued by a group of superheroes: the world famous Founders.

Rapid gets in on the action and uses his super speed to help rescue people threatened by the anomaly. The Player wants a situation for their PC to get involved. There's no need to ask a Fate Question about this, it's already been established that there is general mayhem going on. There is, undoubtedly, plenty of opportunities for Rapid to help.

The Player decides to Discover Meaning to help determine what emergency Rapid can help with. Rolling on the Actions Meaning Tables, the Player gets "Release" and "Vehicle". The Player interprets this to mean that a car has been knocked to the edge of a freeway overpass when the road got warped by the wild energies. Someone is trapped in the car, which teeters on the brink of plummeting to the concrete below.

Rapid moves quickly, in a blur zooming along the road to the overpass.

"Does the car start to fall before Rapid gets there?" The Player gives this Odds of Nearly Impossible considering his fantastic speed and Mythic says No. Rapid arrives at the car, pulls the driver out of it, and deposits them safely a block away before they are even aware of what is going on.

The Player doesn't want to role-play every save in this crisis, just the one to set some flavor for the Scene. They wonder though if the rip in reality closes up, or if this is going to be an ongoing situation. The Player asks "Does the rift close?" This seems Very Likely to the Player. With the Chaos Factor still at its starting value of 5, they roll on the Fate Chart getting a 22. This is a Yes, but also a Random Event since double digits were

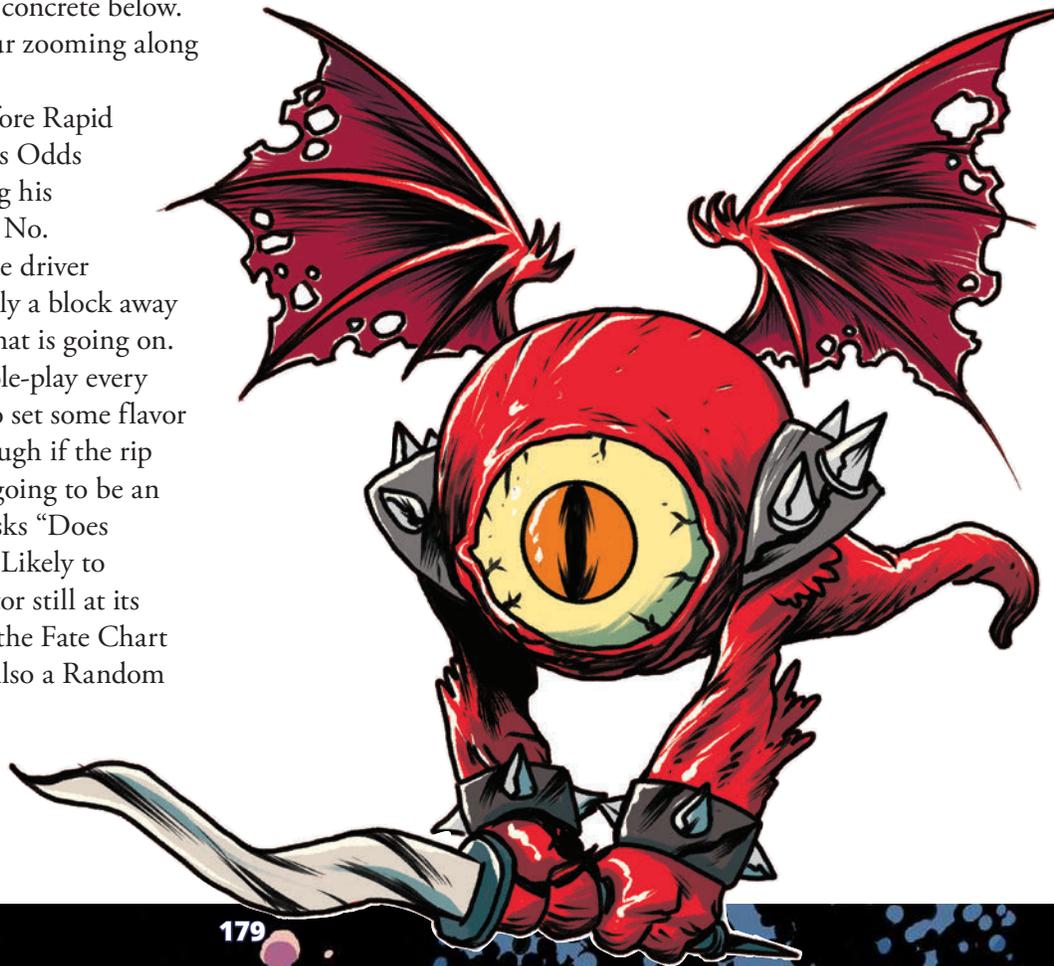
rolled and the single digit value is less than or equal to the Chaos Factor.

The Player rolls 91 on the Random Event Focus Table, "Current Context". Rolling on the Actions Meaning Tables, the Player gets "Imprison" and "Representative".

The Player interprets this to mean that the enormous rift in space closes as mysteriously as it appeared, but The Founders captured someone, or something, associated with it.

"Do I find out what's going on?" The Player gives this Question Odds of Nearly Certain, figuring that since Rick helped the hero team with the crisis they will clue him in on what they found.

The Player already established that a representative of the world beyond the rift had been captured. To get some idea of what this NPC looks like the Player turns to the Character Appearance Elements Table, rolling "Strange" and "Colorful".



THE BIG EXAMPLE

The leader of The Founders beckons Rick to join the team as they gather around something. Laying on the ground is a strange creature. It looks like an enormous flying eye, with bright red, leathery skin.

"It came through the rift," a member of The Founders said. "We subdued it right away."

The Player followed their expectations with that moment. They could have asked Fate Questions to establish more details, or Discovered Meaning, but at this point they had a pretty good idea how the Scene was panning out and wanted to run with their own impressions.

The Player had earlier established that The Founders was a superhero team, but now wants to give them a little more detail by coming up with some facts about a few of the members. The Player doesn't want to take the time to detail every NPC on the team, but two sounds good.

Starting with the leader of The Founders, the Player figures it would be good to know their main power and their name. Turning to the Powers Elements Table, the Player rolls "Others" and "Emission". The Player interprets this to mean that the ability is a powerful eye beam blast.

To give the leader a name the Player rolls on the Names Elements Table for inspiration, getting "R" and "Wah". The Player interprets this into the name Ra, the hero maintains an Egyptian sun god motif to accompany his fiery eye blasts.

For the second member of the team the Player rolls again on the Powers Table and gets "Damage" and "Emotion". This is interpreted as a mental power, the ability to control others' emotions to make them run out of control.

Rolling on the Names Table, the Player gets "Fi" and "Ar". That's not enough to make an interpretation so the Player continues rolling and gets "Oh" and "Ah". The Player interprets this into Fear Aura.

There are more members of The Founders, but that's enough for now. This seems like a good place to wrap up the first Scene. The Player writes

a summary on the Adventure Journal, marking down Scene 1. While there are a lot of unknowns right now, such as where the rift came from and will it return, Rapid Red and The Founders succeeded in minimizing the crisis. The Player is going to count this as the PC mostly being in control of the Scene, giving the Chaos Factor a -1 modifier down to 4.

ADVENTURE JOURNAL		
ADVENTURE TITLE Rapid Red's Grand Adventure		
SCENE SUMMARY A rift in reality causes chaos.	SCENE NUMBER 1	CURRENT CHAOS FACTOR 5 4

Editing the Adventure Lists, the Player adds "Why the rift?" on the Threads List. On the Characters List goes "The Founders", "Ra", "Fear Aura", and "Captured Alien". Thinking about it a moment, the Player decides to also put down "City" to account for the people in the city and "The Blurb" to represent where Rick works in his alter ego time and the friends he has there who might become a part of the adventure given the chance.

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
1-2 Why the rift?	1-2 The Founders
3-4 CHOOSE	3-4 Ra
1-2 5-6 CHOOSE	1-2 5-6 Fear Aura
7-8 CHOOSE	7-8 Captured Alien
9-10 CHOOSE	9-10 City
d4 1-2 CHOOSE	d4 1-2 The Blurb
3-4 CHOOSE	3-4 CHOOSE

It's time for the next Scene. The Player expects The Founders to take the prisoner back to their headquarters for questioning. Given the friendliness Ra showed Rick in the first Scene it would make sense that the PC would accompany the hero team.

The Chaos Factor is currently at 4. The Player rolls a d10 to test this Expected Scene idea and gets a 2, an Interrupt.

Right away the adventure is taking an unexpected turn.

The Player needs to roll up a Random Event as inspiration for how this unexpected Scene starts. Rolling on the Random Events Focus Table gives “NPC Action”. To figure out which NPC acts the Player rolls on the Characters List. There are 6 entries on the List, just barely breaking into the second section. This means the Player has to roll two dice, a d4 to determine which section of the List to roll in and a d10 to determine which element in that section is selected.

The Player rolls a 3 and a 6. This leads us to the second section of the Characters List and a blank line.

When getting a blank line on a List we get the option to choose an element on the List or to roll again. The Player thinks it would make the most sense if the captured alien did something. The Founders just captured the strange visitor, which came from another world. Who knows what it’s capable of or what mayhem it might cause.

Rolling a blank line on the Characters or Threads List gives us the option of choosing an element instead of randomly rolling it. This is an opportunity for you to nudge the narrative of your adventure in a direction that seems the most logical or exciting.

However, if you don’t want this control or a choice isn’t obvious you can instead choose to roll again to let the dice decide.

The Player considers which Meaning Table to roll on for this Random Event. It’s about the alien doing something, so maybe the Actions Meaning Tables. However, it’s a Character doing the action, so perhaps one of the Character oriented tables.

They choose the Characters Elements Table. Rolling, the Player gets “Friend” and “Unexpected”.

These results make the Player reconsider who the alien is and what it represents.

Back at The Founders headquarters, the alien is kept in a containment force field. The creature wakes and, communicating telepathically, tells them it has come as a friend to help.

The alien saying it is friendly is certainly unexpected, considering the amount of damage that accompanied its arrival.

This gives the Player some ideas but before running with them they want to get more information from the alien. The Player rolls on the Character Conversations Elements Table for inspiration on what the alien says to explain itself.

The Player rolls “Inform” and “Threatening”. This gives the Player some interpretations but nothing they are certain of. The Player tests their top idea with a Fate Question.

“Does it warn us of an impending invasion from its home dimension?” That sounds like a plausible interpretation, the Player assigns it Odds of Likely. Checking this against the Chaos Factor of 4 on the Fate Chart gives us a 50% chance of being true. The Player rolls 26 for a Yes.

Before moving forward with a full interpretation the Player figures it’s time to give the alien a name. Rolling on the Names Elements Table they get “Ahg” and “Animal”. The Player considers this, and given that the alien is from another reality the name should be something that sounds a bit odd. The Player comes up with Ogberd.

The alien, who says his name is Ogberd, claims he traveled to our dimension to warn us of an impending invasion from his reality. He apologizes for the abrupt and dangerous arrival, but opening portals between worlds is messy business and it was the only way he could get here.

The Player wants to ask the Fate Question “Do The Founders believe him?” Before assigning Odds, the Player decides that Rapid Red does believe Ogberd. Despite the devastation his traveling to our realm caused his

warning seems plausible. Also, if he's correct, they need to act now.

The Player wants this to be a role-playing moment where the group discusses if they believe Ogberd's account. Using the rules of the RPG the Player is using for this adventure, *SuperBreakers!*, Rapid Red makes a Persuasion Task Roll to convince The Founders to trust the alien. The roll succeeds.

The Player decides not to ask the Fate Question after all, letting the task resolution roll decide instead.

Rick and The Founders discuss Ogberd's claim. As wild as it sounds, if it's true, the entire Earth could be at risk. The rift that disrupted downtown was evidence enough that powerful forces are at play. They can't afford not to trust Ogberd.

Even though The Founders believe, it would make sense that they try to verify the information anyway. Since this is The Founders, a famous group of heroes, and we are at their headquarters, the Player figures they likely have some high tech equipment that may help.

The Player poses this as a Fate Question, asking "Do The Founders have some tech to help verify Ogberd's claim?" The Player gives this Odds of Very Likely.

With the Chaos Factor at 4 and with Odds of Very Likely, the Fate Chart gives this a 65% chance of a Yes. The Player rolls 24 for Yes.

The Player considers asking more Questions, or perhaps Discovering Meaning, to narrow down what technology they have that would be helpful but decides that would slow the adventure down too much right now. The Player instead chooses to improvise and run with their expectations.

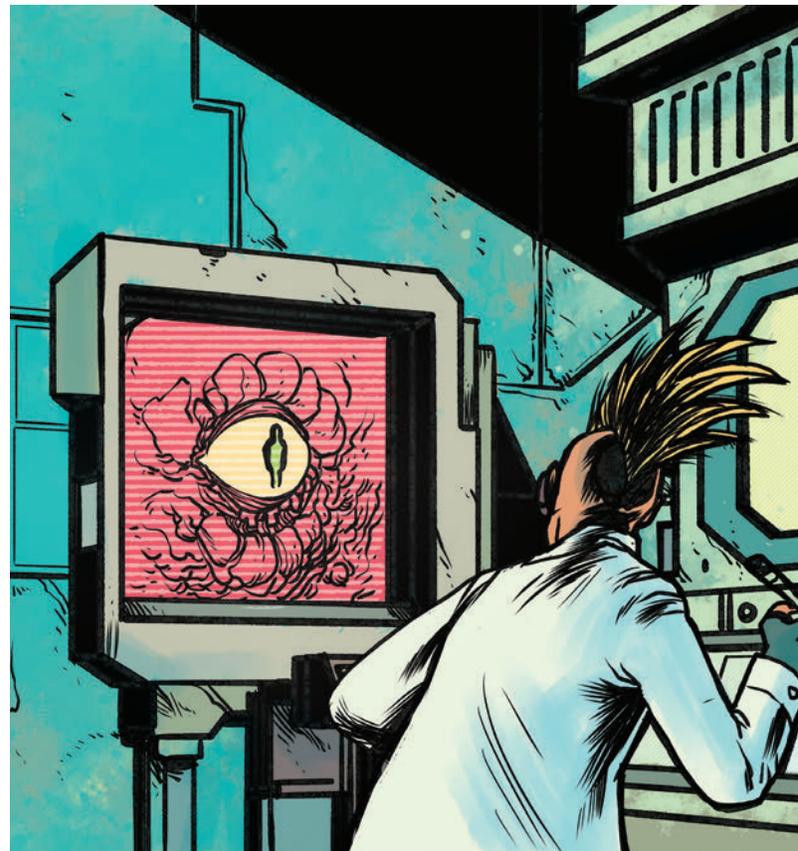
The Founders headquarters is full of amazing technology that Rick has never seen before. With Ogberd's help, a Founder scientist uses a device to open a channel of communication between our world and his. Ogberd is able to reach companions of his there, members of a resistance

opposing the invasion, who confirm the warning and show The Founders what they are up against.

The Player needs to figure out what they learned, who is invading, and how?

They start with a Fate Question, "Is this a warlord of some kind?" The Player assigns Odds of Nearly Certain. An alternative explanation could be some kind of natural force or army of creatures, but so far this all sounds like something intentionally done by a conqueror. With a Chaos Factor of 4 the Fate Chart gives a 75% chance. The Player rolls 12. This is within the 75, but such a low roll that it falls within the Exceptional range of 15 or less. The answer is Exceptional Yes.

So the villain is a warlord and then some. Since we're talking about dimensional travel and the end of worlds, the Player interprets this to mean that the villain is not only a conqueror from that other reality but a very powerful being that



THE BIG EXAMPLE

rules the entire dimension. We are dealing with a cosmic force.

The Player wants to get a better idea of what this being is like. Discovering Meaning to generate details, the Player rolls on the Characters Elements Table and gets “Combative” and “Anxious”. Combative certainly fits into what we’ve seen so far, and anxious makes it sound like this ruler is maybe paranoid and power hungry.

To get an idea of what powers this cosmic being possesses, the Player rolls on the Powers Elements Table and gets “Skill” and “Magic”. The Player interprets this to mean that the being is a powerful sorcerer with godlike abilities.

To give this being a name the Player rolls on the Names Table, getting “Or” and “Tal”. The Player wants more prompts so continues rolling, getting “Lee” and “Et”. The Player interprets this into Orta Leet.

This seems like a good place to end the Scene. A lot was learned and the adventure has really taken focus. The Player updates the Adventure Journal, summarizing this Scene. When adjusting the Chaos Factor, the Player considers whether or not Rapid Red was in control. He was instrumental in convincing The Founders to trust Ogberd, however learning about the impending invasion introduced a huge threat that they don’t have an answer for. The Player decides this means the PC was less in control, although it’s a close call. They raise the Chaos Factor to 5.

Editing the Adventure Lists, the Player crosses out “Why the rift?” on the Threads List. The PC discovered why the downtown crisis happened so that goal is solved. They add a new Thread with “Stop the invasion.”

On the Characters List, the Player updates “Captured Alien” to “Ogberd”, reflecting learning his name. Characters that were important in this Scene included “The Founders” and “Ogberd” so the Player gives each an additional entry on the List reflecting their growing importance to this adventure.

ADVENTURE JOURNAL		
ADVENTURE TITLE Rapid Red's Grand Adventure		
SCENE SUMMARY A rift in reality causes chaos.	SCENE NUMBER 1	CURRENT CHAOS FACTOR 5 4 5
SCENE SUMMARY Learn about an impending invasion from another world.	SCENE NUMBER 2	NOTES

The Player also adds “Orta Leet”, the cosmic entity and threat they are facing.

Since Ogberd’s companions on the other side were helpful the Player decides to include them on the List as well, calling them “Resistance fighters”.

A lot happened in that Scene to change the focus of the adventure. Rapid Red has to help The Founders avert a dimensional invasion of cosmic proportions.

For the next Scene, the Player figures that if Ogberd took the trouble to travel to our dimension he had more in mind than just warning us. He probably has a solution. The Player doesn’t know what this solution is yet, or if

ADVENTURE LISTS	
THREADS LIST	CHARACTERS LIST
1-2 Why the rift? 1	1-2 The Founders 1
3-4 Stop the invasion 3	3-4 Ra 3
1-2 CHOOSE 5-6 3	1-2 Fear Aura 3
7-8 CHOOSE 3	7-8 Captured Alien Ogberd 3
9-10 CHOOSE 3	9-10 City 3
d4 1-2 CHOOSE 3	d4 1-2 The Blurp 3
3-4 CHOOSE 7	3-4 The Founders 7
3-4 5-6 CHOOSE 3	3-4 5-6 Ogberd 3
7-8 CHOOSE 3	7-8 Orta Leet 3
9-10 CHOOSE 3	9-10 Resistance fighters 3
d6 1-2 CHOOSE 11	d6 1-2 CHOOSE 11
3-4 CHOOSE 11	3-4 CHOOSE 11
5-6 CHOOSE 11	5-6 CHOOSE 11

it exists, but that sounds like a good basis for the next Scene.

With the Chaos Factor back at 5, the Player tests this Expected Scene by rolling a d10 and gets 7. The Expected Scene happens.

So, Ogberd has a plan. The Player decides to ask a Fate Question to help figure out what he has in mind. “Is there something here, on Earth, that will help us fight Orta?” The Player just took a wild guess with this Question, it was the first thing that came to mind. They don’t have any real confidence in it, however, so they assign it Odds of 50/50. With the Chaos Factor at 5, the chances of a Yes are 50%. The Player rolls and Mythic says Yes.

The Player considers asking more Questions to pinpoint what this weapon is but instead decides to Discover Meaning by rolling on the Actions Meaning Tables. Maybe finding out what this thing does will help define what it is. The Player rolls “Praise” and “Hope”.

The Player has to think about this one, and decides to stretch the literal meaning of those words to reach an interpretation.

Since Orta is a mystical being, the word “Praise” almost sounds magical. “Hope” in this Context could be protection or a way to banish Orta.

The Players goes with this interpretation:

Ogberd tells The Founders that he traveled to Earth to warn us, but also to find a long lost book of magic that contains a spell to banish Orta Leet from our dimension and from his. The book was brought here long ago by evil acolytes of Orta as a way to hide the tome from those who would seek to end her despotic rule.

This brings a new mission for Rapid Red, to recover the book. The Player asks, “Does Ogberd know where the book is?” The Player gives this Odds of Likely. The Fate Chart says this has a 65% chance, and the roll comes back a Yes.

To figure out where the book is, the Player rolls on the Locations Elements Meaning Table for inspiration and gets “Confusing” and “Unpleasant”.

Ogberd says he knows where the book is, sort of. It was ensconced in a graveyard in France several centuries ago. He’s not sure what graveyard, however, or where in the graveyard it is.

This is going to require some detective work to locate the book, but Rapid has a solid lead at least.



THE BIG EXAMPLE

The Player knows that their PC is going to go after the book, and figures Ogberd will go with him. They're not sure if any of The Founders will go so the Player turns it into a Fate Question: "Do any of The Founders accompany Rapid?" Considering how important this mission is the Player gives this Odds of Nearly Certain, an 85% chance.

However, the Player rolls a 92 for a No. The Player makes this interpretation:

Rapid prepares for the journey to Europe with Ogberd, expecting members of The Founders to go with him. He's excited to work with the famous team! However, he's surprised when they tell him that he and the visitor from another world will be handling this mission alone.

Ra has decided that he thinks searching for the spellbook is an uncertain solution. He and the team are going to focus on preparing defenses against the invasion and contacting heroes and governments across the world to get ready.

It's in Rapid's hands now to maybe save the world, assuming that Ogberd is correct about the spell.

The Player decides this is a good spot to end the Scene. This Scene was mostly information, answering questions about the looming crisis and deciding what to do next.

The Player updates the Adventure Journal with a Scene 3 summary. Since this Scene involved coming up with a plan of action to stop Orta, a plan that Rapid is centrally involved in, the Player decides that their PC was in control of this Scene and lowers the Chaos Factor to 4.

The Player updates the Threads List by adding another line for "Stop the invasion", since that was a big part of this Scene, and also adds "Find the book".

On the Characters List, the Player adds another line for "Ogberd" since the planning in this Scene mostly revolved around him. That's Ogberd's third appearance on the Characters List, which

ADVENTURE JOURNAL		
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SCENE SUMMARY Learn about an impending invasion from another world.	SCENE NUMBER 2	NOTES _____ _____ _____ _____ _____
SCENE SUMMARY There is a magic spell that can stop Orta. Hopefully.	SCENE NUMBER 3	

means he is maxed out and won't get any more listings from future Scenes.

The Player considers adding another instance of "The Founders" but they didn't play a big role in this Scene. The Player decides not to add another listing for them.

Rapid Red's adventure continues as he and the visitor from another world travel to France in order to find a spell to save the world from their magical foe.

ADVENTURE LISTS					
THREADS LIST		CHARACTERS LIST			
1-2	Why the rift?	1	1-2	The Founders	1
3-4	Stop the invasion	3	3-4	Ra	3
1-2	Stop the invasion	3	1-2	Fear Aura	3
7-8	Find the book	3	7-8	Captured Alien Ogberd	3
9-10	Find the book	3	9-10	City	3
d4	1-2 CHOOSE	3	d4	1-2 The Blurb	3
3-4	CHOOSE	3	3-4	The Founders	3
3-4	5-6 CHOOSE	3	3-4	Ogberd	3
7-8	CHOOSE	3	7-8	Orta Leet	3
9-10	CHOOSE	3	9-10	Resistance fighters	3
d8	1-2 CHOOSE	3	d8	1-2 Ogberd	3
3-4	CHOOSE	3	3-4	CHOOSE	3
5-6	5-6 CHOOSE	3	5-6	5-6 CHOOSE	3



Rules Summary

A summary of Mythic Game Master Emulator systems.

Asking Fate Questions

Use Fate Questions to learn new details about your adventure.

- ❶ **FOLLOW YOUR EXPECTATIONS:** Fill in details about your adventure following your expectations.
- ❷ **TEST EXPECTATIONS:** If you think an expectation should be tested because it is important or uncertain, then ask a Fate Question.
- ❸ **FATE CHART OR FATE CHECK:** Test the expectation using a Yes/No Question resolved either using the Fate Chart or a Fate Check.

Fate Chart

- ❶ **FORM A QUESTION:** Ask a Yes/No question.
- ❷ **ASSIGN ODDS:** Give the Odds of the Question being a Yes: 50/50, Likely, Very Likely, Nearly Certain, Certain, Unlikely, Very Unlikely, Nearly Impossible, or Impossible.
- ❸ **CHECK THE FATE CHART:** Check the Fate Chart for your Odds, looking up the chance for a Yes in the column corresponding to the current Chaos Factor.
- ❹ **ROLL 1D100:**
 - If this roll is equal to or less than the large number found on the Fate Chart, then the answer is Yes.
 - If it's equal to or less than the smaller number to the left then it is an Exceptional Yes.

- If it's greater than the large number then the answer is No.
- If it's equal to or greater than the smaller number to the right then it's an Exceptional No.

- ❺ **RANDOM EVENT:** If you rolled a double digit number (11, 22, 33, 44, 55, 66, 77, 88, or 99) and the single digit value of that number (1, 2, 3, 4, 5, 6, 7, 8, or 9) is equal to or less than the current Chaos Factor then a Random Event happens in addition to the answer to your Question.

INTERPRET THE RESULTS

Fate Check

- ❶ **FORM A QUESTION:** Ask a Yes/No question.
- ❷ **ASSIGN ODDS:** Give the Odds of the Question being a Yes: 50/50, Likely, Very Likely, Nearly Certain, Certain, Unlikely, Very Unlikely, Nearly Impossible, or Impossible.
- ❸ **GET MODIFIERS:** Determine modifiers for the Odds and the Chaos Factor, adding them together.
- ❹ **ROLL 2D10:** Roll 2d10, adding them together and apply the modifiers to the roll.
 - The answer is Yes with a modified roll total of 11 or more.
 - A total of 18-20 is an Exceptional Yes.
 - A result of 10 or less is a No.
 - A result of 2-4 is an Exceptional No.

❶ **RANDOM EVENT:** If you rolled a double digit number (11, 22, 33, 44, 55, 66, 77, 88, or 99) and the single digit value of that number (1, 2, 3, 4, 5, 6, 7, 8, or 9) is equal to or less than the current Chaos Factor then a Random Event happens in addition to the answer to your Question.

❷ **INTERPRET THE RESULTS**

Fate Questions As RPG Rules

Use Mythic Fate Questions to replace rules in your chosen RPG.

❶ **ASK FATE QUESTION:** Pose the rule as a Mythic Yes/No Fate Question. Resolve the Fate Question as normal.

❷ **CHAOS FACTOR:** Treat the Chaos Factor as a value of 5, regardless of what the actual current Chaos Factor is.

❸ **EXCEPTIONAL RESULTS:** Treat Exceptional Yes or No as a regular Yes or No if the rule being replaced doesn't use degrees of success or failure.

❹ **RANDOM EVENTS:** Ignore Random Events unless they make sense to include with the replaced rule.

Generating Random Events

Random Events can happen when rolling for a Fate Question or when you generate an Interrupt Scene.

❶ **CONSIDER CONTEXT:** The Random Event is happening in relation to the Context of your adventure, which helps guide your interpretation of it.

❷ **DETERMINE EVENT FOCUS:** Roll 1d100 on the Random Event Focus Table to discover what the Random Event is about. Alternatively, you can choose the Event Focus instead of rolling.

❸ **DETERMINE EVENT MEANING:** Choose a Meaning Table that fits the Random Event best and roll for two inspirational words. Use the words to help interpret the Random Event.

❹ **INTERPRET:** Combining the adventure Context, the Event Focus, and the Meaning words, come up with an interpretation that makes sense to you.

Rolling On Lists

Random Events will sometimes require you to roll on the Threads List or Characters List to select a specific Thread or Character.

❶ **DETERMINE HOW MANY SECTIONS ARE ACTIVE:** If a section of the List has an element in it then that section is active. The active section furthest down the List determines the first die to roll: nothing, d4, d6, d8, or d10.

❷ **ROLL:** If necessary, roll the die to determine a section. Then roll a 1d10 to determine an element in that section.

❸ **CHOOSE:** If you roll an empty line then you have the option to either choose an element from anywhere on the List or to roll again.

First Scene

Choose a method to develop the first Scene of an adventure.

❶ **INSPIRED IDEA:** Come up with an idea rather than determining randomly.

❷ **RANDOM EVENT:** Generate a Random Event to form the start of the Scene.

❸ **MEANING TABLES:** Choose Meaning Tables and roll as many word pairs as you need for inspiration.

❷ **4W:** Roll on the Meaning Tables in a structured way to get the Who, What, Where, and Why of a Scene.

- Who: Characters Elements Meaning Table.
- What: Actions Meaning Tables.
- Where: Locations Elements Meaning Table.
- Why: Actions Meaning Tables.

Testing Scenes

❷ **EXPECTED SCENE:** Decide how you think the next Scene will begin. This is the Expected Scene.

❷ **ROLL 1D10:** Roll 1d10 to test the Expected Scene. If you roll the Chaos Factor or less, and the number is odd (1, 3, 5, 7, or 9) then the Scene is an Altered Scene. If you roll the Chaos Factor or less and the number is even (2, 4, 6, or 8) then the Scene is an Interrupt Scene.

Altered Scenes

Generate an Altered Scene by modifying your Expected Scene. Use one of the strategies below.

- ❷ **THE NEXT EXPECTATION:** This is the default method. The Scene is what you would next most expect.
- ❷ **A TWEAK:** Change one element in the Expected Scene.
- ❷ **FATE QUESTION:** Ask a Fate Question to help you choose how the Scene changes.
- ❷ **MEANING TABLES:** Choose a Meaning Table and roll for a word pair as inspiration.
- ❷ **SCENE ADJUSTMENT TABLE:** Roll 1d10 on the Scene Adjustment Table.

Interrupt Scenes

- ❷ **RANDOM EVENT:** Generate a Random Event and use that as the basis for the start of the Scene.



Begin And End Scenes

Choose a method for how to decide when a Scene begins and ends.

- ❶ **INTEREST:** This is the default approach. A Scene starts with something interesting happening and ends when that interest is concluded.
- ❷ **TIME OR LOCATION:** Scenes end when there is a change in time or location.
- ❸ **NARRATIVE SHIFT:** A Scene ends when there is a shift in the narrative of your adventure, with the next Scene picking up with that narrative change.
- ❹ **MOOD:** Scenes end when you feel they have run out of steam and it's time to start a new one.
- ❺ **AUTOMATIC INTERRUPT:** Choose to have a Scene begin as an Interrupt without testing it against the Chaos Factor.

Discovering Meaning

Create details without using Fate Questions by rolling for a word pair on a Meaning Table of your choice. Interpret the results.

Generating NPC Behavior

- ❶ **EXPECTATIONS:** If you have a clear idea what the NPC will do or say, and the action isn't crucial to the adventure, then follow your expectations for their action instead of choosing randomly.
- ❷ **NO IDEA:** If you have no expectation for what an NPC will do then roll a word pair on a Meaning Table of your choice for inspiration.
- ❸ **EXPECTATION AND CRUCIAL:** If you have an idea of what the NPC will do, and the action is important to your adventure, then frame the action as a Fate Question.

End Of Scene Bookkeeping

- ❶ **EDIT LIST ELEMENTS:** Add new Threads and NPCs that were important in the Scene to the Threads and Characters Lists. For Threads and Characters that were already on the List, add another entry for them if they were important in the Scene up to a maximum of three on the List. Remove Threads and Characters from the Lists that are no longer relevant to the adventure.
- ❷ **ADJUST THE CHAOS FACTOR:** If the Player Character was mostly in control of the Scene then apply a -1 modifier to the Chaos Factor, to a minimum of 1. If the Player Character was mostly not in control during the Scene then apply a +1 modifier to the Chaos Factor to a maximum of 9.

Determine NPC Statistics

- ❶ **EXPECTED STATISTIC VALUE:** Decide what you think the value of an NPC statistic should be.
- ❷ **ASK A FATE QUESTION:** Ask the Fate Question "Does the NPC have a statistic of this value?" Assign the Question Odds and resolve it.
- ❸ **INTERPRET:** Interpret the results of the Fate Question. As a guide:
 - Yes: The value you expected.
 - Exceptional Yes: The value is about 25% higher.
 - No: The value is about 25% lower.
 - Exceptional No: The value is about 50% lower.
 - Random Event: Generate a Random Event as a special condition associated with this statistic.

Thread Progress Track

Use a Thread Progress Track to keep an adventure focused on a particular Thread.

- ④ **FOCUS THREAD:** Choose a Thread to be the Focus Thread of the Progress Track.
- ④ **CHOOSE A TRACK:** Choose which Track to use, depending on how long you want it to take to resolve the Thread. The choices are 10, 15, or 20 point Tracks.
- ④ **PROGRESS:** Making any Progress toward resolving the Focus Thread in a Scene awards 2 Progress Points that are marked on the Track.
- ④ **FLASHPOINT:** An especially important and dramatic event happens in a Scene related to the Focus Thread. Award 2 Progress Points and mark the “Did A Flashpoint Happen?” box.
- ④ **TRACK FLASHPOINT:** If you reach enough Points on the Track to trigger a Flashpoint, and one hasn’t already occurred in that phase of the Track, then a Flashpoint event happens. Treat this as a Random Event with an automatic Event Focus of Current Context.
- ④ **DISCOVERY CHECK:** Make a Discovery Check when forward momentum has stalled and you are out of ideas for how to proceed. Ask the Fate Question “Is something discovered?” Assign the Question Odds of no less than 50/50.
 - Yes: Roll on the Thread Discovery Check Table.
 - No: Nothing useful is found.
 - Exceptional Yes: Roll twice on the Thread Discovery Check Table.
 - Exceptional No: Nothing useful is found and you cannot make another Discovery Check during the rest of this Scene.
- ④ **PLOT ARMOR:** The Focus Thread cannot be resolved through normal Mythic play as long as the Thread Progress Track is still in progress.

Any adventure results that would complete or end the Thread must be interpreted in a way to keep the Thread active.

- ④ **CONCLUSION:** When the Progress Track is completed the Conclusion is triggered. Generate a Random Event with an automatic Event Focus of Current Context, with the Context revolving around creating an Event that can resolve and end the Thread Focus. If it makes more sense, you can choose to delay generating the Conclusion until the next Scene.

Keyed Scenes

Create special situations to trigger specific events in your adventure.

- ④ **KEYED SCENE TRIGGER:** Decide what Triggers the Keyed Scene Event.
- ④ **KEYED SCENE EVENT:** Decide what happens when the Trigger occurs. The Event happens at the beginning of the next Scene.

Using Mythic With Prepared Adventures

- ④ **SCALING:** Decide on a scaling factor for your Player Character in relation to the adventure. Roughly, how powerful are they in comparison to what the adventure is designed for? Represent this comparison with a single number that becomes the Diminisher Value. For instance, 1/2, 1/3, 1/4, 1/5, etc.
- ④ **APPLY DIMINISHER:** Apply the Diminisher Value to all challenges met in the adventure, reducing the number of encounters, NPC statistics, and other values that challenge your Player Character.
- ④ **READ INTRO:** Read introductory portions of the prepared adventure.

- ❶ **PREPARE LISTS:** Include any relevant Threads or NPCs onto your Lists that seem important from the adventure introduction.
- ❷ **ADVENTURE FEATURES:** Create a third List, Adventure Features, and include on it anything special about the prepared adventure that you think should be on the List.
- ❸ **FIRST SCENE:** Create a first Scene based off of how the prepared adventure suggests starting.
- ❹ **PLAY SCENE BY SCENE:** Play through the adventure Scene by Scene, as you would with a normal Mythic adventure, using the content of the prepared adventure as Context.
- ❺ **TESTING EXPECTED SCENES:** Test Scenes as normal, however instead of using Altered and Interrupt Scenes, whenever you roll equal to or less than the Chaos Factor you still have the Expected Scene but it also starts with a Random Event.
- ❻ **ENCOUNTERS AND LOCATIONS:** When reading new sections of the prepared adventure, read as little as possible before deciding Player Character actions.
- ❼ **ASK FATE QUESTIONS:** Use Fate Questions to decide the details and outcomes of encounters when there is doubt.
- ❽ **RANDOM EVENTS:** Use the Prepared Adventure Event Focus Table instead of the regular Random Event Focus Table.

Peril Points

Use Peril Points to change the narrative.

- ❶ **DECIDE QUANTITY:** Choose how many Peril Points your Player Character gets. The default number is 2.
- ❷ **DECIDE IF THEY REPLENISH:** Choose if Peril Points reset to the quantity you chose at the start of each adventuring session, or if they are a one-time resource that does not replenish.
- ❸ **EXPEND PERIL POINTS:** Use a Peril Point to avert an outcome that would otherwise end the adventure or an important narrative.

Mythic With The Adventure Crafter

- ❶ **FIRST SCENE:** Generate a Turning Point or two for inspiration for the first Scene.
- ❷ **INTERRUPT SCENES:** Replace Random Events with Turning Points to generate Interrupt Scenes.
- ❸ **LISTS:** Use Mythic's List system instead of *The Adventure Crafter's* Lists method. References to Plotlines are considered Threads. When rolling on a List for a Plot Point roll on the full List, not just the sections that have elements in them.
- ❹ **CHOOSE ...:** When rolling an empty line on a List for a Plot Point you have the additional choice of Add A Thread or Add A Character. If you Choose to select a Character on the Characters List, you can include the Player Character as an option even though they aren't on the List.



ADVENTURE JOURNAL

ADVENTURE TITLE

SCENE SUMMARY

SCENE
NUMBER

CURRENT CHAOS FACTOR

NOTES

SCENE SUMMARY

SCENE
NUMBER

SCENE SUMMARY

SCENE
NUMBER

SCENE SUMMARY

SCENE
NUMBER

Test The Expected Scene Against The Chaos Factor • Play Out The Scene • Update Lists & Chaos Factor



ADVENTURE LISTS

THREADS LIST

-	1-2	CHOOSE	1
	3-4	CHOOSE	2
1-2	5-6	CHOOSE	3
	7-8	CHOOSE	4
	9-10	CHOOSE	5
d4 	1-2	CHOOSE	6
	3-4	CHOOSE	7
3-4	5-6	CHOOSE	8
	7-8	CHOOSE	9
	9-10	CHOOSE	10
d6 	1-2	CHOOSE	11
	3-4	CHOOSE	12
5-6	5-6	CHOOSE	13
	7-8	CHOOSE	14
	9-10	CHOOSE	15
d8 	1-2	CHOOSE	16
	3-4	CHOOSE	17
7-8	5-6	CHOOSE	18
	7-8	CHOOSE	19
	9-10	CHOOSE	20
d10 	1-2	CHOOSE	21
	3-4	CHOOSE	22
9-10	5-6	CHOOSE	23
	7-8	CHOOSE	24
	9-10	CHOOSE	25

CHARACTERS LIST

-	1-2	CHOOSE	1
	3-4	CHOOSE	2
1-2	5-6	CHOOSE	3
	7-8	CHOOSE	4
	9-10	CHOOSE	5
d4 	1-2	CHOOSE	6
	3-4	CHOOSE	7
3-4	5-6	CHOOSE	8
	7-8	CHOOSE	9
	9-10	CHOOSE	10
d6 	1-2	CHOOSE	11
	3-4	CHOOSE	12
5-6	5-6	CHOOSE	13
	7-8	CHOOSE	14
	9-10	CHOOSE	15
d8 	1-2	CHOOSE	16
	3-4	CHOOSE	17
7-8	5-6	CHOOSE	18
	7-8	CHOOSE	19
	9-10	CHOOSE	20
d10 	1-2	CHOOSE	21
	3-4	CHOOSE	22
9-10	5-6	CHOOSE	23
	7-8	CHOOSE	24
	9-10	CHOOSE	25



FATE CHART

ODDS	Certain	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x	20 99 x	20 99 x
	Nearly Certain	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x	20 99 x
	Very Likely	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x
	Likely	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100
	50/50	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99
	Unlikely	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98
	Very Unlikely	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96
	Nearly Impossible	x 1 81	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94
	Impossible	x 1 81	x 1 81	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91
CHAOS FACTOR	1	2	3	4	5	6	7	8	9	

FATE QUESTION ANSWERS

ANSWER	RESULT
YES	The answer is Yes, confirming your expectation.
EXCEPTIONAL YES	The answer is Yes, confirming your expectation and beyond.
NO	The answer is No. Go with the next most expected outcome.
EXCEPTIONAL NO	The answer is the opposite of a Yes, or the opposite of a Yes intensified.

FATE CHECK MODIFIERS			
ODDS	ROLL MODIFIER	CHAOS FACTOR	ROLL MODIFIER
CERTAIN	+5	9	+5
NEARLY CERTAIN	+4	8	+4
VERY LIKELY	+2	7	+2
LIKELY	+1	6	+1
50/50	None	5	None
UNLIKELY	-1	4	-1
VERY UNLIKELY	-2	3	-2
NEARLY IMPOSSIBLE	-4	2	-4
IMPOSSIBLE	-5	1	-5

FATE CHECK ANSWERS	
ROLL TOTAL	FATE QUESTION ANSWER
18-20	Exceptional Yes
11 or more	Yes
10 or less	No
2-4	Exceptional No
Doubles, single digit CF or less	Random Event

FATE QUESTIONS AS RPG RULES

FATE QUESTION	Pose the Fate Question to act as the RPG rule.
CHAOS FACTOR	Treat the Chaos Factor as a value of 5 for these Questions, regardless of what the actual Chaos Factor value is right now.
EXCEPTIONAL RESULTS	Treat Exceptional Yes and No as a regular Yes and No if the rule being replaced doesn't use degrees of success or failure.
RANDOM EVENTS	Ignore Random Events unless they make sense to include with this rule.

RANDOM EVENT FOCUS TABLE

1d100	RESULT
1-5	Remote Event
6-10	Ambiguous Event
11-20	New NPC
21-40	NPC Action
41-45	NPC Negative
46-50	NPC Positive
51-55	Move Toward A Thread
56-65	Move Away From A Thread
66-70	Close A Thread
71-80	PC Negative
81-85	PC Positive
86-100	Current Context

CHOOSING THE EVENT FOCUS

EVENT FOCUS	REASON
REMOTE EVENT	Your PC is expecting news from afar and now seems like a good time for it to arrive.
AMBIGUOUS EVENT	The adventure has slowed and you are ready for a mystery to pursue.
NEW NPC	There is a logical reason for a new NPC to appear in your adventure right now.
NPC ACTION	Your PC is waiting on the action of NPCs to move the adventure forward.
NPC NEGATIVE or NPC POSITIVE	You want to shift the focus of your adventure onto an NPC right now, maybe to develop new storylines in your adventure.
MOVE TOWARD A THREAD	Your adventure has stalled and needs a push forward. This is especially useful for an Interrupt Scene.
MOVE AWAY FROM A THREAD or PC NEGATIVE	You want a new challenge for your PC to face.
PC POSITIVE	Your PC is having a hard time and could use a break.
CLOSE A THREAD	The adventure has gotten complicated and you want to thin out the Threads List.
CURRENT CONTEXT	<ul style="list-style-type: none"> » The Random Event could help explain a Fate Question result. » A Random Event could be disruptive to the current action.

MEANING TABLES: ACTIONS

ACTION 1

1: Abandon	21: Communicate	41: Escape	61: Misuse	81: Ruin
2: Accompany	22: Conceal	42: Expose	62: Move	82: Separate
3: Activate	23: Continue	43: Fail	63: Neglect	83: Start
4: Agree	24: Control	44: Fight	64: Observe	84: Stop
5: Ambush	25: Create	45: Flee	65: Open	85: Strange
6: Arrive	26: Deceive	46: Free	66: Oppose	86: Struggle
7: Assist	27: Decrease	47: Guide	67: Overthrow	87: Succeed
8: Attack	28: Defend	48: Harm	68: Praise	88: Support
9: Attain	29: Delay	49: Heal	69: Proceed	89: Suppress
10: Bargain	30: Deny	50: Hinder	70: Protect	90: Take
11: Befriend	31: Depart	51: Imitate	71: Punish	91: Threaten
12: Bestow	32: Deposit	52: Imprison	72: Pursue	92: Transform
13: Betray	33: Destroy	53: Increase	73: Recruit	93: Trap
14: Block	34: Dispute	54: Indulge	74: Refuse	94: Travel
15: Break	35: Disrupt	55: Inform	75: Release	95: Triumph
16: Carry	36: Distrust	56: Inquire	76: Relinquish	96: Truce
17: Celebrate	37: Divide	57: Inspect	77: Repair	97: Trust
18: Change	38: Drop	58: Invade	78: Repulse	98: Use
19: Close	39: Easy	59: Leave	79: Return	99: Usurp
20: Combine	40: Energize	60: Lure	80: Reward	100: Waste

ACTION 2

1: Advantage	21: Disadvantage	41: Hope	61: Object	81: Representative
2: Adversity	22: Distraction	42: Idea	62: Obscurity	82: Riches
3: Agreement	23: Elements	43: Illness	63: Official	83: Safety
4: Animal	24: Emotion	44: Illusion	64: Opposition	84: Strength
5: Attention	25: Enemy	45: Individual	65: Outside	85: Success
6: Balance	26: Energy	46: Information	66: Pain	86: Suffering
7: Battle	27: Environment	47: Innocent	67: Path	87: Surprise
8: Benefits	28: Expectation	48: Intellect	68: Peace	88: Tactic
9: Building	29: Exterior	49: Interior	69: People	89: Technology
10: Burden	30: Extravagance	50: Investment	70: Personal	90: Tension
11: Bureaucracy	31: Failure	51: Leadership	71: Physical	91: Time
12: Business	32: Fame	52: Legal	72: Plot	92: Trial
13: Chaos	33: Fear	53: Location	73: Portal	93: Value
14: Comfort	34: Freedom	54: Military	74: Possessions	94: Vehicle
15: Completion	35: Friend	55: Misfortune	75: Poverty	95: Victory
16: Conflict	36: Goal	56: Mundane	76: Power	96: Vulnerability
17: Cooperation	37: Group	57: Nature	77: Prison	97: Weapon
18: Danger	38: Health	58: Needs	78: Project	98: Weather
19: Defense	39: Hindrance	59: News	79: Protection	99: Work
20: Depletion	40: Home	60: Normal	80: Reassurance	100: Wound

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

1: Adventurously	21: Defiantly	41: Generously	61: Loudly	81: Playfully
2: Aggressively	22: Deliberately	42: Gently	62: Lovingly	82: Politely
3: Anxiously	23: Delicately	43: Gladly	63: Loyally	83: Positively
4: Awkwardly	24: Delightfully	44: Gracefully	64: Majestically	84: Powerfully
5: Beautifully	25: Dimly	45: Gratefully	65: Meaningfully	85: Quaintly
6: Bleakly	26: Efficiently	46: Happily	66: Mechanically	86: Quarrelsomely
7: Boldly	27: Emotionally	47: Hastily	67: Mildly	87: Quietly
8: Bravely	28: Energetically	48: Healthily	68: Miserably	88: Roughly
9: Busily	29: Enormously	49: Helpfully	69: Mockingly	89: Rudely
10: Calmly	30: Enthusiastically	50: Helplessly	70: Mysteriously	90: Ruthlessly
11: Carefully	31: Excitedly	51: Hopelessly	71: Naturally	91: Slowly
12: Carelessly	32: Fearfully	52: Innocently	72: Neatly	92: Softly
13: Cautiously	33: Ferociously	53: Intensely	73: Nicely	93: Strangely
14: Ceaselessly	34: Fiercely	54: Interestingly	74: Oddly	94: Swiftly
15: Cheerfully	35: Foolishly	55: Irritatingly	75: Offensively	95: Threateningly
16: Combatively	36: Fortunately	56: Joyfully	76: Officially	96: Timidly
17: Coolly	37: Frantically	57: Kindly	77: Partially	97: Very
18: Crazily	38: Freely	58: Lazily	78: Passively	98: Violently
19: Curiously	39: Frighteningly	59: Lightly	79: Peacefully	99: Wildly
20: Dangerously	40: Fully	60: Loosely	80: Perfectly	100: Yieldingly

DESCRIPTOR 2

1: Abnormal	21: Disagreeable	41: Hard	61: Messy	81: Remarkable
2: Amusing	22: Dry	42: Harsh	62: Mighty	82: Rotten
3: Artificial	23: Dull	43: Healthy	63: Military	83: Rough
4: Average	24: Empty	44: Heavy	64: Modern	84: Ruined
5: Beautiful	25: Enormous	45: Historical	65: Mundane	85: Rustic
6: Bizarre	26: Extraordinary	46: Horrible	66: Mysterious	86: Scary
7: Boring	27: Extravagant	47: Important	67: Natural	87: Shocking
8: Bright	28: Faded	48: Interesting	68: Normal	88: Simple
9: Broken	29: Familiar	49: Juvenile	69: Odd	89: Small
10: Clean	30: Fancy	50: Lacking	70: Old	90: Smooth
11: Cold	31: Feeble	51: Large	71: Pale	91: Soft
12: Colorful	32: Festive	52: Lavish	72: Peaceful	92: Strong
13: Colorless	33: Flawless	53: Lean	73: Petite	93: Stylish
14: Comforting	34: Forlorn	54: Less	74: Plain	94: Unpleasant
15: Creepy	35: Fragile	55: Lethal	75: Poor	95: Valuable
16: Cute	36: Fragrant	56: Lively	76: Powerful	96: Vibrant
17: Damaged	37: Fresh	57: Lonely	77: Protective	97: Warm
18: Dark	38: Full	58: Lovely	78: Quaint	98: Watery
19: Defeated	39: Glorious	59: Magnificent	79: Rare	99: Weak
20: Dirty	40: Graceful	60: Mature	80: Reassuring	100: Young

MEANING TABLES: ELEMENTS

ADVENTURE TONE

1: Action	51: Intellect
2: Activity	52: Intense
3: Adventurous	53: Interesting
4: Adversity	54: Intrigue
5: Aggressive	55: Lavish
6: Amusing	56: Legal
7: Anxious	57: Lethal
8: Attainment	58: Light
9: Average	59: Macabre
10: Bizarre	60: Magnificent
11: Bleak	61: Majestic
12: Bold	62: Mature
13: Busy	63: Meaningful
14: Calm	64: Mechanical
15: Cheerful	65: Messy
16: Colorful	66: Military
17: Combative	67: Misfortune
18: Competitive	68: Mistrust
19: Conflict	69: Modern
20: Crazy	70: Mundane
21: Creepy	71: Mystery
22: Dangerous	72: Natural
23: Dark	73: Normal
24: Emotional	74: Odd
25: Energetic	75: Personal
26: Epic	76: Physical
27: Evil	77: Power
28: Exterior	78: Pursuit
29: Failure	79: Quaint
30: Fame	80: Random
31: Familiar	81: Rare
32: Fearful	82: Reassuring
33: Festive	83: Remarkable
34: Fierce	84: Rough
35: Fortunate	85: Rustic
36: Frantic	86: Scary
37: Fresh	87: Simple
38: Frightening	88: Slow
39: Glorious	89: Social
40: Goals	90: Strange
41: Hard	91: Strong
42: Harsh	92: Struggle
43: Heavy	93: Tension
44: Historical	94: Travel
45: Hopeful	95: Trials
46: Horrible	96: Vengeance
47: Horror	97: Very
48: Important	98: Violent
49: Inquire	99: Warlike
50: Inspect	100: Wild

ALIEN SPECIES DESCRIPTORS

1: Advanced	51: Lethal
2: Aggressive	52: Levitating
3: Agile	53: Liquid
4: Amphibious	54: Mammalian
5: Ancient	55: Many-eyed
6: Anxious	56: Militaristic
7: Aquatic	57: Mysterious
8: Arrogant	58: Nightmarish
9: Artistic	59: Odd
10: Avian	60: Oppressive
11: Beautiful	61: Passive
12: Bizarre	62: Peaceful
13: Carapace	63: Perfect
14: Clawed	64: Plant
15: Colorful	65: Powered
16: Combative	66: Powerful
17: Conquering	67: Powers
18: Dangerous	68: Primitive
19: Declining	69: Prosperous
20: Defensive	70: Psychic
21: Desperate	71: Reptilian
22: Destructive	72: Robotic
23: Dominating	73: Scary
24: Emotionless	74: Scientific
25: Enormous	75: Secretive
26: Exploitive	76: Servitor
27: Explorers	77: Simple
28: Familiar	78: Skilled
29: Fast	79: Slender
30: Feeble	80: Slow
31: Feral	81: Small
32: Ferocious	82: Smelly
33: Friendly	83: Strange
34: Frightening	84: Strong
35: Fungal	85: Suffering
36: Furry	86: Tail
37: Generous	87: Tall
38: Gentle	88: Technological
39: Glowing	89: Tentacled
40: Graceful	90: Threatening
41: Harsh	91: Toothy
42: Helpful	92: Travelers
43: Humanoid	93: Treacherous
44: Hungry	94: Violent
45: Immortal	95: Warlike
46: Insectlike	96: Wary
47: Insubstantial	97: Watery
48: Intelligent	98: Weak
49: Intimidating	99: Wings
50: Large	100: Wormish

ANIMAL ACTIONS

1: Abandon	51: Hunt
2: Abnormal	52: Ignore
3: Aggressive	53: Imitate
4: Angry	54: Implore
5: Anxious	55: Imprison
6: Assist	56: Inspect
7: Attack	57: Intense
8: Befriend	58: Irritating
9: Bestow	59: Juvenile
10: Bizarre	60: Lazy
11: Bold	61: Leave
12: Break	62: Lethal
13: Busy	63: Loud
14: Calm	64: Loyal
15: Careful	65: Messy
16: Careless	66: Mistrust
17: Cautious	67: Move
18: Ceaseless	68: Mundane
19: Change	69: Mysterious
20: Combative	70: Natural
21: Curious	71: Neglect
22: Dangerous	72: Normal
23: Deliberate	73: Observe
24: Disinterested	74: Odd
25: Disrupt	75: Oppose
26: Distracted	76: Playful
27: Dominate	77: Protect
28: Energetic	78: Pursue
29: Excited	79: Quiet
30: Exotic	80: Reassuring
31: Familiar	81: Release
32: Fearful	82: Return
33: Feeble	83: Scary
34: Ferocious	84: Simple
35: Fierce	85: Slow
36: Fight	86: Strange
37: Flee	87: Struggle
38: Follow	88: Swift
39: Food	89: Tactics
40: Frantic	90: Take
41: Friendship	91: Threatening
42: Frightening	92: Tranquil
43: Generous	93: Transform
44: Gentle	94: Trick
45: Graceful	95: Trust
46: Harm	96: Violent
47: Hasty	97: Warn
48: Helpful	98: Waste
49: Helpless	99: Wild
50: Hungry	100: Yield

MEANING TABLES: ELEMENTS

ARMY DESCRIPTORS

1: Active	51: Mysterious
2: Aggressive	52: Normal
3: Allies	53: Path
4: Ambush	54: Persecute
5: Animals	55: Power
6: Arrive	56: Problems
7: Assist	57: Punish
8: Average	58: Pursue
9: Betray	59: Quiet
10: Bizarre	60: Ready
11: Block	61: Reassuring
12: Bold	62: Recruit
13: Calm	63: Release
14: Careless	64: Riches
15: Cautious	65: Rough
16: Ceaseless	66: Ruin
17: Celebrate	67: Ruthless
18: Colorful	68: Simple
19: Communicate	69: Skilled
20: Creepy	70: Slow
21: Deceive	71: Small
22: Defensive	72: Stalemate
23: Defiant	73: Start
24: Delay	74: Stop
25: Disorganized	75: Strange
26: Divide	76: Strong
27: Efficient	77: Struggle
28: Enemies	78: Success
29: Energy	79: Suffering
30: Failure	80: Supplies
31: Ferocious	81: Swift
32: Fight	82: Tactics
33: Food	83: Take
34: Foolish	84: Technology
35: Fortunate	85: Tension
36: Frantic	86: Testing
37: Fresh	87: Threatening
38: Frightening	88: Tired
39: Helpful	89: Travel
40: Helpless	90: Triumph
41: Illness	91: Truce
42: Lacking	92: Trust
43: Large	93: Unequipped
44: Lavish	94: Unexpected
45: Lazy	95: Untrained
46: Leadership	96: Victory
47: Lethal	97: Violate
48: Loud	98: Waste
49: Loyal	99: Weak
50: Mighty	100: Weapons

CAVERN DESCRIPTORS

1: Activity	51: Interesting
2: Ancient	52: Large
3: Animals	53: Ledge
4: Aromatic	54: Lethal
5: Art	55: Light
6: Beautiful	56: Loud
7: Bizarre	57: Magnificent
8: Bleak	58: Message
9: Blocked	59: Messy
10: Boulder	60: Minerals
11: Bright	61: Misfortune
12: Cliff	62: Mist
13: Climb	63: Mysterious
14: Closed	64: Natural
15: Cold	65: Nature
16: Collapsed	66: Normal
17: Colorful	67: Occupied
18: Cracked	68: Odd
19: Cramped	69: Open
20: Crawl	70: Path
21: Creature	71: Plants
22: Creepy	72: Pool
23: Crumbling	73: Quiet
24: Curious	74: Reassuring
25: Damaged	75: Remarkable
26: Dangerous	76: Riches
27: Dark	77: River
28: Difficult	78: Rock
29: Dirty	79: Rough
30: Discouraging	80: Scary
31: Dripping	81: Simple
32: Dry	82: Slippery
33: Echo	83: Slope
34: Elements	84: Small
35: Empty	85: Smelly
36: Enormous	86: Smooth
37: Exit	87: Sounds
38: Exotic	88: Stalactites
39: Fall	89: Strange
40: Flora	90: Threatening
41: Frightening	91: Tight
42: Full	92: Tranquil
43: Fungus	93: Treasure
44: Good	94: Unnatural
45: Hard	95: Unstable
46: Harm	96: Untouched
47: Harsh	97: Warm
48: Hole	98: Waste
49: Huge	99: Water
50: Icy	100: Windy

CHARACTERS

1: Accompanied	51: Important
2: Active	52: Inactive
3: Aggressive	53: Influential
4: Ambush	54: Innocent
5: Animal	55: Intense
6: Anxious	56: Knowledgeable
7: Armed	57: Large
8: Beautiful	58: Lonely
9: Bold	59: Loud
10: Busy	60: Loyal
11: Calm	61: Masculine
12: Careless	62: Mighty
13: Casual	63: Miserable
14: Cautious	64: Multiple
15: Classy	65: Mundane
16: Colorful	66: Mysterious
17: Combative	67: Natural
18: Crazy	68: Odd
19: Creepy	69: Official
20: Curious	70: Old
21: Dangerous	71: Passive
22: Deceitful	72: Peaceful
23: Defeated	73: Playful
24: Defiant	74: Powerful
25: Delightful	75: Professional
26: Emotional	76: Protected
27: Energetic	77: Protecting
28: Equipped	78: Questioning
29: Excited	79: Quiet
30: Expected	80: Reassuring
31: Familiar	81: Resourceful
32: Fast	82: Seeking
33: Feeble	83: Skilled
34: Feminine	84: Slow
35: Ferocious	85: Small
36: Foe	86: Stealthy
37: Foolish	87: Strange
38: Fortunate	88: Strong
39: Fragrant	89: Tall
40: Frantic	90: Thieving
41: Friend	91: Threatening
42: Frightened	92: Triumphant
43: Frightening	93: Unexpected
44: Generous	94: Unnatural
45: Glad	95: Unusual
46: Happy	96: Violent
47: Harmful	97: Vocal
48: Helpful	98: Weak
49: Helpless	99: Wild
50: Hurt	100: Young

MEANING TABLES: ELEMENTS

CHARACTER ACTIONS, COMBAT

1: Abandon	51: Hasty
2: Abuse	52: Hide
3: Aggressive	53: Imitate
4: Agree	54: Imprison
5: Ally	55: Kill
6: Ambush	56: Lead
7: Amuse	57: Lethal
8: Anger	58: Liberty
9: Antagonize	59: Lie
10: Anxious	60: Loud
11: Assist	61: Loyal
12: Attack	62: Magic
13: Betray	63: Mechanical
14: Block	64: Mighty
15: Bold	65: Military
16: Brave	66: Mock
17: Break	67: Move
18: Calm	68: Mysterious
19: Careless	69: Normal
20: Carry	70: Odd
21: Cautious	71: Open
22: Celebrate	72: Oppose
23: Change	73: Pain
24: Charge	74: Path
25: Communicate	75: Prepare
26: Compete	76: Punish
27: Control	77: Pursue
28: Crazy	78: Rough
29: Cruel	79: Rude
30: Damage	80: Ruin
31: Deceive	81: Ruthless
32: Defend	82: Simple
33: Defiant	83: Slow
34: Delay	84: Spy
35: Disrupt	85: Stop
36: Divide	86: Strange
37: Dominate	87: Struggle
38: Energetic	88: Suppress
39: Enthusiastic	89: Swift
40: Expectation	90: Take
41: Fearful	91: Technology
42: Ferocious	92: Threaten
43: Fierce	93: Trick
44: Fight	94: Truce
45: Flee	95: Usurp
46: Frantic	96: Vehicle
47: Free	97: Vengeance
48: Frightening	98: Waste
49: Harm	99: Weapon
50: Harsh	100: Withdraw

CHARACTER ACTIONS, GENERAL

1: Abandon	51: Imprison
2: Aggressive	52: Increase
3: Amusing	53: Inspect
4: Anger	54: Intense
5: Antagonize	55: Juvenile
6: Anxious	56: Kind
7: Assist	57: Lazy
8: Bestow	58: Leadership
9: Betray	59: Lethal
10: Bizarre	60: Loud
11: Block	61: Loyal
12: Bold	62: Mature
13: Break	63: Meaningful
14: Calm	64: Messy
15: Care	65: Move
16: Careful	66: Mundane
17: Careless	67: Mysterious
18: Celebrate	68: Nice
19: Change	69: Normal
20: Combative	70: Odd
21: Communicate	71: Official
22: Control	72: Open
23: Crazy	73: Oppose
24: Creepy	74: Passion
25: Dangerous	75: Peace
26: Deceive	76: Playful
27: Decrease	77: Pleasures
28: Defiant	78: Possessions
29: Delay	79: Punish
30: Disrupt	80: Pursue
31: Dominate	81: Release
32: Efficient	82: Return
33: Energetic	83: Simple
34: Excited	84: Slow
35: Expose	85: Start
36: Fearful	86: Stop
37: Feeble	87: Strange
38: Fierce	88: Struggle
39: Fight	89: Swift
40: Foolish	90: Tactics
41: Frantic	91: Take
42: Frightening	92: Technology
43: Generous	93: Threatening
44: Gentle	94: Trust
45: Harm	95: Violent
46: Harsh	96: Waste
47: Hasty	97: Weapons
48: Helpful	98: Wild
49: Imitate	99: Work
50: Important	100: Yield

CHARACTER APPEARANCE

1: Abnormal	51: Lean
2: Armed	52: Limbs
3: Aromatic	53: Lithe
4: Athletic	54: Masculine
5: Attractive	55: Mature
6: Average	56: Messy
7: Bald	57: Mighty
8: Beautiful	58: Modern
9: Bizarre	59: Mundane
10: Brutish	60: Muscular
11: Casual	61: Mysterious
12: Classy	62: Natural
13: Clean	63: Neat
14: Clothing	64: Normal
15: Colorful	65: Odd
16: Common	66: Official
17: Cool	67: Old
18: Creepy	68: Petite
19: Cute	69: Piercing
20: Dainty	70: Powerful
21: Delicate	71: Professional
22: Desperate	72: Reassuring
23: Different	73: Regal
24: Dirty	74: Remarkable
25: Drab	75: Rough
26: Elegant	76: Rustic
27: Equipment	77: Scar
28: Exotic	78: Scary
29: Expensive	79: Scented
30: Extravagant	80: Scholarly
31: Eyewear	81: Short
32: Familiar	82: Simple
33: Fancy	83: Sinister
34: Features	84: Small
35: Feminine	85: Smelly
36: Festive	86: Stocky
37: Frail	87: Strange
38: Hair	88: Striking
39: Hairy	89: Strong
40: Headwear	90: Stylish
41: Heavy	91: Tall
42: Hurt	92: Tattoo
43: Innocent	93: Tools
44: Insignia	94: Trendy
45: Intense	95: Unusual
46: Interesting	96: Very
47: Intimidating	97: Weak
48: Jewelry	98: Weapon
49: Large	99: Wounded
50: Lavish	100: Young

MEANING TABLES: ELEMENTS

CHARACTER BACKGROUND

1: Abandoned	51: Hard
2: Abuse	52: Harm
3: Academic	53: Harsh
4: Activity	54: Heal
5: Adventurous	55: Helped
6: Adversity	56: Heroic
7: Art	57: Humble
8: Assist	58: Humiliation
9: Average	59: Imprisonment
10: Bad	60: Independent
11: Bizarre	61: Inherit
12: Bleak	62: Injury
13: Bold	63: Injustice
14: Burden	64: Legal
15: Business	65: Loss
16: Care	66: Military
17: Career	67: Mistake
18: Chaotic	68: Mundane
19: Cheat	69: Nature
20: Combat	70: Outsider
21: Commitment	71: Person
22: Community	72: Place
23: Competition	73: Poor
24: Conflict	74: Power
25: Control	75: Prestige
26: Crime	76: Privilege
27: Damaged	77: Pursued
28: Danger	78: Recruited
29: Death	79: Religion
30: Deceive	80: Rural
31: Decrease	81: Saved
32: Defeated	82: Search
33: Disaster	83: Seclusion
34: Dispute	84: Service
35: Emotion	85: Sheltered
36: Environment	86: Skill
37: Escape	87: Strange
38: Exile	88: Successful
39: Experience	89: Survival
40: Failure	90: Tradition
41: Faith	91: Training
42: Fame	92: Trauma
43: Family	93: Travel
44: Fortunate	94: Urban
45: Free	95: War
46: Freedom	96: Wealth
47: Friend	97: Wild
48: Gifts	98: Work
49: Good	99: Wounded
50: Guided	100: Youth

CHARACTER CONVERSATIONS

1: Abuse	51: Ideas
2: Advice	52: Inform
3: Aggressive	53: Innocent
4: Agree	54: Inquire
5: Amusing	55: Intense
6: Angry	56: Interesting
7: Anxious	57: Intolerance
8: Assist	58: Irritating
9: Awkward	59: Joyful
10: Betray	60: Judgmental
11: Bizarre	61: Juvenile
12: Bleak	62: Kind
13: Bold	63: Leadership
14: Business	64: Lie
15: Calm	65: Loud
16: Careful	66: Loving
17: Careless	67: Loyal
18: Cautious	68: Macabre
19: Cheerful	69: Mature
20: Classy	70: Meaningful
21: Cold	71: Miserable
22: Colorful	72: Mistrust
23: Combative	73: Mocking
24: Crazy	74: Mundane
25: Creepy	75: Mysterious
26: Curious	76: News
27: Defiant	77: Nice
28: Delightful	78: Normal
29: Disagreeable	79: Odd
30: Dispute	80: Offensive
31: Efficient	81: Official
32: Energetic	82: Oppose
33: Enthusiastic	83: Peace
34: Excited	84: Plans
35: Fearful	85: Playful
36: Fierce	86: Polite
37: Foolish	87: Positive
38: Frantic	88: Praise
39: Frightening	89: Quarrelsome
40: Generous	90: Quiet
41: Gentle	91: Reassuring
42: Glad	92: Refuse
43: Grateful	93: Rude
44: Haggle	94: Rumor
45: Happy	95: Simple
46: Harsh	96: Threatening
47: Hasty	97: Truce
48: Helpful	98: Trust
49: Helpless	99: Warm
50: Hopeless	100: Wild

CHARACTER DESCRIPTORS

1: Abnormal	51: Foul
2: Active	52: Frightened
3: Adventurous	53: Gentle
4: Aggressive	54: Harmful
5: Agreeable	55: Helpful
6: Ally	56: Heroic
7: Ancient	57: Humorous
8: Angry	58: Hurt
9: Anxious	59: Ignorant
10: Armed	60: Impulsive
11: Aromatic	61: Inept
12: Arrogant	62: Informative
13: Attractive	63: Intelligent
14: Awkward	64: Interesting
15: Beautiful	65: Intimidating
16: Bizarre	66: Intrusive
17: Bleak	67: Large
18: Bold	68: Loud
19: Brave	69: Meek
20: Busy	70: Naive
21: Calm	71: Old
22: Capable	72: Passive
23: Careful	73: Polite
24: Careless	74: Poor
25: Caring	75: Powerful
26: Cautious	76: Powerless
27: Cheerful	77: Primitive
28: Classy	78: Principled
29: Clean	79: Quiet
30: Clumsy	80: Respectful
31: Colorful	81: Rough
32: Combative	82: Rude
33: Commanding	83: Simple
34: Common	84: Skilled
35: Competitive	85: Slow
36: Confident	86: Small
37: Crazy	87: Sneaky
38: Curious	88: Sophisticated
39: Dangerous	89: Strange
40: Different	90: Strong
41: Difficult	91: Supportive
42: Dirty	92: Surprising
43: Disagreeable	93: Sweet
44: Disciplined	94: Trained
45: Educated	95: Uniformed
46: Elegant	96: Unusual
47: Erratic	97: Weak
48: Exotic	98: Wealthy
49: Fancy	99: Wild
50: Fast	100: Young

MEANING TABLES: ELEMENTS

CHARACTER IDENTITY		CHARACTER MOTIVATIONS		CHARACTER PERSONALITY	
1: Abandoned	51: Killer	1: Adventure	51: Intolerance	1: Active	51: Humorous
2: Administrator	52: Laborer	2: Adversity	52: Investment	2: Adventurous	52: Inconsistent
3: Adventurous	53: Lackey	3: Ambition	53: Jealousy	3: Aggressive	53: Independent
4: Adversary	54: Law	4: Anger	54: Joy	4: Agreeable	54: Interesting
5: Advisor	55: Leader	5: Approval	55: Justice	5: Ambitious	55: Intolerant
6: Ally	56: Legal	6: Art	56: Leader	6: Amusing	56: Irresponsible
7: Art	57: Lost	7: Attain	57: Legal	7: Angry	57: Knowledgeable
8: Artist	58: Mechanical	8: Business	58: Loss	8: Annoying	58: Larcenous
9: Assistant	59: Mediator	9: Change	59: Love	9: Anxious	59: Leader
10: Athlete	60: Merchant	10: Character	60: Loyalty	10: Arrogant	60: Likable
11: Authority	61: Messenger	11: Conflict	61: Malice	11: Average	61: Loyal
12: Bureaucrat	62: Military	12: Control	62: Misfortune	12: Awkward	62: Manipulative
13: Business	63: Mundane	13: Create	63: Mistrust	13: Bad	63: Mercurial
14: Combatant	64: Mystery	14: Danger	64: Mundane	14: Bitter	64: Naive
15: Competitor	65: Official	15: Death	65: Mysterious	15: Bold	65: Nervous
16: Controller	66: Organizer	16: Deceive	66: Nature	16: Brave	66: Oblivious
17: Crafter	67: Outsider	17: Destroy	67: Object	17: Calm	67: Obstinate
18: Creator	68: Performer	18: Diminish	68: Obligation	18: Careful	68: Optimistic
19: Criminal	69: Persecutor	19: Disrupt	69: Official	19: Careless	69: Perceptive
20: Deceiver	70: Planner	20: Emotion	70: Oppose	20: Classy	70: Perfectionist
21: Deliverer	71: Pleaser	21: Enemy	71: Pain	21: Cold	71: Practical
22: Dependent	72: Power	22: Environment	72: Passion	22: Collector	72: Prepared
23: Driver/Pilot	73: Prisoner	23: Escape	73: Path	23: Committed	73: Principled
24: Elite	74: Professional	24: Failure	74: Peace	24: Competitive	74: Protect
25: Enemy	75: Protector	25: Fame	75: Physical	25: Confident	75: Quiet
26: Enforcer	76: Public	26: Family	76: Place	26: Control	76: Quirky
27: Engineer	77: Punish	27: Fear	77: Plan	27: Crazy	77: Rash
28: Entertainer	78: Radical	28: Fight	78: Pleasure	28: Creative	78: Rational
29: Executive	79: Religious	29: Find	79: Power	29: Crude	79: Respectful
30: Expert	80: Represent	30: Free	80: Pride	30: Curious	80: Responsible
31: Explorer	81: Rogue	31: Friend	81: Protect	31: Deceptive	81: Restless
32: Family	82: Ruffian	32: Goal	82: Pursue	32: Determined	82: Risk
33: Farmer	83: Ruler	33: Gratify	83: Rare	33: Devoted	83: Rude
34: Fighter	84: Scholar	34: Group	84: Recover	34: Disagreeable	84: Savvy
35: Fixer	85: Scientist	35: Guide	85: Reveal	35: Dull	85: Searching
36: Foreigner	86: Scout	36: Guilt	86: Revenge	36: Emotion	86: Selfish
37: Friend	87: Servant	37: Hate	87: Riches	37: Empathetic	87: Selfless
38: Gambler	88: Socialite	38: Heal	88: Safety	38: Fair	88: Shallow
39: Gatherer	89: Soldier	39: Help	89: Search	39: Fastidious	89: Social
40: Guardian	90: Student	40: Hide	90: Serve	40: Follower	90: Strange
41: Healer	91: Subverter	41: Home	91: Start	41: Foolish	91: Strong
42: Helpless	92: Supporter	42: Hope	92: Stop	42: Friendly	92: Studious
43: Hero	93: Survivor	43: Idea	93: Strange	43: Good	93: Superstitious
44: Hunter	94: Teacher	44: Illness	94: Struggle	44: Gourmet	94: Tolerant
45: Information	95: Thief	45: Important	95: Success	45: Greed	95: Vindictive
46: Innocent	96: Trader	46: Imprison	96: Suffering	46: Haunted	96: Vocal
47: Inspector	97: Victim	47: Increase	97: Support	47: Helpful	97: Wary
48: Intellectual	98: Villain	48: Information	98: Take	48: Honest	98: Weak
49: Investigator	99: Wanderer	49: Innocent	99: Transform	49: Honor	99: Wild
50: Judge	100: Warrior	50: Intellect	100: Travel	50: Humble	100: Wise

MEANING TABLES: ELEMENTS

CHARACTER SKILLS

1: Activity	51: Invade
2: Adversity	52: Investigative
3: Agility	53: Knowledge
4: Animals	54: Leadership
5: Art	55: Legal
6: Assist	56: Lethal
7: Athletic	57: Lie
8: Attack	58: Master
9: Attain	59: Mechanical
10: Average	60: Medical
11: Balance	61: Mental
12: Beginner	62: Military
13: Bestow	63: Motion
14: Block	64: Move
15: Business	65: Mundane
16: Change	66: Mysterious
17: Combat	67: Nature
18: Communicate	68: Normal
19: Conflict	69: Obstacles
20: Control	70: Official
21: Create	71: Open
22: Criminal	72: Oppose
23: Damage	73: Perception
24: Danger	74: Practical
25: Deceit	75: Professional
26: Decrease	76: Ranged
27: Defense	77: Release
28: Develop	78: Rogue
29: Dispute	79: Ruin
30: Disrupt	80: Simple
31: Domestic	81: Social
32: Dominate	82: Specialist
33: Driving	83: Start
34: Elements	84: Stop
35: Energy	85: Strange
36: Environment	86: Strength
37: Experienced	87: Struggle
38: Expert	88: Suppress
39: Fight	89: Take
40: Free	90: Technology
41: Guide	91: Transform
42: Harm	92: Travel
43: Heal	93: Trick
44: Health	94: Usurp
45: Increase	95: Vehicle
46: Inform	96: Violence
47: Information	97: Water
48: Inquire	98: Weapon
49: Inspect	99: Weather
50: Intellect	100: Wounds

CHARACTER TRAITS & FLAWS

1: Academic	51: Leadership
2: Adversity	52: Legal
3: Animal	53: Less
4: Assist	54: Lethal
5: Attract	55: Limited
6: Beautiful	56: Loyal
7: Benefits	57: Mental
8: Bestow	58: Military
9: Bizarre	59: Misfortune
10: Block	60: Missing
11: Burden	61: Move
12: Combat	62: Multi
13: Communicate	63: Nature
14: Connection	64: Object
15: Control	65: Odd
16: Create	66: Old
17: Criminal	67: Partial
18: Damaged	68: Passion
19: Dangerous	69: Perception
20: Decrease	70: Physical
21: Defense	71: Poor
22: Delicate	72: Possessions
23: Different	73: Power
24: Dominate	74: Principles
25: Driven	75: Public
26: Emotion	76: Rare
27: Enemy	77: Remarkable
28: Energy	78: Resistant
29: Environment	79: Resource
30: Failure	80: Rich
31: Fame	81: Sense
32: Familiar	82: Skill
33: Fast	83: Small
34: Feeble	84: Social
35: Flawless	85: Specialized
36: Focused	86: Spirit
37: Fortunate	87: Strange
38: Friends	88: Strong
39: Good	89: Suffering
40: Healthy	90: Technical
41: Illness	91: Technology
42: Impaired	92: Tough
43: Increase	93: Travel
44: Information	94: Trouble
45: Inspect	95: Trustworthy
46: Intellect	96: Unusual
47: Intense	97: Very
48: Interesting	98: Weak
49: Lacking	99: Weapon
50: Large	100: Young

CITY DESCRIPTORS

1: Activity	51: Loud
2: Aggressive	52: Magnificent
3: Aromatic	53: Masses
4: Average	54: Meaningful
5: Beautiful	55: Mechanical
6: Bleak	56: Messy
7: Block	57: Mighty
8: Bridge	58: Military
9: Bustling	59: Miserable
10: Calm	60: Misfortune
11: Chaotic	61: Modern
12: Clean	62: Mountain
13: Cold	63: Mundane
14: Colorful	64: Mysterious
15: Commerce	65: Nature
16: Conflict	66: Odd
17: Control	67: Old
18: Crime	68: Oppress
19: Dangerous	69: Opulence
20: Dense	70: Peace
21: Developed	71: Poor
22: Dirty	72: Powerful
23: Efficient	73: Protected
24: Energy	74: Public
25: Enormous	75: Quiet
26: Environment	76: Rare
27: Extravagant	77: Reassuring
28: Festive	78: Remarkable
29: Flawless	79: River
30: Frightening	80: Rough
31: Government	81: Ruined
32: Happy	82: Rustic
33: Harsh	83: Simple
34: Healthy	84: Small
35: Helpful	85: Sparse
36: Hills	86: Structures
37: History	87: Struggle
38: Illness	88: Success
39: Important	89: Suffering
40: Impressive	90: Technology
41: Industry	91: Tension
42: Interesting	92: Travel
43: Intrigues	93: Troubled
44: Isolated	94: Valuable
45: Lacking	95: Warm
46: Lake	96: Water
47: Large	97: Weak
48: Lavish	98: Weather
49: Leadership	99: Wild
50: Liberty	100: Work

MEANING TABLES: ELEMENTS

CIVILIZATION DESCRIPTORS

1: Active	51: Happy
2: Advanced	52: Healthy
3: Adventurous	53: Helpful
4: Aggressive	54: Helpless
5: Agricultural	55: Historical
6: Ancient	56: Important
7: Angry	57: Industrial
8: Anxious	58: Influential
9: Artistic	59: Intolerant
10: Average	60: Large
11: Beautiful	61: Lawful
12: Bizarre	62: Lawless
13: Bleak	63: Magnificent
14: Bold	64: Mighty
15: Bureaucratic	65: Militaristic
16: Carefree	66: Miserable
17: Careful	67: Modern
18: Careless	68: Mundane
19: Cautious	69: Mysterious
20: Classy	70: Old
21: Clean	71: Open
22: Colorful	72: Oppressive
23: Combative	73: Peaceful
24: Commercial	74: Polite
25: Competitive	75: Poor
26: Constructive	76: Powerful
27: Controlling	77: Primitive
28: Crazy	78: Punitive
29: Creative	79: Quaint
30: Creepy	80: Religious
31: Cruel	81: Ruined
32: Curious	82: Rustic
33: Dangerous	83: Ruthless
34: Declining	84: Scary
35: Defiant	85: Simple
36: Delightful	86: Small
37: Developed	87: Strange
38: Disagreeable	88: Strong
39: Distrustful	89: Struggling
40: Dominant	90: Successful
41: Dull	91: Suffering
42: Efficient	92: Suppressed
43: Expanding	93: Suspicious
44: Failed	94: Treacherous
45: Famous	95: Warlike
46: Fearful	96: Weak
47: Festive	97: Wealthy
48: Free	98: Welcoming
49: Generous	99: Wild
50: Greedy	100: Young

CREATURE ABILITIES

1: Ambush	51: Imprison
2: Animate	52: Increase
3: Armor	53: Intelligent
4: Arrive	54: Itself
5: Attach	55: Lethal
6: Attack	56: Light
7: Attract	57: Limited
8: Bite	58: Mind
9: Block	59: Move
10: Blunt	60: Multiple
11: Break	61: Natural
12: Breath	62: Normal
13: Carry	63: Open
14: Change	64: Others
15: Climb	65: Paralyze
16: Cold	66: Physical
17: Common	67: Pierce
18: Communicate	68: Poison
19: Conceal	69: Power
20: Contact	70: Protection
21: Control	71: Proximity
22: Create	72: Pursue
23: Damage	73: Ranged
24: Dark	74: Rechargeable
25: Death	75: Resistance
26: Deceive	76: Self-Sufficient
27: Decrease	77: Senses
28: Defense	78: Skill
29: Depower	79: Sleep
30: Detect	80: Speed
31: Disrupt	81: Spy
32: Distract	82: Stealth
33: Dominate	83: Stop
34: Drain	84: Strange
35: Element	85: Stun
36: Energy	86: Substance
37: Enhanced	87: Summon
38: Entangle	88: Suppress
39: Environment	89: Swim
40: Extra	90: Take
41: Fear	91: Telepathy
42: Fight	92: Touch
43: Fire	93: Transform
44: Flight	94: Travel
45: Harm	95: Trick
46: Heal	96: Uncommon
47: Illness	97: Vision
48: Illusion	98: Vulnerable
49: Imitate	99: Weak
50: Immune	100: Weapon

CREATURE DESCRIPTORS

1: Aggressive	51: Mammalian
2: Agile	52: Mandibles
3: Air	53: Masculine
4: Alien	54: Mechanical
5: Amorphous	55: Metallic
6: Animal	56: Movement
7: Aquatic	57: Multiple
8: Armored	58: Mutant
9: Avian	59: Natural
10: Beast	60: Nature
11: Beautiful	61: Nightmarish
12: Body	62: Object
13: Bony	63: Odorous
14: Carapace	64: Passive
15: Clawed	65: Plant
16: Clothed	66: Reptilian
17: Cold	67: Robotic
18: Color	68: Rooted
19: Composite	69: Rough
20: Constructed	70: Shape
21: Decayed	71: Shifting
22: Defensive	72: Silent
23: Dripping	73: Simple
24: Elements	74: Slender
25: Exotic	75: Small
26: Extra Limbs	76: Solitary
27: Fangs	77: Spider-like
28: Feminine	78: Spiked
29: Feral	79: Steaming
30: Filthy	80: Sticky
31: Fire	81: Stinger
32: Fungal	82: Strange
33: Furry	83: Strong
34: Gaunt	84: Supernatural
35: Glowing	85: Tail
36: Group	86: Tentacled
37: Growling	87: Tongue
38: Healthy	88: Toothy
39: Horns	89: Transparent
40: Humanoid	90: Tree-like
41: Inscribed	91: Twisted
42: Insect-like	92: Undead
43: Insubstantial	93: Unnatural
44: Intelligent	94: Verbal
45: Intimidating	95: Warm
46: Large	96: Weak
47: Levitating	97: Weapon
48: Limited	98: Wings
49: Liquid	99: Wooden
50: Loud	100: Wormish

MEANING TABLES: ELEMENTS

CRYPTIC MESSAGE

1: Abandoned	51: Language
2: Activity	52: Leadership
3: Adventure	53: Legal
4: Adversity	54: Legend
5: Advice	55: Liberty
6: Allies	56: Lies
7: Anger	57: Lost
8: Bestow	58: Love
9: Betray	59: Malice
10: Bizarre	60: Messy
11: Bleak	61: Misfortune
12: Business	62: Mistrust
13: Care	63: Move
14: Colorful	64: Mundane
15: Communicate	65: Mysterious
16: Conflict	66: Neglect
17: Creepy	67: Normal
18: Damaged	68: Obscured
19: Danger	69: Official
20: Death	70: Old
21: Deceive	71: Oppose
22: Defiant	72: Partial
23: Dispute	73: Passion
24: Divide	74: Plans
25: Emotions	75: Possessions
26: Enemies	76: Power
27: Environment	77: Propose
28: Evil	78: Punish
29: Expose	79: Pursue
30: Failure	80: Rare
31: Fame	81: Reassuring
32: Fear	82: Recipient
33: Fight	83: Reveal
34: Frantic	84: Riches
35: Free	85: Riddle
36: Friendship	86: Rumor
37: Goals	87: Secret
38: Good	88: Start
39: Guide	89: Stop
40: Harm	90: Strange
41: Help	91: Struggle
42: Helpful	92: Success
43: Hidden	93: Tension
44: Hope	94: Threaten
45: Horrible	95: Truce
46: Important	96: Trust
47: Information	97: Unknown
48: Innocent	98: Vengeance
49: Instruction	99: Violence
50: Intrigues	100: Warning

CURSES

1: Abandon	51: Home
2: Age	52: Illness
3: Attract	53: Illusions
4: Bad	54: Imprison
5: Beauty	55: Incapacity
6: Betray	56: Information
7: Bizarre	57: Intellect
8: Block	58: Ironic
9: Body	59: Jealousy
10: Break	60: Joy
11: Burden	61: Legal
12: Business	62: Lethal
13: Change	63: Liberty
14: Compel	64: Limit
15: Condemn	65: Lonely
16: Conflict	66: Love
17: Create	67: Luck
18: Creepy	68: Malice
19: Cruel	69: Meaningful
20: Danger	70: Miserable
21: Death	71: Misfortune
22: Decrease	72: Mistrust
23: Delay	73: Mock
24: Disrupt	74: Move
25: Divide	75: Mundane
26: Dominate	76: Mysterious
27: Dreams	77: Nature
28: Elements	78: Neglect
29: Emotions	79: Old
30: Enemies	80: Oppress
31: Energy	81: Pain
32: Environment	82: Passion
33: Evil	83: Peace
34: Failure	84: Permanent
35: Fame	85: Possessions
36: Family	86: Punish
37: Fate	87: Pursue
38: Fear	88: Riches
39: Feeble	89: Ruin
40: Fight	90: Senses
41: Friends	91: Separate
42: Frightening	92: Start
43: Goals	93: Stop
44: Good	94: Strange
45: Gratify	95: Struggle
46: Guide	96: Success
47: Happiness	97: Temporary
48: Harm	98: Vengeance
49: Health	99: Violence
50: Helpless	100: Weapon

DOMICILE DESCRIPTORS

1: Abandoned	51: Magnificent
2: Activity	52: Mechanical
3: Animal	53: Messy
4: Aromatic	54: Modern
5: Art	55: Mundane
6: Average	56: Mysterious
7: Beautiful	57: Natural
8: Bizarre	58: Neat
9: Bleak	59: Neglected
10: Busy	60: Nondescript
11: Classy	61: Normal
12: Clean	62: Occupied
13: Cluttered	63: Odd
14: Cold	64: Open
15: Colorful	65: Oppressive
16: Comfort	66: Opulent
17: Common	67: Organized
18: Cramped	68: Plants
19: Creepy	69: Poor
20: Crowded	70: Portal
21: Customized	71: Possessions
22: Cute	72: Private
23: Damaged	73: Protection
24: Dangerous	74: Quaint
25: Dark	75: Reassuring
26: Desolate	76: Roomy
27: Different	77: Rough
28: Dirty	78: Ruined
29: Disagreeable	79: Rustic
30: Drab	80: Scary
31: Dull	81: Secure
32: Empty	82: Security
33: Enormous	83: Simple
34: Expected	84: Sleep
35: Extravagant	85: Small
36: Faded	86: Smelly
37: Fancy	87: Sparse
38: Festive	88: Storage
39: Food	89: Strange
40: Frightening	90: Temporary
41: Full	91: Thoughtful
42: Home	92: Tidy
43: Investment	93: Tools
44: Inviting	94: Tranquil
45: Lacking	95: Upgrade
46: Large	96: Utilitarian
47: Lavish	97: Valuables
48: Less	98: View
49: Light	99: Warm
50: Loud	100: Water

MEANING TABLES: ELEMENTS

DUNGEON DESCRIPTORS

1: Abandoned	51: Large
2: Activity	52: Lavish
3: Adversity	53: Lethal
4: Ambush	54: Light
5: Ancient	55: Magnificent
6: Animal	56: Malice
7: Aromatic	57: Meaningful
8: Art	58: Mechanical
9: Beautiful	59: Messages
10: Bizarre	60: Messy
11: Bleak	61: Mighty
12: Chamber	62: Military
13: Clean	63: Misfortune
14: Closed	64: Modern
15: Cold	65: Mundane
16: Collapsed	66: Mysterious
17: Colorful	67: Natural
18: Creature	68: Neglect
19: Creepy	69: Normal
20: Damaged	70: Object
21: Danger	71: Occupied
22: Dark	72: Odd
23: Desolate	73: Open
24: Dirty	74: Passage
25: Door	75: Path
26: Dry	76: Portal
27: Elements	77: Possessions
28: Empty	78: Quiet
29: Encounter	79: Rare
30: Enemies	80: Reassuring
31: Enormous	81: Remarkable
32: Evil	82: Riches
33: Exit	83: Room
34: Extravagant	84: Rough
35: Faded	85: Ruined
36: Familiar	86: Rustic
37: Fancy	87: Scary
38: Fears	88: Simple
39: Foreboding	89: Small
40: Full	90: Smelly
41: Furnishings	91: Sound
42: Gate	92: Stairs
43: Good	93: Stonework
44: Harm	94: Technology
45: Heavy	95: Trap
46: Helpful	96: Treasure
47: Hole	97: Unnatural
48: Important	98: Valuable
49: Information	99: Warm
50: Interesting	100: Watery

DUNGEON TRAPS

1: Aggressive	51: Fire
2: Allies	52: Floor
3: Ambush	53: Frightening
4: Animals	54: Harm
5: Animate	55: Heat
6: Antagonize	56: Heavy
7: Aromatic	57: Helpless
8: Art	58: Horrible
9: Attach	59: Illusion
10: Attention	60: Imprison
11: Attract	61: Lethal
12: Balance	62: Loud
13: Beautiful	63: Lure
14: Bestow	64: Magic
15: Betray	65: Mechanical
16: Bizarre	66: Mental
17: Blades	67: Messy
18: Break	68: Monster
19: Ceiling	69: Natural
20: Change	70: Object
21: Choice	71: Odd
22: Climb	72: Old
23: Cloud	73: Pain
24: Cold	74: Plants
25: Colorful	75: Portal
26: Combative	76: Possessions
27: Communicate	77: Prison
28: Confuse	78: Projectile
29: Constrain	79: Riddle
30: Control	80: Scary
31: Create	81: Simple
32: Creepy	82: Sounds
33: Crush	83: Stab
34: Damaged	84: Stop
35: Danger	85: Strange
36: Dark	86: Strangle
37: Deceive	87: Suppress
38: Delay	88: Take
39: Deprive	89: Toxin
40: Disrupt	90: Transform
41: Divide	91: Transport
42: Door	92: Treasure
43: Drop	93: Trials
44: Duplicate	94: Trigger
45: Elaborate	95: Unleash
46: Enemies	96: Wall
47: Energy	97: Warning
48: Fall	98: Water
49: Fear	99: Weapon
50: Fight	100: Wound

FOREST DESCRIPTORS

1: Adversity	51: Lethal
2: Aggressive	52: Loud
3: Ambush	53: Magnificent
4: Ancient	54: Majestic
5: Animal	55: Masses
6: Aromatic	56: Mature
7: Art	57: Message
8: Assist	58: Mighty
9: Average	59: Mundane
10: Beautiful	60: Mysterious
11: Bizarre	61: Natural
12: Bleak	62: Nature
13: Block	63: Nondescript
14: Boulder	64: Normal
15: Cave	65: Odd
16: Chaotic	66: Old
17: Cliff	67: Path
18: Cold	68: Peaceful
19: Colorful	69: Plants
20: Combative	70: Pond
21: Communicate	71: Possessions
22: Creepy	72: Powerful
23: Damaged	73: Pursue
24: Danger	74: Quiet
25: Dark	75: Rare
26: Death	76: Reassuring
27: Delicate	77: Remarkable
28: Dry	78: River
29: Elements	79: Rocks
30: Encounter	80: Rough
31: Enormous	81: Ruined
32: Environment	82: Scary
33: Fearful	83: Simple
34: Feeble	84: Slope
35: Fierce	85: Small
36: Food	86: Sounds
37: Fortunate	87: Strange
38: Fresh	88: Strong
39: Harsh	89: Threatening
40: Healthy	90: Tranquil
41: Helpful	91: Tree
42: Important	92: Unusual
43: Information	93: Valuable
44: Intense	94: Violent
45: Interesting	95: Warm
46: Lacking	96: Watery
47: Lake	97: Weak
48: Large	98: Weather
49: Lean	99: Wild
50: Ledge	100: Young

MEANING TABLES: ELEMENTS

GODS

1: Active	51: Good
2: Alien	52: Guide
3: Ancient	53: Harm
4: Angelic	54: Harsh
5: Angry	55: Heal
6: Animal	56: Humanoid
7: Art	57: Illness
8: Assist	58: Imprison
9: Attract	59: Increase
10: Beautiful	60: Jealous
11: Bestow	61: Justice
12: Betray	62: Knowledge
13: Bizarre	63: Liberty
14: Capricious	64: Life
15: Colorful	65: Light
16: Combat	66: Love
17: Communicate	67: Magic
18: Conflict	68: Majestic
19: Control	69: Major
20: Corruption	70: Malice
21: Cosmic	71: Masculine
22: Create	72: Mighty
23: Creepy	73: Military
24: Cruel	74: Minor
25: Cult	75: Monstrous
26: Dangerous	76: Mundane
27: Dark	77: Mysterious
28: Death	78: Nature
29: Deceit	79: Night
30: Destroyer	80: Oppress
31: Disgusting	81: Pleasures
32: Dominate	82: Power
33: Dreams	83: Protector
34: Elements	84: Punish
35: Emotions	85: Ruler
36: Enemies	86: Sacrifice
37: Energy	87: Strange
38: Enormous	88: Strong
39: Evil	89: Suppress
40: Feminine	90: Threatening
41: Fallen	91: Transform
42: Fear	92: Underworld
43: Fertility	93: Violent
44: Festive	94: War
45: Fire	95: Warm
46: Frightening	96: Water
47: Generous	97: Weak
48: Gentle	98: Weapon
49: Gifts	99: Weather
50: Glorious	100: Worshipped

LEGENDS

1: Abandon	51: Hero
2: Allies	52: Hidden
3: Anger	53: Historical
4: Assist	54: Illness
5: Attainment	55: Important
6: Befriend	56: Imprison
7: Bestow	57: Increase
8: Betray	58: Inform
9: Bizarre	59: Innocent
10: Block	60: Intrigue
11: Brave	61: Jealousy
12: Break	62: Judge
13: Burden	63: Leadership
14: Carelessness	64: Legal
15: Cataclysm	65: Lethal
16: Caution	66: Liberty
17: Change	67: Loss
18: Conflict	68: Love
19: Control	69: Loyalty
20: Create	70: Masses
21: Crisis	71: Mighty
22: Damage	72: Military
23: Danger	73: Misfortune
24: Deceive	74: Monster
25: Decrease	75: Move
26: Defeated	76: Mundane
27: Defiant	77: Mysterious
28: Delay	78: Natural
29: Disrupt	79: Old
30: Divide	80: Oppose
31: Elements	81: Oppress
32: End	82: Peace
33: Enemies	83: Plot
34: Energy	84: Possessions
35: Evil	85: Power
36: Expose	86: Punish
37: Failure	87: Pursue
38: Fame	88: Release
39: Fear	89: Return
40: Fight	90: Riches
41: Find	91: Ruin
42: Free	92: Savior
43: Friendship	93: Stop
44: Frightening	94: Strange
45: Good	95: Struggle
46: Guide	96: Theft
47: Harm	97: Trust
48: Heal	98: Usurp
49: Help	99: Vengeance
50: Helpless	100: Villain

LOCATIONS

1: Abandoned	51: Lively
2: Active	52: Lonely
3: Artistic	53: Long
4: Atmosphere	54: Loud
5: Beautiful	55: Meaningful
6: Bleak	56: Messy
7: Bright	57: Mobile
8: Business	58: Modern
9: Calm	59: Mundane
10: Charming	60: Mysterious
11: Clean	61: Natural
12: Cluttered	62: New
13: Cold	63: Occupied
14: Colorful	64: Odd
15: Colorless	65: Official
16: Confusing	66: Old
17: Cramped	67: Open
18: Creepy	68: Peaceful
19: Crude	69: Personal
20: Cute	70: Plain
21: Damaged	71: Portal
22: Dangerous	72: Protected
23: Dark	73: Protection
24: Delightful	74: Purposeful
25: Dirty	75: Quiet
26: Domestic	76: Reassuring
27: Empty	77: Remote
28: Enclosed	78: Resourceful
29: Enormous	79: Ruined
30: Entrance	80: Rustic
31: Exclusive	81: Safe
32: Exposed	82: Services
33: Extravagant	83: Simple
34: Familiar	84: Small
35: Fancy	85: Spacious
36: Festive	86: Storage
37: Foreboding	87: Strange
38: Fortunate	88: Stylish
39: Fragrant	89: Suspicious
40: Frantic	90: Tall
41: Frightening	91: Threatening
42: Full	92: Tranquil
43: Harmful	93: Unexpected
44: Helpful	94: Unpleasant
45: Horrible	95: Unusual
46: Important	96: Useful
47: Impressive	97: Warm
48: Inactive	98: Warning
49: Intense	99: Watery
50: Intriguing	100: Welcoming

MEANING TABLES: ELEMENTS

MAGIC ITEM DESCRIPTORS

1: Animal	51: Imitate
2: Animate	52: Increase
3: Area	53: Information
4: Armor	54: Inhibit
5: Assist	55: Instant
6: Attack	56: Jewelry
7: Attract	57: Lethal
8: Benefit	58: Life
9: Bestow	59: Light
10: Block	60: Limited
11: Book	61: Liquid
12: Change	62: Mental
13: Clothing	63: Monster
14: Cloud	64: Multi
15: Cold	65: Nature
16: Communication	66: Object
17: Container	67: Orb
18: Control	68: Others
19: Create	69: Physical
20: Curse	70: Plants
21: Damage	71: Poison
22: Death	72: Potion
23: Deceit	73: Power
24: Decrease	74: Ranged
25: Defense	75: Resistance
26: Destroy	76: Restore
27: Detect	77: Ring
28: Dimensions	78: Rope
29: Elements	79: Rune
30: Emotion	80: Safety
31: Energy	81: Scroll
32: Enhance	82: Self
33: Environment	83: Senses
34: Escape	84: Skill
35: Evil	85: Special
36: Explode	86: Speed
37: Fear	87: Spell
38: Fire	88: Staff
39: Flight	89: Strange
40: Food	90: Summon
41: Gem	91: Sword
42: Good	92: Tool
43: Group	93: Transform
44: Harm	94: Trap
45: Heal	95: Travel
46: Health	96: Useful
47: Helpful	97: Utility
48: Illness	98: Wand
49: Illusion	99: Water
50: Imbue	100: Weapon

MUTATION DESCRIPTORS

1: Agility	51: Imprison
2: Animal	52: Increase
3: Appearance	53: Information
4: Armor	54: Inspect
5: Assist	55: Large
6: Attach	56: Learn
7: Attack	57: Lethal
8: Benefit	58: Limb
9: Bestow	59: Limit
10: Bizarre	60: Mental
11: Block	61: Messy
12: Body	62: Move
13: Change	63: Nature
14: Claws	64: Pain
15: Color	65: Partial
16: Combat	66: Power
17: Communicate	67: Projectile
18: Conceal	68: Protection
19: Constrain	69: Ranged
20: Control	70: Recharge
21: Create	71: Release
22: Damage	72: Replace
23: Deceive	73: Requirement
24: Decrease	74: Resistance
25: Defect	75: Restore
26: Defense	76: Reveal
27: Deformed	77: Scary
28: Detect	78: Senses
29: Diminish	79: Simple
30: Disrupt	80: Skill
31: Dominate	81: Stop
32: Elements	82: Strange
33: Energy	83: Strength
34: Enhance	84: Strong
35: Environment	85: Struggle
36: Expose	86: Suffer
37: Extra	87: Suppress
38: Eyes	88: Surroundings
39: Fear	89: Survive
40: Fight	90: Swim
41: Fly	91: Toxic
42: Free	92: Transform
43: Harm	93: Travel
44: Heal	94: Usurp
45: Health	95: Violence
46: Heat	96: Vulnerability
47: Helpful	97: Warm
48: Horrible	98: Weak
49: Imitate	99: Weapon
50: Immunity	100: Wound

NAMES

1: A	51: Location
2: Action	52: Ly
3: Ah	53: Mah
4: Ahg	54: Military
5: An	55: Misdeed
6: Animal	56: N
7: Ar	57: Nah
8: As	58: Nature
9: B	59: Nee
10: Bah	60: Nn
11: Be	61: Number
12: Bih	62: Occupation
13: Brah	63: Oh
14: Col	64: On
15: Color	65: Or
16: Cor	66: Orn
17: Dah	67: Oth
18: Deeds	68: Ow
19: Del	69: Ph
20: Drah	70: Pr
21: Eee	71: R
22: Eh	72: Rah
23: Ei	73: Ren
24: Ell	74: Sah
25: Elements	75: Se
26: Emotion	76: Sh
27: Ess	77: Sha
28: Est	78: T
29: Et	79: Ta
30: Fah	80: Tal
31: Fer	81: Tar
32: Fi	82: Th
33: Floral	83: Thah
34: Gah	84: Thoh
35: Go	85: Ti
36: Grah	86: Time
37: Hee	87: Tor
38: Ia	88: Uh
39: Ick	89: Va
40: In	90: Vah
41: Iss	91: Ve
42: Je	92: Vice
43: Ke	93: Virtue
44: Jen	94: Wah
45: Kha	95: Wr
46: Kr	96: X
47: Lah	97: Y
48: Lee	98: Yah
49: Len	99: Yuh
50: Lin	100: Z

MEANING TABLES: ELEMENTS

NOBLE HOUSE

1: Aggressive	51: Malice
2: Allies	52: Mighty
3: Anger	53: Military
4: Bestow	54: Misfortune
5: Betray	55: Move
6: Bizarre	56: Mysterious
7: Block	57: Neglect
8: Break	58: Old
9: Bureaucracy	59: Oppose
10: Cautious	60: Oppress
11: Change	61: Overthrow
12: Commerce	62: Passion
13: Compromise	63: Peace
14: Conflict	64: Persecute
15: Connections	65: Plans
16: Control	66: Politics
17: Create	67: Possessions
18: Crisis	68: Powerful
19: Cruel	69: Public
20: Dangerous	70: Refuse
21: Death	71: Release
22: Deceit	72: Remarkable
23: Defeat	73: Return
24: Defiant	74: Riches
25: Disrupt	75: Royalty
26: Enemies	76: Ruthless
27: Extravagant	77: Secret
28: Faded	78: Security
29: Fame	79: Servant
30: Family	80: Spy
31: Headquarters	81: Strange
32: Heirloom	82: Strong
33: Hero	83: Struggle
34: History	84: Succession
35: Home	85: Suffering
36: Important	86: Suppress
37: Imprison	87: Tactics
38: Increase	88: Tension
39: Information	89: Travel
40: Intrigue	90: Trust
41: Investment	91: Usurp
42: Land	92: Valuable
43: Large	93: Vengeance
44: Leadership	94: Victory
45: Legal	95: Violence
46: Leverage	96: War
47: Liberty	97: Weak
48: Love	98: Wealth
49: Loyal	99: Weapon
50: Magnificent	100: Young

OBJECTS

1: Active	51: Information
2: Artistic	52: Intriguing
3: Average	53: Large
4: Beautiful	54: Lethal
5: Bizarre	55: Light
6: Bright	56: Liquid
7: Clothing	57: Loud
8: Clue	58: Majestic
9: Cold	59: Meaningful
10: Colorful	60: Mechanical
11: Communication	61: Modern
12: Complicated	62: Moving
13: Confusing	63: Multiple
14: Consumable	64: Mundane
15: Container	65: Mysterious
16: Creepy	66: Natural
17: Crude	67: New
18: Cute	68: Odd
19: Damaged	69: Official
20: Dangerous	70: Old
21: Deactivated	71: Ornamental
22: Deliberate	72: Ornate
23: Delightful	73: Personal
24: Desired	74: Powerful
25: Domestic	75: Prized
26: Empty	76: Protection
27: Energy	77: Rare
28: Enormous	78: Ready
29: Equipment	79: Reassuring
30: Expected	80: Resource
31: Expended	81: Ruined
32: Extravagant	82: Small
33: Faded	83: Soft
34: Familiar	84: Solitary
35: Fancy	85: Stolen
36: Flora	86: Strange
37: Fortunate	87: Stylish
38: Fragile	88: Threatening
39: Fragrant	89: Tool
40: Frightening	90: Travel
41: Garbage	91: Unexpected
42: Guidance	92: Unpleasant
43: Hard	93: Unusual
44: Harmful	94: Useful
45: Healing	95: Useless
46: Heavy	96: Valuable
47: Helpful	97: Warm
48: Horrible	98: Weapon
49: Important	99: Wet
50: Inactive	100: Worn

PLOT TWISTS

1: Action	51: Location
2: Attack	52: Lucky
3: Bad	53: Mental
4: Barrier	54: Missing
5: Betray	55: Mundane
6: Business	56: Mystery
7: Change	57: Necessary
8: Character	58: News
9: Conclude	59: Object
10: Conditional	60: Oppose
11: Conflict	61: Outcast
12: Connection	62: Overcome
13: Consequence	63: Past
14: Control	64: Peace
15: Danger	65: Personal
16: Death	66: Persuade
17: Delay	67: Physical
18: Destroy	68: Plan
19: Diminish	69: Power
20: Disaster	70: Prepare
21: Discover	71: Problem
22: Emotion	72: Promise
23: Enemy	73: Protect
24: Enhance	74: Public
25: Enter	75: Pursue
26: Escape	76: Rare
27: Evidence	77: Remote
28: Failure	78: Repair
29: Family	79: Repeat
30: Free	80: Require
31: Friend	81: Rescue
32: Good	82: Resource
33: Group	83: Response
34: Harm	84: Reveal
35: Headquarters	85: Revenge
36: Help	86: Reversal
37: Helpless	87: Reward
38: Hidden	88: Skill
39: Idea	89: Social
40: Immediate	90: Solution
41: Impending	91: Strange
42: Important	92: Success
43: Incapacitate	93: Tension
44: Information	94: Trap
45: Injustice	95: Travel
46: Leader	96: Unknown
47: Legal	97: Unlikely
48: Lethal	98: Unusual
49: Lie	99: Urgent
50: Limit	100: Useful

MEANING TABLES: ELEMENTS

POWERS

1: Absorb	51: Heat
2: Adversity	52: Help
3: Alter	53: Hide
4: Animate	54: Illusion
5: Assist	55: Imbue
6: Attach	56: Immunity
7: Attack	57: Increase
8: Block	58: Information
9: Body	59: Life
10: Change	60: Light
11: Chemical	61: Limb
12: Cold	62: Limited
13: Colorful	63: Location
14: Combat	64: Magic
15: Combine	65: Major
16: Communicate	66: Manipulate
17: Control	67: Matter
18: Cosmetic	68: Mental
19: Create	69: Minor
20: Creature	70: Natural
21: Damage	71: Nature
22: Dark	72: Object
23: Death	73: Others
24: Deceive	74: Physical
25: Defense	75: Plants
26: Delay	76: Poison
27: Destroy	77: Power
28: Detect	78: Protect
29: Dimensions	79: Radius
30: Diminish	80: Ranged
31: Disrupt	81: Reflect
32: Distance	82: Repel
33: Dominate	83: Resistance
34: Duplicate	84: Reveal
35: Electricity	85: Self
36: Elements	86: Sense
37: Emission	87: Skill
38: Emotion	88: Spirit
39: Enemies	89: Stealth
40: Energy	90: Strange
41: Enhance	91: Summon
42: Environment	92: Switch
43: Explosion	93: Take
44: Extra	94: Technology
45: Fire	95: Time
46: Flight	96: Transform
47: Free	97: Trap
48: Friend	98: Travel
49: Harm	99: Weapon
50: Heal	100: Weather

SCAVENGING RESULTS

1: Abundance	51: Lean
2: Activity	52: Less
3: Adversity	53: Lethal
4: Allies	54: Mechanical
5: Animal	55: Medicinal
6: Art	56: Messy
7: Barrier	57: Misfortune
8: Beauty	58: Mundane
9: Bizarre	59: Mysterious
10: Bleak	60: Nature
11: Broken	61: New
12: Clean	62: Normal
13: Clothes	63: Odd
14: Comfort	64: Official
15: Communicate	65: Old
16: Competition	66: Open
17: Concealment	67: Opposition
18: Conflict	68: Pain
19: Container	69: Peace
20: Control	70: Pleasures
21: Crisis	71: Portal
22: Damaged	72: Possessions
23: Danger	73: Protection
24: Death	74: Reassuring
25: Dirty	75: Repairable
26: Disagreeable	76: Rotten
27: Disgusting	77: Rough
28: Dispute	78: Ruined
29: Drink	79: Scary
30: Elements	80: Shelter
31: Empty	81: Simple
32: Enemies	82: Small
33: Energy	83: Smelly
34: Extravagance	84: Strange
35: Failure	85: Struggle
36: Fear	86: Success
37: Fight	87: Supply
38: Food	88: Technology
39: Fresh	89: Tool
40: Friendship	90: Travel
41: Fuel	91: Triumph
42: Good	92: Trouble
43: Health	93: Useless
44: Helpful	94: Valuable
45: Hope	95: Vehicle
46: Important	96: Victory
47: Information	97: Violence
48: Joy	98: Warm
49: Large	99: Waste
50: Lavish	100: Weapon

SMELLS

1: Acrid	51: Malodorous
2: Animal	52: Meaningful
3: Antiseptic	53: Medicinal
4: Aromatic	54: Metallic
5: Artificial	55: Mildew
6: Attractive	56: Moist
7: Bad	57: Mossy
8: Bizarre	58: Musky
9: Burnt	59: Musty
10: Chemical	60: Mysterious
11: Clean	61: Natural
12: Comforting	62: Nature
13: Cooking	63: Nauseating
14: Decrepit	64: Normal
15: Delicious	65: Odd
16: Delightful	66: Odorless
17: Dirty	67: Offensive
18: Disagreeable	68: Overpowering
19: Disgusting	69: Perfumed
20: Dry	70: Pleasurable
21: Dull	71: Powerful
22: Earthy	72: Pungent
23: Electrical	73: Punishing
24: Evocative	74: Putrid
25: Faded	75: Rancid
26: Faint	76: Reassuring
27: Familiar	77: Reek
28: Fetid	78: Rich
29: Fishy	79: Ripe
30: Floral	80: Rot
31: Food	81: Rotten
32: Foul	82: Savory
33: Fragrant	83: Smelly
34: Fresh	84: Smokey
35: Fruity	85: Sour
36: Funky	86: Stagnant
37: Good	87: Stale
38: Grassy	88: Stench
39: Gratifying	89: Stinging
40: Heady	90: Strange
41: Heavy	91: Strong
42: Herbal	92: Stuffy
43: Horrible	93: Sulphuric
44: Humid	94: Sweet
45: Industrial	95: Warm
46: Interesting	96: Waste
47: Intoxicating	97: Watery
48: Irritating	98: Weak
49: Lacking	99: Weather
50: Laden	100: Woody

MEANING TABLES: ELEMENTS

SOUNDS

1: Activity	51: Intense
2: Alarm	52: Interesting
3: Animal	53: Irritating
4: Approach	54: Loud
5: Banging	55: Machinery
6: Battle	56: Meaningful
7: Beep	57: Metallic
8: Bell	58: Muffled
9: Beseeching	59: Multiple
10: Bizarre	60: Music
11: Burning	61: Mysterious
12: Busy	62: Natural
13: Calm	63: Near
14: Ceaseless	64: Noisy
15: Celebrate	65: Normal
16: Chaotic	66: Odd
17: Cheerful	67: Productivity
18: Clang	68: Pursuit
19: Combative	69: Quiet
20: Communicate	70: Reassuring
21: Construction	71: Remarkable
22: Conversation	72: Rip
23: Crash	73: Roar
24: Creaking	74: Rumbling
25: Creepy	75: Rustling
26: Cries	76: Scary
27: Damage	77: Scraping
28: Danger	78: Scratching
29: Disagreeable	79: Simple
30: Distant	80: Sizzle
31: Drip	81: Slam
32: Echo	82: Slow
33: Emotion	83: Soft
34: Energetic	84: Start
35: Explosion	85: Stop
36: Familiar	86: Strange
37: Ferocious	87: Tapping
38: Footsteps	88: Technology
39: Frantic	89: Threatening
40: Frightening	90: Thud
41: Grinding	91: Traffic
42: Growl	92: Tranquil
43: Hammering	93: Uncertain
44: Helpful	94: Warning
45: Imitate	95: Water
46: Important	96: Weather
47: Indistinct	97: Whirring
48: Industry	98: Whistle
49: Information	99: Wild
50: Innocent	100: Wind

SPELL EFFECTS

1: Animal	51: Heal
2: Animate	52: Helpful
3: Assist	53: Ice
4: Attack	54: Illusion
5: Attract	55: Imbue
6: Bestow	56: Immunity
7: Bizarre	57: Imprison
8: Block	58: Information
9: Break	59: Inspect
10: Bright	60: Life
11: Burn	61: Light
12: Change	62: Limitation
13: Cloud	63: Liquid
14: Cold	64: Loud
15: Communicate	65: Manipulation
16: Conceal	66: Mind
17: Conjure	67: Nature
18: Control	68: Object
19: Counteract	69: Others
20: Create	70: Pain
21: Creature	71: Physical
22: Curse	72: Plant
23: Damage	73: Poison
24: Dark	74: Portal
25: Death	75: Powerful
26: Deceive	76: Protect
27: Decrease	77: Radius
28: Defense	78: Ranged
29: Destroy	79: Resistance
30: Detect	80: Restore
31: Diminish	81: Self
32: Disease	82: Senses
33: Dominate	83: Shield
34: Duplicate	84: Soul
35: Earth	85: Strange
36: Elements	86: Strength
37: Emotion	87: Stun
38: Enemies	88: Summon
39: Energy	89: Time
40: Enhance	90: Transform
41: Environment	91: Trap
42: Expose	92: Travel
43: Fire	93: Trigger
44: Fix	94: Uncertain
45: Food	95: Undead
46: Free	96: Wall
47: Group	97: Water
48: Guide	98: Weak
49: Hamper	99: Weapon
50: Harm	100: Weather

STARSHIP DESCRIPTORS

1: Activity	51: Magnificent
2: Adversity	52: Maintenance
3: Assist	53: Meaningful
4: Automated	54: Mechanical
5: Battle	55: Message
6: Beautiful	56: Messy
7: Bestow	57: Mighty
8: Bleak	58: Military
9: Block	59: Modern
10: Bright	60: Multiple
11: Business	61: Mundane
12: Clean	62: Mysterious
13: Cold	63: Natural
14: Colorful	64: Normal
15: Combative	65: Odd
16: Communicate	66: Portal
17: Computer	67: Possessions
18: Contain	68: Power
19: Control	69: Powerful
20: Creepy	70: Prison
21: Crew	71: Protection
22: Damaged	72: Quiet
23: Danger	73: Rare
24: Dark	74: Reassuring
25: Death	75: Remarkable
26: Defense	76: Resources
27: Elaborate	77: Room
28: Empty	78: Rough
29: Energy	79: Ruined
30: Engine	80: Scary
31: Enormous	81: Security
32: Environment	82: Simple
33: Escape	83: Small
34: Exit	84: Sounds
35: Exterior	85: Start
36: Fear	86: Stop
37: Food	87: Storage
38: Full	88: Strange
39: Hall	89: Supplies
40: Health	90: Survival
41: Helpful	91: System
42: Important	92: Tactics
43: Information	93: Technology
44: Inquire	94: Travel
45: Interesting	95: Unusual
46: Lacking	96: Valuable
47: Large	97: Vehicle
48: Lavish	98: Warm
49: Lethal	99: Weapon
50: Loud	100: Work

MEANING TABLES: ELEMENTS

TERRAIN DESCRIPTORS

1: Abandoned	51: Mechanical
2: Abundant	52: Message
3: Activity	53: Mighty
4: Advanced	54: Misfortune
5: Allies	55: Mountainous
6: Ancient	56: Multiple
7: Animals	57: Mundane
8: Atmosphere	58: Mysterious
9: Barren	59: Natural
10: Beautiful	60: Nature
11: Bizarre	61: Nondescript
12: Catastrophe	62: Ocean
13: Chaotic	63: Odd
14: City	64: Peaceful
15: Civilization	65: People
16: Cliffs	66: Plants
17: Clouds	67: Populated
18: Cold	68: Powerful
19: Colorful	69: Primitive
20: Combative	70: Rain
21: Communicate	71: Rare
22: Conflict	72: Remarkable
23: Damaged	73: Resourceful
24: Danger	74: Riches
25: Defense	75: River
26: Desert	76: Rocky
27: Dry	77: Rough
28: Dull	78: Ruined
29: Elements	79: Ruins
30: Empty	80: Sandy
31: Energy	81: Scary
32: Enormous	82: Simple
33: Environment	83: Small
34: Fertile	84: Strange
35: Frightening	85: Strong
36: Habitable	86: Technology
37: Harsh	87: Threatening
38: Hazy	88: Toxic
39: Healthy	89: Tranquil
40: Helpful	90: Trees
41: Hostile	91: Unusual
42: Hot	92: Valuable
43: Intense	93: Violent
44: Interesting	94: Warm
45: Large	95: Water
46: Lethal	96: Weak
47: Life	97: Weather
48: Lovely	98: Wild
49: Magnificent	99: Windy
50: Masses	100: Wonders

UNDEAD DESCRIPTORS

1: Active	51: Leadership
2: Aggressive	52: Lethal
3: Angry	53: Light
4: Animal	54: Limited
5: Anxious	55: Lonely
6: Attract	56: Love
7: Beautiful	57: Macabre
8: Bestow	58: Malice
9: Bizarre	59: Message
10: Bleak	60: Messy
11: Bold	61: Mighty
12: Bound	62: Mindless
13: Cold	63: Miserable
14: Combative	64: Misfortune
15: Communicate	65: Monstrous
16: Control	66: Mundane
17: Create	67: Odd
18: Creepy	68: Old
19: Dangerous	69: Pain
20: Dark	70: Pale
21: Deceive	71: Passive
22: Dirty	72: Possessions
23: Disgusting	73: Possessive
24: Elements	74: Powerful
25: Enemies	75: Powers
26: Energy	76: Purposeful
27: Environment	77: Pursue
28: Evil	78: Quiet
29: Fast	79: Resistant
30: Fear	80: Rotting
31: Fight	81: Scary
32: Floating	82: Seeking
33: Friendly	83: Shambling
34: Frightening	84: Slow
35: Glad	85: Small
36: Glow	86: Smelly
37: Goals	87: Strange
38: Good	88: Strong
39: Guide	89: Threatening
40: Harm	90: Tough
41: Helpful	91: Transform
42: Helpless	92: Travel
43: Historical	93: Trick
44: Horrible	94: Vengeful
45: Hungry	95: Violent
46: Imitate	96: Weak
47: Information	97: Weakness
48: Insubstantial	98: Weapons
49: Intelligent	99: Wounds
50: Large	100: Young

VISIONS & DREAMS

1: Activity	51: Information
2: Adversity	52: Instruction
3: Allies	53: Liberty
4: Assist	54: Lies
5: Attainment	55: Love
6: Bizarre	56: Malice
7: Bleak	57: Masses
8: Catastrophe	58: Mechanical
9: Celebrate	59: Message
10: Change	60: Messy
11: Colorful	61: Military
12: Conflict	62: Misfortune
13: Contact	63: Mundane
14: Control	64: Mysterious
15: Creepy	65: Natural
16: Crisis	66: Obscure
17: Cruelty	67: Odd
18: Danger	68: Oppose
19: Dark	69: Path
20: Death	70: Peace
21: Defeat	71: People
22: Disruption	72: Place
23: Elements	73: Plans
24: Emotions	74: Plot
25: Enemies	75: Positive
26: Energy	76: Possessions
27: Environment	77: Power
28: Event	78: Preventable
29: Evil	79: Reassuring
30: Failure	80: Riches
31: Fears	81: Riddle
32: Festive	82: Ruin
33: Fight	83: Scary
34: Friendship	84: Simple
35: Frightening	85: Strange
36: Future	86: Struggle
37: Goals	87: Success
38: Good	88: Suffering
39: Guidance	89: Suppress
40: Harm	90: Tension
41: Helpful	91: Threat
42: Helpless	92: Time
43: Hint	93: Travel
44: Hope	94: Trouble
45: Horrible	95: Trust
46: Hurry	96: Uncertain
47: Ideas	97: Unsettling
48: Implore	98: Violence
49: Important	99: Warning
50: Incomplete	100: Weapon

TESTING THE EXPECTED SCENE

Roll 1d10 and Compare It To The Chaos Factor.

Roll Over Chaos Factor	Expected Scene
Roll Odd (1, 3, 5, 7, 9) Within Chaos Factor	Altered Scene
Roll Even (2, 4, 6, 8) Within Chaos Factor	Interrupt Scene

SCENE ADJUSTMENT TABLE

1d10	RESULT
1	Remove A Character
2	Add A Character
3	Reduce/Remove An Activity
4	Increase An Activity
5	Remove An Object
6	Add An Object
7-10	Make 2 Adjustments

NPC BEHAVIOR TABLE	
FATE QUESTION RESULT	"DOES THE NPC DO X?"
YES	The NPC does what you expect or continues with their ongoing action.
NO	The NPC does the next most expected behavior. If you're unsure what that is then roll on a Meaning Table for inspiration.
EXCEPTIONAL YES	The NPC does the expected action, or continues their ongoing action, with greater intensity.
EXCEPTIONAL NO	The NPC does the opposite of what you expected or does the next most expected behavior with greater intensity. If you're unsure then roll on a Meaning Table for inspiration and intensify that action.
RANDOM EVENT	Roll on a Meaning Table for an additional action from the NPC.

NPC STATISTICS TABLE	
FATE QUESTION RESULT	"DOES THE NPC HAVE A STATISTIC VALUE OF X?"
Yes	The value is what you expect.
EXCEPTIONAL YES	The value is higher than you expect, by about 25%.
NO	The value is lower than you expect, by about 25%.
EXCEPTIONAL NO	The value is much lower than you expect, by about 50%.
RANDOM EVENT	There is a special condition associated with this statistic.

THREAD PROGRESS TRACK - 10 POINTS

FOCUS THREAD

1	2	3	4	5 <small>FLASHPOINT+2</small>	6	7	8	9	10 <small>CONCLUSION</small>
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>									

THREAD PROGRESS TRACK - 15 POINTS

FOCUS THREAD

1	2	3	4	5 <small>FLASHPOINT+2</small>	6	7	8	9	10 <small>FLASHPOINT+2</small>
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>					DID A FLASHPOINT HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 <small>CONCLUSION</small>					

THREAD PROGRESS TRACK - 20 POINTS

FOCUS THREAD

1	2	3	4	5 <small>FLASHPOINT+2</small>	6	7	8	9	10 <small>FLASHPOINT+2</small>
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>					DID A FLASHPOINT HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 <small>FLASHPOINT+2</small>	16	17	18	19	20 <small>CONCLUSION</small>
DID A FLASHPOINT HAPPEN? <input type="checkbox"/>									

DISCOVERY FATE QUESTION	
FATE QUESTION RESULT	"IS SOMETHING DISCOVERED?"
YES	Roll on the Thread Discovery Check Table.
NO	Nothing useful is found. There is no roll on the Thread Discovery Check Table.
EXCEPTIONAL YES	Roll twice on the Thread Discovery Check Table, combining results.
EXCEPTIONAL NO	Not only is nothing useful discovered and you don't roll on the Thread Discovery Check Table, but you can't make another Discovery Check for the rest of this Scene. Your Character has hit a dead end when it comes to Discovery and must continue such searches in another Scene.

THREAD DISCOVERY CHECK	
1d10+ Progress	RESULT
1-9	Progress +2
10	Flashpoint +2
11-14	Track +1
15-17	Progress +3
18	Flashpoint +3
19	Track +2
20-24	Strengthen Progress +1
25+	Strengthen Progress +2

PLAYER VS. PC KNOWLEDGE

STRATEGY	SOLUTION
TEST IT, ASK IT, THEN IT'S REAL	PC checks for discovery before asking a Fate Question if it exists.
RELIABLE VS. UNRELIABLE INFORMATION	Player knowledge is not official adventure canon until the PC discovers it, allowing for the chance for it to be wrong.
GOING WITH IT	Embracing Player knowledge from a cinematic, big-picture view. Prioritize enjoying the totality of the adventure over surprises.
EXTRA KNOWLEDGE AS AN RP OPPORTUNITY	Player knowledge triggers an opportunity for the PC to earn it, "gamifying" the knowledge gap.



MID-CHAOS FATE CHART

ODDS	Certain	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x
	Nearly Certain	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100
	Very Likely	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99
	Likely	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98
	50/50	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96
	Unlikely	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94
	Very Unlikely	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91
	Nearly Impossible	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88
	Impossible	x 1 81	1 5 82	2 10 83	3 15 84	5 25 86
CHAOS FACTOR		1	2-3	4-6	7-8	9



LOW-CHAOS FATE CHART

ODDS	Certain	17 85 98	18 90 99	19 95 100
	Nearly Certain	15 75 96	17 85 98	18 90 99
	Very Likely	13 65 94	15 75 96	17 85 98
	Likely	10 50 91	13 65 94	15 75 96
	50/50	7 35 88	10 50 91	13 65 94
	Unlikely	5 25 86	7 35 88	10 50 91
	Very Unlikely	3 15 84	5 25 86	7 35 88
	Nearly Impossible	2 10 83	3 15 84	5 25 86
	Impossible	1 5 82	2 10 83	3 15 84
CHAOS FACTOR		1-2	3-7	8-9



NO-CHAOS FATE CHART

ODDS	Certain	18 90 99
	Nearly Certain	17 85 98
	Very Likely	15 75 96
	Likely	13 65 94
	50/50	10 50 91
	Unlikely	7 35 88
	Very Unlikely	5 25 86
	Nearly Impossible	3 15 84
	Impossible	2 10 83

MID-CHAOS FATE CHECK MODIFIERS

CHAOS FACTOR	ROLL MODIFIER
9	+2
7-8	+1
4-6	None
2-3	-1
1	-2

LOW-CHAOS FATE CHECK MODIFIERS

CHAOS FACTOR	ROLL MODIFIER
8-9	+1
3-7	None
1-2	-1



KEYED SCENES RECORD SHEET

KEYED SCENE	
TRIGGER	
EVENT	

KEYED SCENE	
TRIGGER	
EVENT	

KEYED SCENE		
TRIGGER	<table border="1"><tr><td data-bbox="641 1291 787 1564">COUNT</td></tr></table>	COUNT
COUNT		
EVENT		

KEYED SCENE		
TRIGGER	<table border="1"><tr><td data-bbox="1266 1291 1412 1564">COUNT</td></tr></table>	COUNT
COUNT		
EVENT		



ADVENTURE FEATURES LIST

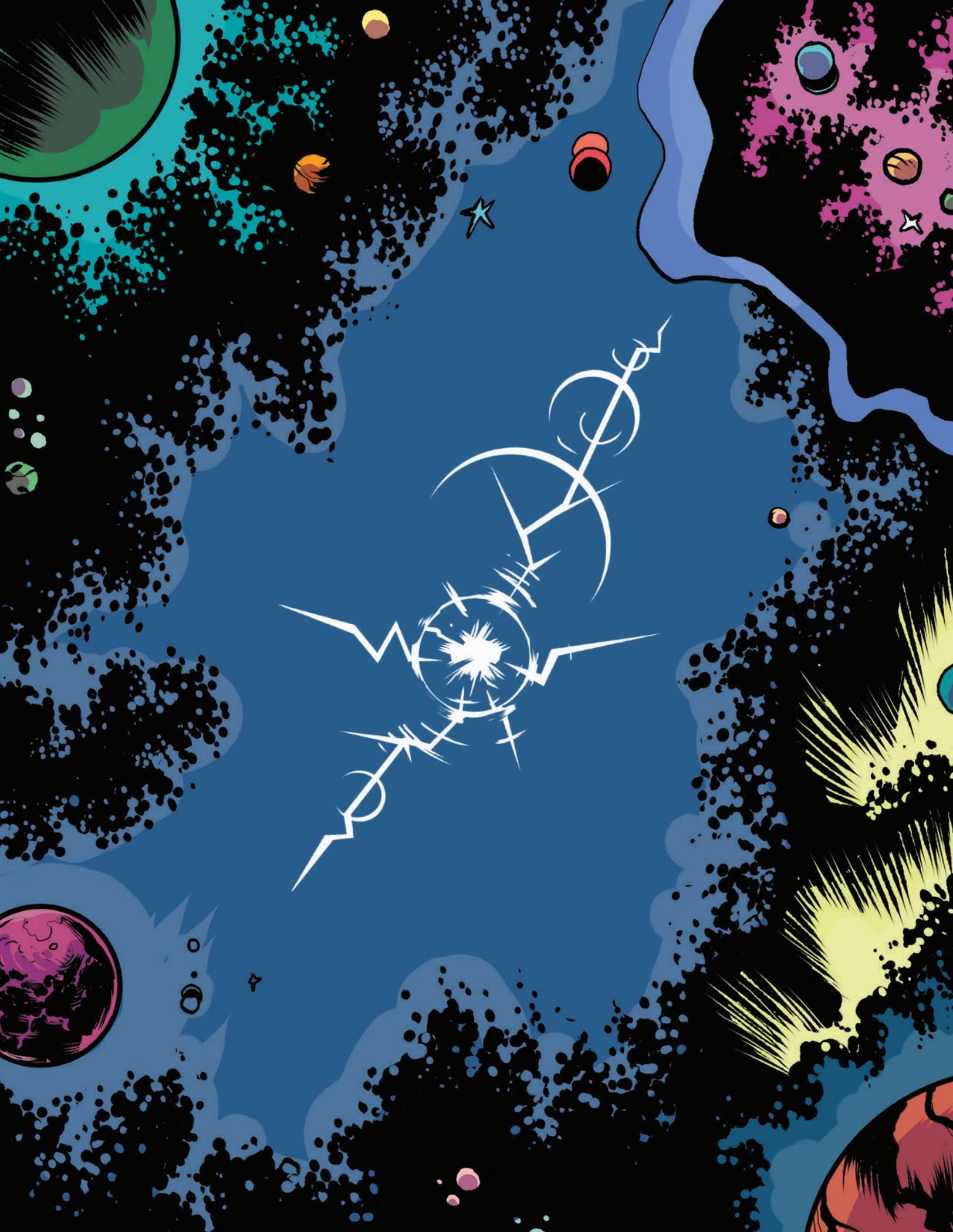
-	1-2	CHOOSE	1
	3-4	CHOOSE	2
1-2	5-6	CHOOSE	3
	7-8	CHOOSE	4
	9-10	CHOOSE	5
d4 	1-2	CHOOSE	6
	3-4	CHOOSE	7
3-4	5-6	CHOOSE	8
	7-8	CHOOSE	9
	9-10	CHOOSE	10
d6 	1-2	CHOOSE	11
	3-4	CHOOSE	12
5-6	5-6	CHOOSE	13
	7-8	CHOOSE	14
	9-10	CHOOSE	15
d8 	1-2	CHOOSE	16
	3-4	CHOOSE	17
7-8	5-6	CHOOSE	18
	7-8	CHOOSE	19
	9-10	CHOOSE	20
d10 	1-2	CHOOSE	21
	3-4	CHOOSE	22
9-10	5-6	CHOOSE	23
	7-8	CHOOSE	24
	9-10	CHOOSE	25

PREPARED ADVENTURE EVENT FOCUS TABLE

1d100	RESULT
1-20	Adventure Feature
21-40	NPC Action
41-50	NPC Negative
51-55	NPC Positive
56-70	PC Negative
71-80	PC Positive
81-100	Current Context

USING THE ADVENTURE CRAFTER WITH MYTHIC

ADVENTURE ELEMENT	RULES
FIRST SCENE	<p>Create a first Scene by generating at least one Turning Point. Interpret this into an opening Scene, perhaps using some of the details as background. Add any NPCs and Threads generated onto the Lists.</p>
INTERRUPT SCENES	<p>Instead of generating a Random Event to define an Interrupt, make a Turning Point.</p>
LISTS	<ul style="list-style-type: none"> » Use Mythic Lists instead of Adventure Crafter Lists. » Add Threads and Characters to their Lists as they are generated in Turning Points. » When rolling on a List for a Thread or Character Invoked by a Plot Point, roll on the full List, not just the sections that have elements in them. » Rolling an empty line on a List for a Plot Point gives you an additional Choice: Add a New Thread or Add A New NPC. » Only Non-Player Characters go on the Characters List, not Player Characters. » When Choosing an element on the Characters List you can always Choose a Player Character even though they are not on the List.





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