MYTHIC

GAME MASTER EMULATOR

2ND EDITION

CREATE DYNAMIC ROLE-PLAYING ADVENTURES WITHOUT A GAME MASTER

By Tana Pigeon



MYTHIC
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2ND EDITION

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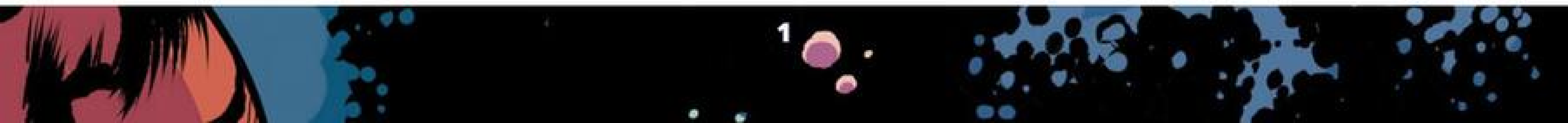
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A Mythic Journey

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.

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.

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.

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

The possibilities are endless!

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.

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.

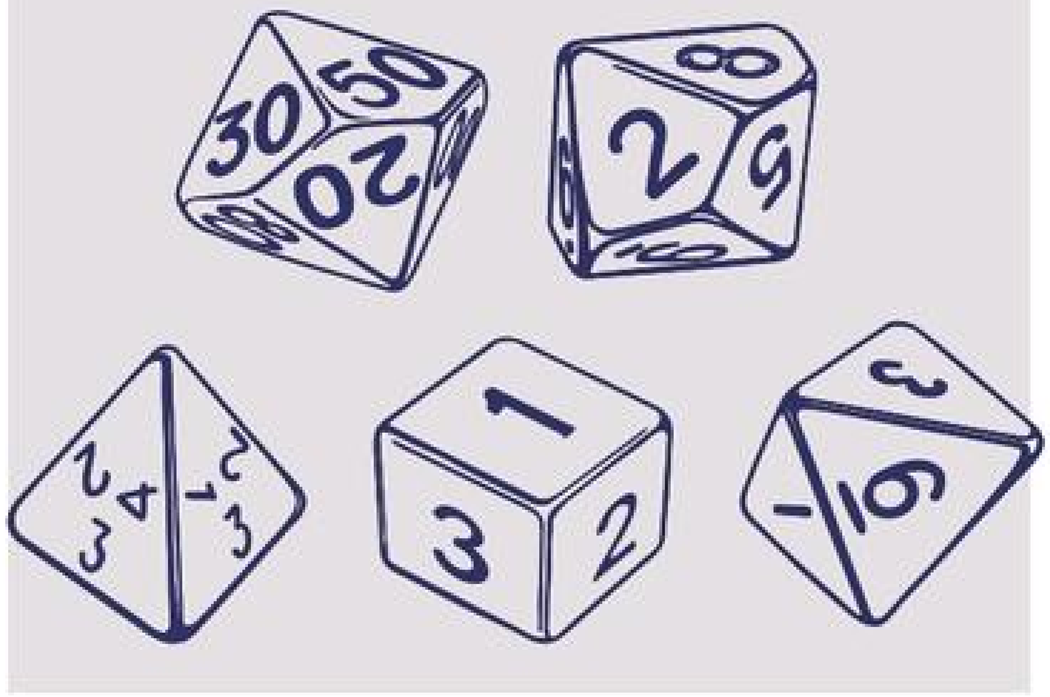
Fate Questions are discussed in the "Fate Questions" chapter on page 17.

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 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

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.

"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.

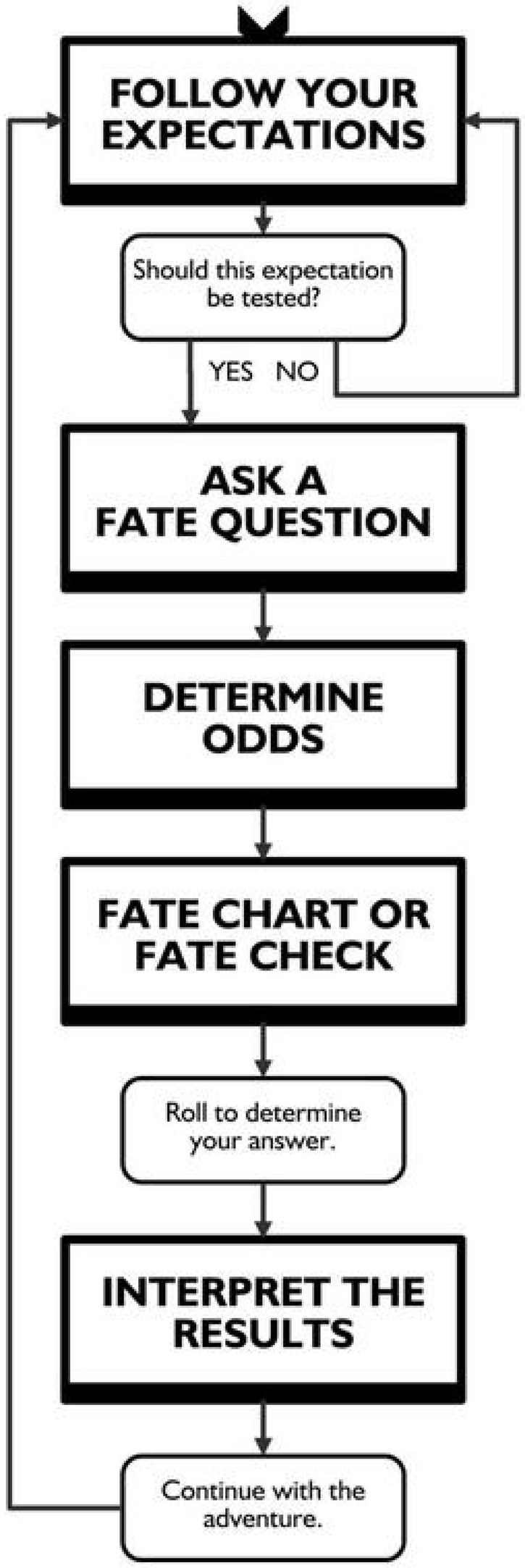
Mythic handles this process of inquiry using Fate Questions: ask a Yes/No Question, determine the Odds of the answer being Yes, consult the Fate Chart to get the percentile chance, and roll 1d100. Your roll will determine whether the answer is Yes, No, Exceptional Yes, or Exceptional No. Interpret the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



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 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.

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 Vorpal 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.

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	CHAOS FACTOR 1	2	3	4	5	6	7	8	9
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

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

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.

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.

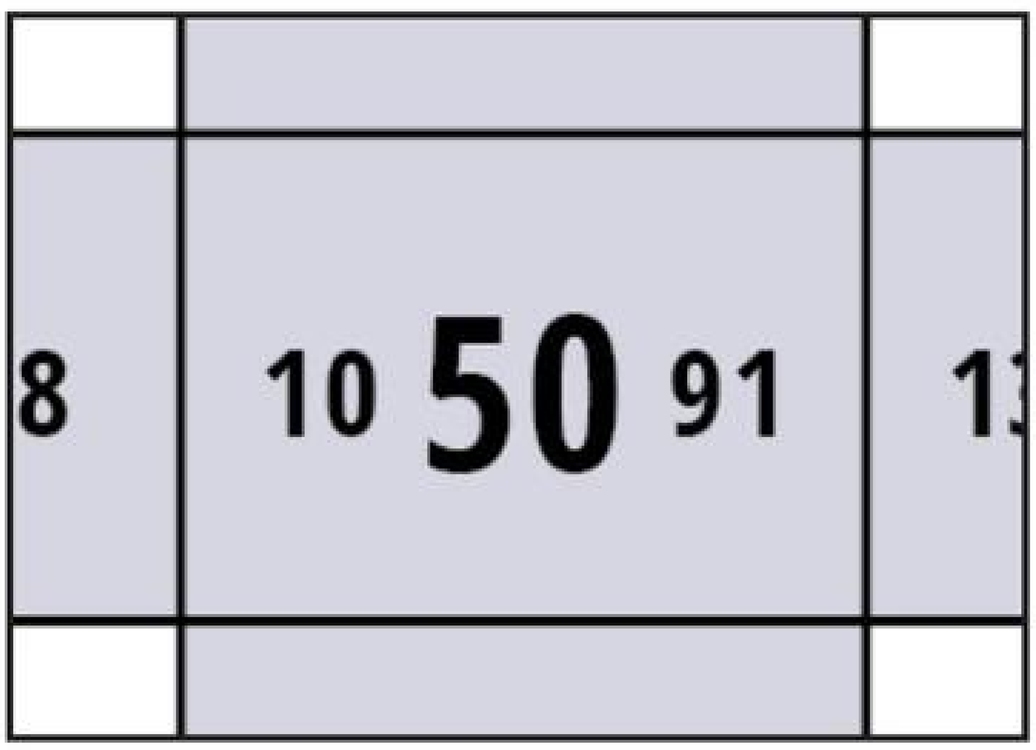
TO ANSWER YOUR QUESTION

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.



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
CERTAIN	+5
NEARLY CERTAIN	+4
VERY LIKELY	+2
LIKELY	+1
50/50	None
UNLIKELY	-1
VERY UNLIKELY	-2
NEARLY IMPOSSIBLE	-4
IMPOSSIBLE	-5

CHAOS FACTOR	ROLL MODIFIER
9	+5
8	+4
7	+2
6	+1
5	None
4	-1
3	-2
2	-4
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.

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.

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.

"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 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

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.

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.







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

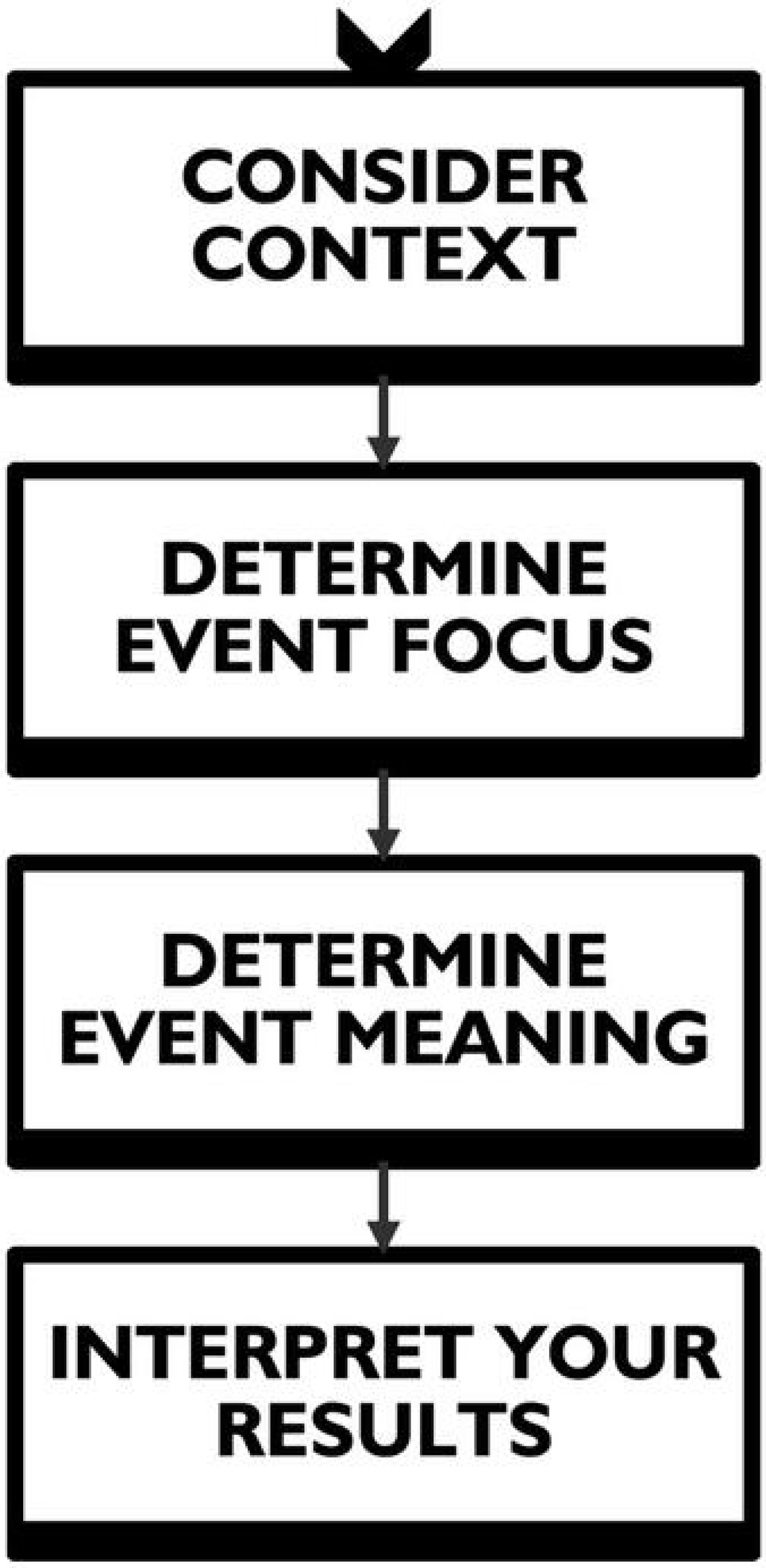
Random Events From Interrupted Scenes

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 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 themself 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 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.

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.

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	» 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	
d4	1-2	CHOOSE	d4 1-2	
	3-4	CHOOSE	3-4	
3-4	5-6	CHOOSE	3-4 5-6	
	7-8	CHOOSE	7-8	
	9-10	CHOOSE	9-10	
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
	3-4	CHOOSE	3-4	Unknown survivor
3-4	5-6	CHOOSE	3-4 5-6	
	7-8	CHOOSE	7-8	
	9-10	CHOOSE	9-10	
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
2:	Active
3:	Artistic
4:	Atmosphere
5:	Beautiful
6:	Bleak
7:	Bright
8:	Business
9:	Calm
10:	Charming
11:	Clean
12:	Cluttered
13:	Cold
14:	Colorful
15:	Colorless
16:	Confusing
17:	Cramped
18:	Creepy
19:	Crude
20:	Cute
21:	Damaged
22:	Dangerous
23:	Dark
24:	Delightful
25:	Dirty
26:	Domestic
27:	Empty
28:	Enclosed
29:	Enormous
30:	Entrance
31:	Exclusive
32:	Exposed
33:	Extravagant
34:	Familiar
35:	Fancy
36:	Festive
37:	Foreboding
38:	Fortunate
39:	Fragrant
40:	Frantic
41:	Frightening
42:	Full
43:	Harmful
44:	Helpful
45:	Horrible
46:	Important
47:	Impressive
48:	Inactive
49:	Intense
50:	Intriguing
51:	Lively
52:	Lonely
53:	Long
54:	Loud
55:	Meaningful
56:	Messy
57:	Mobile
58:	Modern
59:	Mundane
60:	Mysterious
61:	Natural
62:	New
63:	Occupied
64:	Odd
65:	Official
66:	Old
67:	Open
68:	Peaceful
69:	Personal
70:	Plain
71:	Portal
72:	Protected
73:	Protection
74:	Purposeful
75:	Quiet
76:	Reassuring
77:	Remote
78:	Resourceful
79:	Ruined
80:	Rustic
81:	Safe
82:	Services
83:	Simple
84:	Small
85:	Spacious
86:	Storage
87:	Strange
88:	Stylish
89:	Suspicious
90:	Tall
91:	Threatening
92:	Tranquil
93:	Unexpected
94:	Unpleasant
95:	Unusual
96:	Useful
97:	Warm
98:	Warning
99:	Watery
100:	Welcoming

CHARACTERS

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

OBJECTS

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

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.

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.

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 franticly 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.

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.

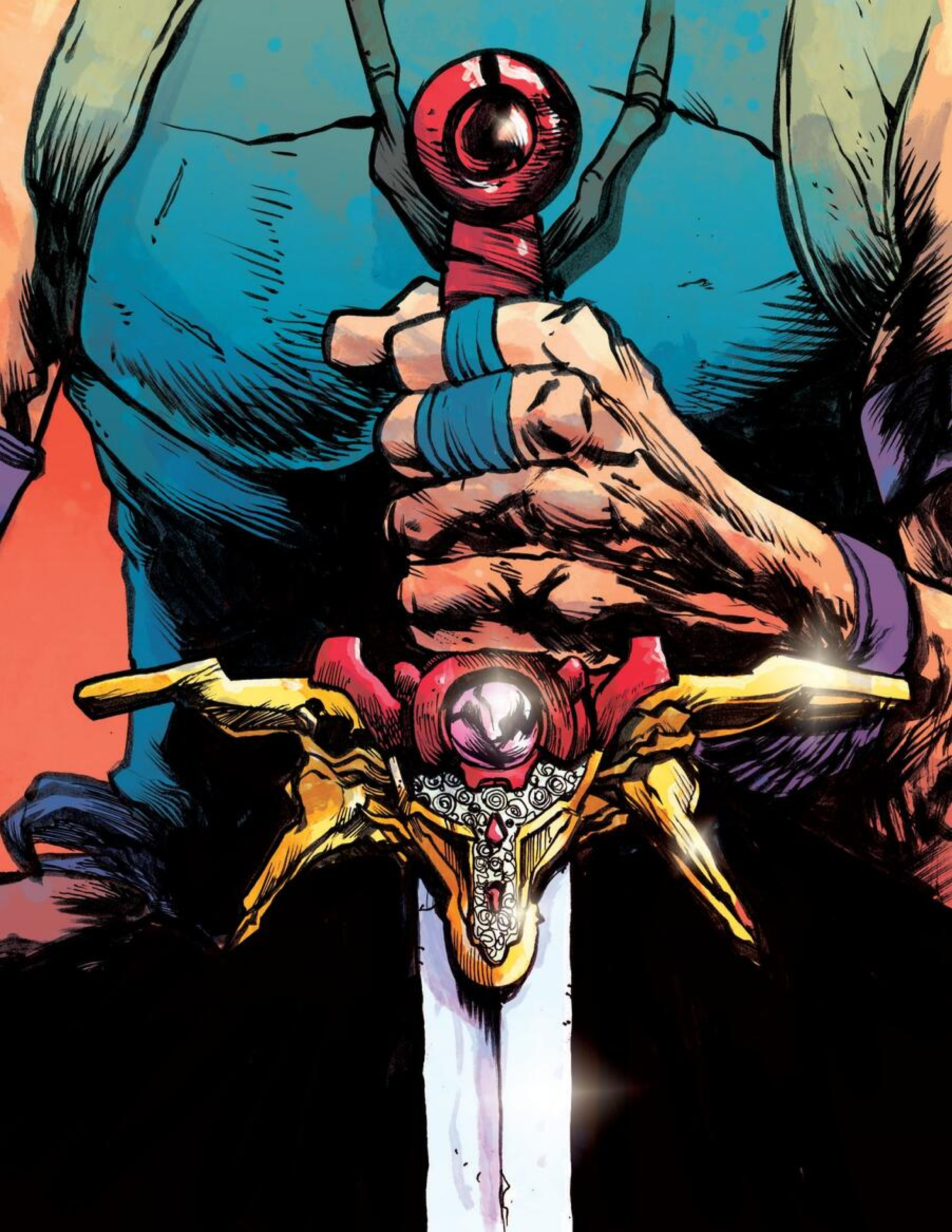
The coolers in the cafeteria go berserk, angrily sliding around as they prepare to attack whoever's out there, probably other survivors also trying to get to the stairwell.

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.







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 "Townspeople" 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.

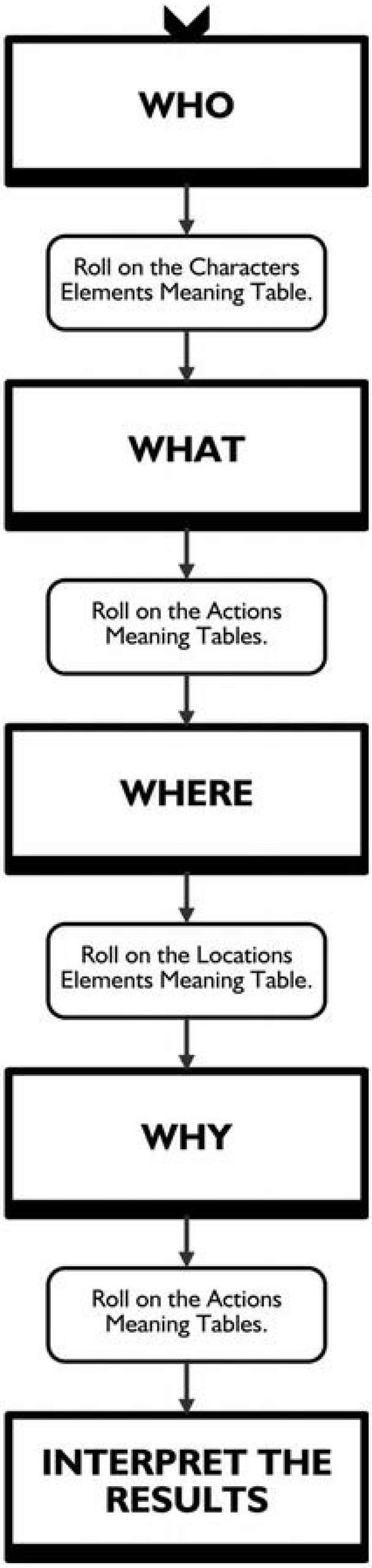
THE 4W

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.

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.

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.

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.

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.

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.

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 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

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.

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 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.

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.

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 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.

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.

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

SCENE SUMMARY

SCENE NUMBER

NOTES

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 antiquities 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, narrowing 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 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.

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.

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

ALIEN SPECIES DESCRIPTORS

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

ANIMAL ACTIONS

1: Abandon
2: Abnormal
3: Aggressive
4: Angry
5: Anxious
6: Assist
7: Attack
8: Befriend
9: Bestow
10: Bizarre
11: Bold
12: Break
13: Busy
14: Calm
15: Careful
16: Careless
17: Cautious
18: Ceaseless
19: Change
20: Combative
21: Curious
22: Dangerous
23: Deliberate
24: Disinterested
25: Disrupt
26: Distracted
27: Dominate
28: Energetic
29: Excited
30: Exotic
31: Familiar
32: Fearful
33: Feeble
34: Ferocious
35: Fierce
36: Fight
37: Flee
38: Follow
39: Food
40: Frantic
41: Friendship
42: Frightening
43: Generous
44: Gentle
45: Graceful
46: Harm
47: Hasty
48: Helpful
49: Helpless
50: Hungry
51: Hunt
52: Ignore
53: Imitate
54: Implore
55: Imprison
56: Inspect
57: Intense
58: Irritating
59: Juvenile
60: Lazy
61: Leave
62: Lethal
63: Loud
64: Loyal
65: Messy
66: Mistrust
67: Move
68: Mundane
69: Mysterious
70: Natural
71: Neglect
72: Normal
73: Observe
74: Odd
75: Oppose
76: Playful
77: Protect
78: Pursue
79: Quiet
80: Reassuring
81: Release
82: Return
83: Scary
84: Simple
85: Slow
86: Strange
87: Struggle
88: Swift
89: Tactics
90: Take
91: Threatening
92: Tranquil
93: Transform
94: Trick
95: Trust
96: Violent
97: Warn
98: Waste
99: Wild
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
2: Abuse
3: Aggressive
4: Agree
5: Ally
6: Ambush
7: Amuse
8: Anger
9: Antagonize
10: Anxious
11: Assist
12: Attack
13: Betray
14: Block
15: Bold
16: Brave
17: Break
18: Calm
19: Careless
20: Carry
21: Cautious
22: Celebrate
23: Change
24: Charge
25: Communicate
26: Compete
27: Control
28: Crazy
29: Cruel
30: Damage
31: Deceive
32: Defend
33: Defiant
34: Delay
35: Disrupt
36: Divide
37: Dominate
38: Energetic
39: Enthusiastic
40: Expectation
41: Fearful
42: Ferocious
43: Fierce
44: Fight
45: Flee
46: Frantic
47: Free
48: Frightening
49: Harm
50: Harsh
51: Hasty
52: Hide
53: Imitate
54: Imprison
55: Kill
56: Lead
57: Lethal
58: Liberty
59: Lie
60: Loud
61: Loyal
62: Magic
63: Mechanical
64: Mighty
65: Military
66: Mock
67: Move
68: Mysterious
69: Normal
70: Odd
71: Open
72: Oppose
73: Pain
74: Path
75: Prepare
76: Punish
77: Pursue
78: Rough
79: Rude
80: Ruin
81: Ruthless
82: Simple
83: Slow
84: Spy
85: Stop
86: Strange
87: Struggle
88: Suppress
89: Swift
90: Take
91: Technology
92: Threaten
93: Trick
94: Truce
95: Usurp
96: Vehicle
97: Vengeance
98: Waste
99: Weapon
100: Withdraw

CHARACTER ACTIONS, GENERAL

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

CHARACTER APPEARANCE

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

MEANING TABLES: ELEMENTS

CHARACTER BACKGROUND

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

CHARACTER CONVERSATIONS

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

CHARACTER DESCRIPTORS

1: Abnormal
2: Active
3: Adventurous
4: Aggressive
5: Agreeable
6: Ally
7: Ancient
8: Angry
9: Anxious
10: Armed
11: Aromatic
12: Arrogant
13: Attractive
14: Awkward
15: Beautiful
16: Bizarre
17: Bleak
18: Bold
19: Brave
20: Busy
21: Calm
22: Capable
23: Careful
24: Careless
25: Caring
26: Cautious
27: Cheerful
28: Classy
29: Clean
30: Clumsy
31: Colorful
32: Combative
33: Commanding
34: Common
35: Competitive
36: Confident
37: Crazy
38: Curious
39: Dangerous
40: Different
41: Difficult
42: Dirty
43: Disagreeable
44: Disciplined
45: Educated
46: Elegant
47: Erratic
48: Exotic
49: Fancy
50: Fast
51: Foul
52: Frightened
53: Gentle
54: Harmful
55: Helpful
56: Heroic
57: Humorous
58: Hurt
59: Ignorant
60: Impulsive
61: Inept
62: Informative
63: Intelligent
64: Interesting
65: Intimidating
66: Intrusive
67: Large
68: Loud
69: Meek
70: Naive
71: Old
72: Passive
73: Polite
74: Poor
75: Powerful
76: Powerless
77: Primitive
78: Principled
79: Quiet
80: Respectful
81: Rough
82: Rude
83: Simple
84: Skilled
85: Slow
86: Small
87: Sneaky
88: Sophisticated
89: Strange
90: Strong
91: Supportive
92: Surprising
93: Sweet
94: Trained
95: Uniformed
96: Unusual
97: Weak
98: Wealthy
99: Wild
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
2:	Adversity
3:	Agility
4:	Animals
5:	Art
6:	Assist
7:	Athletic
8:	Attack
9:	Attain
10:	Average
11:	Balance
12:	Beginner
13:	Bestow
14:	Block
15:	Business
16:	Change
17:	Combat
18:	Communicate
19:	Conflict
20:	Control
21:	Create
22:	Criminal
23:	Damage
24:	Danger
25:	Deceit
26:	Decrease
27:	Defense
28:	Develop
29:	Dispute
30:	Disrupt
31:	Domestic
32:	Dominate
33:	Driving
34:	Elements
35:	Energy
36:	Environment
37:	Experienced
38:	Expert
39:	Fight
40:	Free
41:	Guide
42:	Harm
43:	Heal
44:	Health
45:	Increase
46:	Inform
47:	Information
48:	Inquire
49:	Inspect
50:	Intellect
51:	Invade
52:	Investigative
53:	Knowledge
54:	Leadership
55:	Legal
56:	Lethal
57:	Lie
58:	Master
59:	Mechanical
60:	Medical
61:	Mental
62:	Military
63:	Motion
64:	Move
65:	Mundane
66:	Mysterious
67:	Nature
68:	Normal
69:	Obstacles
70:	Official
71:	Open
72:	Oppose
73:	Perception
74:	Practical
75:	Professional
76:	Ranged
77:	Release
78:	Rogue
79:	Ruin
80:	Simple
81:	Social
82:	Specialist
83:	Start
84:	Stop
85:	Strange
86:	Strength
87:	Struggle
88:	Suppress
89:	Take
90:	Technology
91:	Transform
92:	Travel
93:	Trick
94:	Usurp
95:	Vehicle
96:	Violence
97:	Water
98:	Weapon
99:	Weather
100:	Wounds

CHARACTER TRAITS & FLAWS

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

CITY DESCRIPTORS

1:	Activity
2:	Aggressive
3:	Aromatic
4:	Average
5:	Beautiful
6:	Bleak
7:	Block
8:	Bridge
9:	Bustling
10:	Calm
11:	Chaotic
12:	Clean
13:	Cold
14:	Colorful
15:	Commerce
16:	Conflict
17:	Control
18:	Crime
19:	Dangerous
20:	Dense
21:	Developed
22:	Dirty
23:	Efficient
24:	Energy
25:	Enormous
26:	Environment
27:	Extravagant
28:	Festive
29:	Flawless
30:	Frightening
31:	Government
32:	Happy
33:	Harsh
34:	Healthy
35:	Helpful
36:	Hills
37:	History
38:	Illness
39:	Important
40:	Impressive
41:	Industry
42:	Interesting
43:	Intrigues
44:	Isolated
45:	Lacking
46:	Lake
47:	Large
48:	Lavish
49:	Leadership
50:	Liberty
51:	Loud
52:	Magnificent
53:	Masses
54:	Meaningful
55:	Mechanical
56:	Messy
57:	Mighty
58:	Military
59:	Miserable
60:	Misfortune
61:	Modern
62:	Mountain
63:	Mundane
64:	Mysterious
65:	Nature
66:	Odd
67:	Old
68:	Oppress
69:	Opulence
70:	Peace
71:	Poor
72:	Powerful
73:	Protected
74:	Public
75:	Quiet
76:	Rare
77:	Reassuring
78:	Remarkable
79:	River
80:	Rough
81:	Ruined
82:	Rustic
83:	Simple
84:	Small
85:	Sparse
86:	Structures
87:	Struggle
88:	Success
89:	Suffering
90:	Technology
91:	Tension
92:	Travel
93:	Troubled
94:	Valuable
95:	Warm
96:	Water
97:	Weak
98:	Weather
99:	Wild
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
2:	Activity
3:	Adventure
4:	Adversity
5:	Advice
6:	Allies
7:	Anger
8:	Bestow
9:	Betray
10:	Bizarre
11:	Bleak
12:	Business
13:	Care
14:	Colorful
15:	Communicate
16:	Conflict
17:	Creepy
18:	Damaged
19:	Danger
20:	Death
21:	Deceive
22:	Defiant
23:	Dispute
24:	Divide
25:	Emotions
26:	Enemies
27:	Environment
28:	Evil
29:	Expose
30:	Failure
31:	Fame
32:	Fear
33:	Fight
34:	Frantic
35:	Free
36:	Friendship
37:	Goals
38:	Good
39:	Guide
40:	Harm
41:	Help
42:	Helpful
43:	Hidden
44:	Hope
45:	Horrible
46:	Important
47:	Information
48:	Innocent
49:	Instruction
50:	Intrigues
51:	Language
52:	Leadership
53:	Legal
54:	Legend
55:	Liberty
56:	Lies
57:	Lost
58:	Love
59:	Malice
60:	Messy
61:	Misfortune
62:	Mistrust
63:	Move
64:	Mundane
65:	Mysterious
66:	Neglect
67:	Normal
68:	Obscured
69:	Official
70:	Old
71:	Oppose
72:	Partial
73:	Passion
74:	Plans
75:	Possessions
76:	Power
77:	Propose
78:	Punish
79:	Pursue
80:	Rare
81:	Reassuring
82:	Recipient
83:	Reveal
84:	Riches
85:	Riddle
86:	Rumor
87:	Secret
88:	Start
89:	Stop
90:	Strange
91:	Struggle
92:	Success
93:	Tension
94:	Threaten
95:	Truce
96:	Trust
97:	Unknown
98:	Vengeance
99:	Violence
100:	Warning

CURSES

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

DOMICILE DESCRIPTORS

1:	Abandoned
2:	Activity
3:	Animal
4:	Aromatic
5:	Art
6:	Average
7:	Beautiful
8:	Bizarre
9:	Bleak
10:	Busy
11:	Classy
12:	Clean
13:	Cluttered
14:	Cold
15:	Colorful
16:	Comfort
17:	Common
18:	Cramped
19:	Creepy
20:	Crowded
21:	Customized
22:	Cute
23:	Damaged
24:	Dangerous
25:	Dark
26:	Desolate
27:	Different
28:	Dirty
29:	Disagreeable
30:	Drab
31:	Dull
32:	Empty
33:	Enormous
34:	Expected
35:	Extravagant
36:	Faded
37:	Fancy
38:	Festive
39:	Food
40:	Frightening
41:	Full
42:	Home
43:	Investment
44:	Inviting
45:	Lacking
46:	Large
47:	Lavish
48:	Less
49:	Light
50:	Loud
51:	Magnificent
52:	Mechanical
53:	Messy
54:	Modern
55:	Mundane
56:	Mysterious
57:	Natural
58:	Neat
59:	Neglected
60:	Nondescript
61:	Normal
62:	Occupied
63:	Odd
64:	Open
65:	Oppressive
66:	Opulent
67:	Organized
68:	Plants
69:	Poor
70:	Portal
71:	Possessions
72:	Private
73:	Protection
74:	Quaint
75:	Reassuring
76:	Roomy
77:	Rough
78:	Ruined
79:	Rustic
80:	Scary
81:	Secure
82:	Security
83:	Simple
84:	Sleep
85:	Small
86:	Smelly
87:	Sparse
88:	Storage
89:	Strange
90:	Temporary
91:	Thoughtful
92:	Tidy
93:	Tools
94:	Tranquil
95:	Upgrade
96:	Utilitarian
97:	Valuables
98:	View
99:	Warm
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
2: Alien
3: Ancient
4: Angelic
5: Angry
6: Animal
7: Art
8: Assist
9: Attract
10: Beautiful
11: Bestow
12: Betray
13: Bizarre
14: Capricious
15: Colorful
16: Combat
17: Communicate
18: Conflict
19: Control
20: Corruption
21: Cosmic
22: Create
23: Creepy
24: Cruel
25: Cult
26: Dangerous
27: Dark
28: Death
29: Deceit
30: Destroyer
31: Disgusting
32: Dominate
33: Dreams
34: Elements
35: Emotions
36: Enemies
37: Energy
38: Enormous
39: Evil
40: Feminine
41: Fallen
42: Fear
43: Fertility
44: Festive
45: Fire
46: Frightening
47: Generous
48: Gentle
49: Gifts
50: Glorious
51: Good
52: Guide
53: Harm
54: Harsh
55: Heal
56: Humanoid
57: Illness
58: Imprison
59: Increase
60: Jealous
61: Justice
62: Knowledge
63: Liberty
64: Life
65: Light
66: Love
67: Magic
68: Majestic
69: Major
70: Malice
71: Masculine
72: Mighty
73: Military
74: Minor
75: Monstrous
76: Mundane
77: Mysterious
78: Nature
79: Night
80: Oppress
81: Pleasures
82: Power
83: Protector
84: Punish
85: Ruler
86: Sacrifice
87: Strange
88: Strong
89: Suppress
90: Threatening
91: Transform
92: Underworld
93: Violent
94: War
95: Warm
96: Water
97: Weak
98: Weapon
99: Weather
100: Worshiped

LEGENDS

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

LOCATIONS

1: Abandoned
2: Active
3: Artistic
4: Atmosphere
5: Beautiful
6: Bleak
7: Bright
8: Business
9: Calm
10: Charming
11: Clean
12: Cluttered
13: Cold
14: Colorful
15: Colorless
16: Confusing
17: Cramped
18: Creepy
19: Crude
20: Cute
21: Damaged
22: Dangerous
23: Dark
24: Delightful
25: Dirty
26: Domestic
27: Empty
28: Enclosed
29: Enormous
30: Entrance
31: Exclusive
32: Exposed
33: Extravagant
34: Familiar
35: Fancy
36: Festive
37: Foreboding
38: Fortunate
39: Fragrant
40: Frantic
41: Frightening
42: Full
43: Harmful
44: Helpful
45: Horrible
46: Important
47: Impressive
48: Inactive
49: Intense
50: Intriguing
51: Lively
52: Lonely
53: Long
54: Loud
55: Meaningful
56: Messy
57: Mobile
58: Modern
59: Mundane
60: Mysterious
61: Natural
62: New
63: Occupied
64: Odd
65: Official
66: Old
67: Open
68: Peaceful
69: Personal
70: Plain
71: Portal
72: Protected
73: Protection
74: Purposeful
75: Quiet
76: Reassuring
77: Remote
78: Resourceful
79: Ruined
80: Rustic
81: Safe
82: Services
83: Simple
84: Small
85: Spacious
86: Storage
87: Strange
88: Stylish
89: Suspicious
90: Tall
91: Threatening
92: Tranquil
93: Unexpected
94: Unpleasant
95: Unusual
96: Useful
97: Warm
98: Warning
99: Watery
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
2: Allies
3: Anger
4: Bestow
5: Betray
6: Bizarre
7: Block
8: Break
9: Bureaucracy
10: Cautious
11: Change
12: Commerce
13: Compromise
14: Conflict
15: Connections
16: Control
17: Create
18: Crisis
19: Cruel
20: Dangerous
21: Death
22: Deceit
23: Defeat
24: Defiant
25: Disrupt
26: Enemies
27: Extravagant
28: Faded
29: Fame
30: Family
31: Headquarters
32: Heirloom
33: Hero
34: History
35: Home
36: Important
37: Imprison
38: Increase
39: Information
40: Intrigue
41: Investment
42: Land
43: Large
44: Leadership
45: Legal
46: Leverage
47: Liberty
48: Love
49: Loyal
50: Magnificent
51: Malice
52: Mighty
53: Military
54: Misfortune
55: Move
56: Mysterious
57: Neglect
58: Old
59: Oppose
60: Oppress
61: Overthrow
62: Passion
63: Peace
64: Persecute
65: Plans
66: Politics
67: Possessions
68: Powerful
69: Public
70: Refuse
71: Release
72: Remarkable
73: Return
74: Riches
75: Royalty
76: Ruthless
77: Secret
78: Security
79: Servant
80: Spy
81: Strange
82: Strong
83: Struggle
84: Succession
85: Suffering
86: Suppress
87: Tactics
88: Tension
89: Travel
90: Trust
91: Usurp
92: Valuable
93: Vengeance
94: Victory
95: Violence
96: War
97: Weak
98: Wealth
99: Weapon
100: Young

OBJECTS

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

PLOT TWISTS

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

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 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.

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.

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 Inflam.

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 Tallelrun.

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.

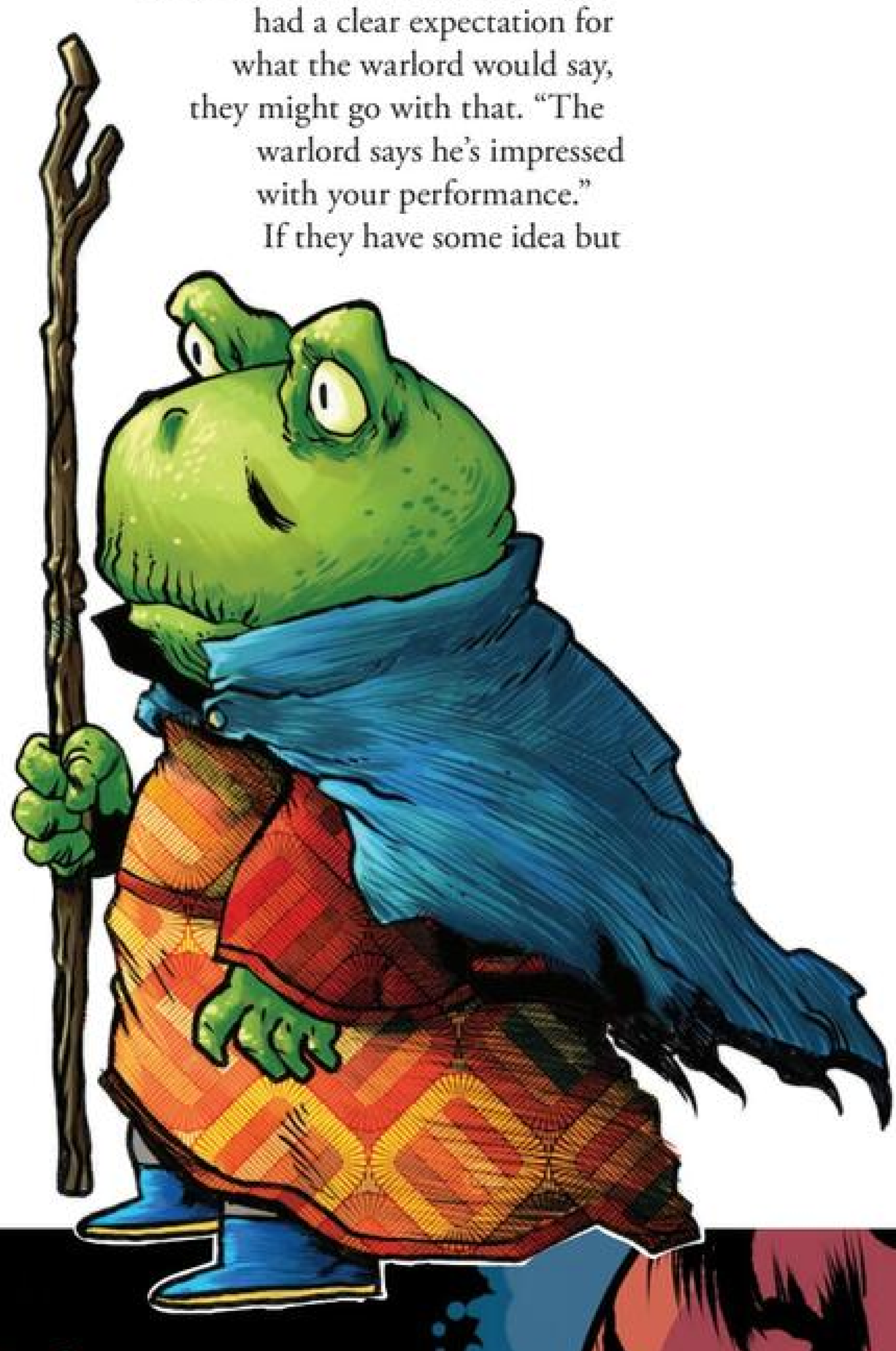
GENERATING NPC BEHAVIOR

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)

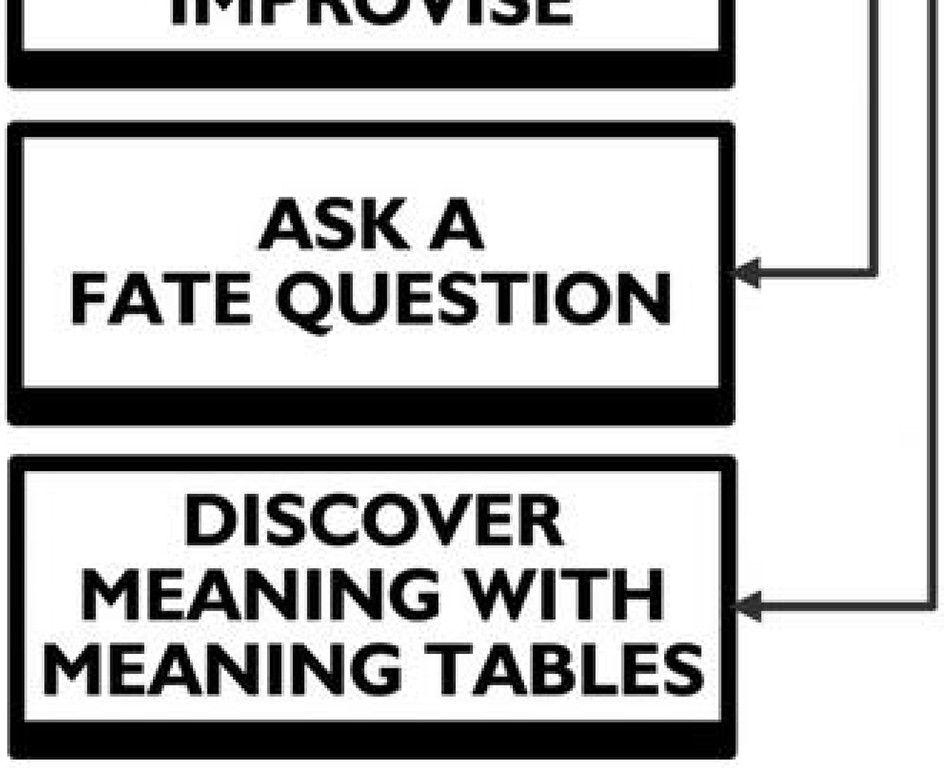
Expectations As Actions

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 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.

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.

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 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.

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.

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

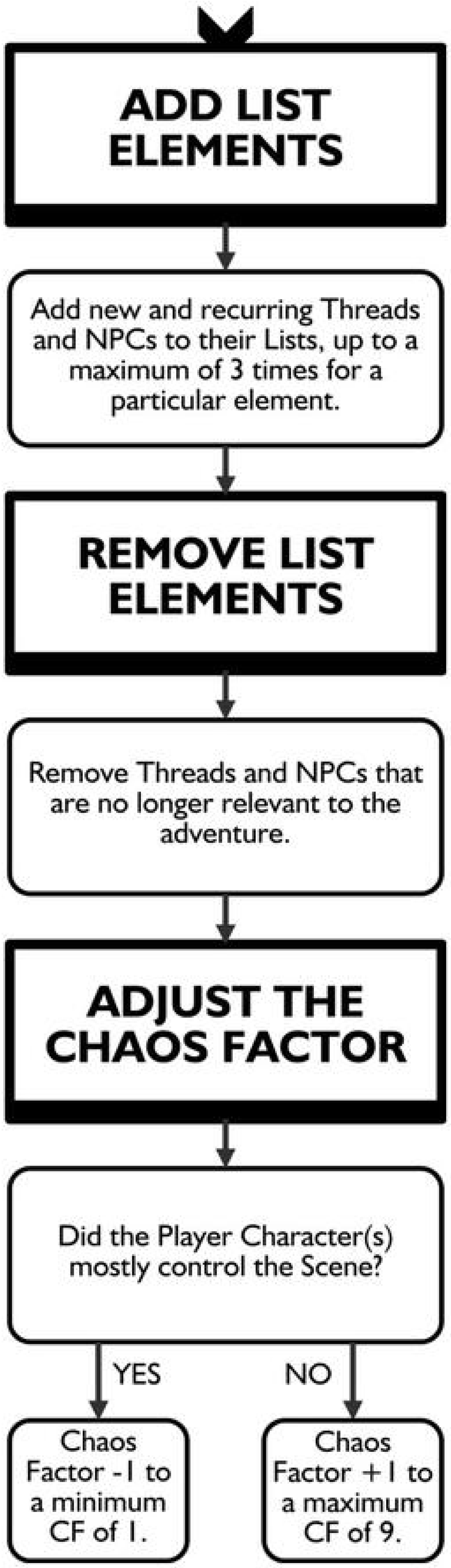
You can add just about anything to the Characters List, from individual NPCs to organizations to geographical areas to objects. If it

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.

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.

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.

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	Deliver the Chosen One	1-2	The Chosen One
3-4		3-4	Villagers
5-6		5-6	Mountains
7-8		7-8	
9-10		9-10	

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.

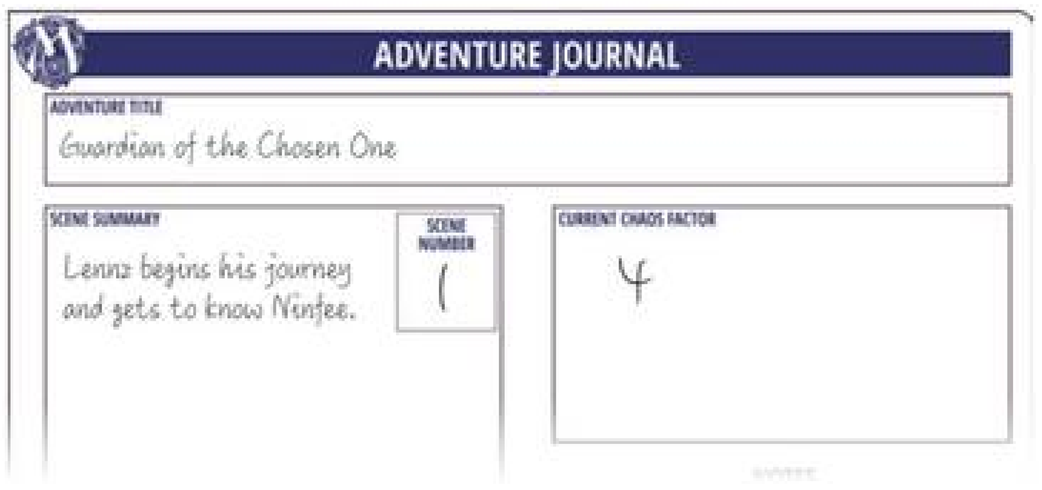
Most of the details in this Scene were generated by the Player asking Fate Questions. "Can we use horses?" No. "Is the terrain near the village rough?" Exceptional No.

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
Guardian of the Chosen One

SCENE SUMMARY
Lennz begins his journey and gets to know Ninfee.

SCENE NUMBER
1

CURRENT CHAOS FACTOR
4

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

	1-2	Deliver the Chosen One
	3-4	Deliver the Chosen One
1-2	5-6	
	7-8	
	9-10	

CHARACTERS LIST

	1-2	The Chosen One
	3-4	Villagers
1-2	5-6	Mountains
	7-8	The Chosen One
	9-10	Mountains

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

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 Questions 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 LISTS

		THREADS LIST	CHARACTERS LIST
-	1-2	Deliver the Chosen One	The Chosen One
	3-4	Deliver the Chosen One	Villagers
1-2	5-6	Deliver the Chosen One	Mountains
	7-8	Avoid orcs	The Chosen One
	9-10	[illegible]	Mountains
d4	1-2	[illegible]	The Chosen One
	3-4	[illegible]	Orc warband
3-4	5-6	[illegible]	[illegible]

ADVENTURE JOURNAL

ADVENTURE TITLE: Guardian of the Chosen One

SCENE SUMMARY: Lennz 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

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.

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: Guardian of the Chosen One

SCENE SUMMARY	SCENE NUMBER
Lennz begins his journey and gets to know Ninfee.	1
A roving orc warband is spotted.	2
Orcs ambush us. Ninfee displays defensive power.	3

CURRENT CHAOS FACTOR: ~~X~~ ~~X~~ 6

NOTES

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	d4	1-2 The Chosen One
	3-4		3-4 Orc warband
3-4	5-6	3-4	5-6 Orc warband

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.

Lennz 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 Lennz when they find out Ninfee is the Chosen One. Lennz decides to take the risk and approach them.

When Lennz 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 Lennz 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 Lennz's relief, he and Ninfee are brought into the circle of warmth and given food. There isn't much time to relax, however. Lennz tells the villagers about the orcs. The villagers have been fending off warband raiders for months, and they are ready and willing to help Lennz 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 Lennz and Ninfee caught a lucky break, the Player decides Lennz 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

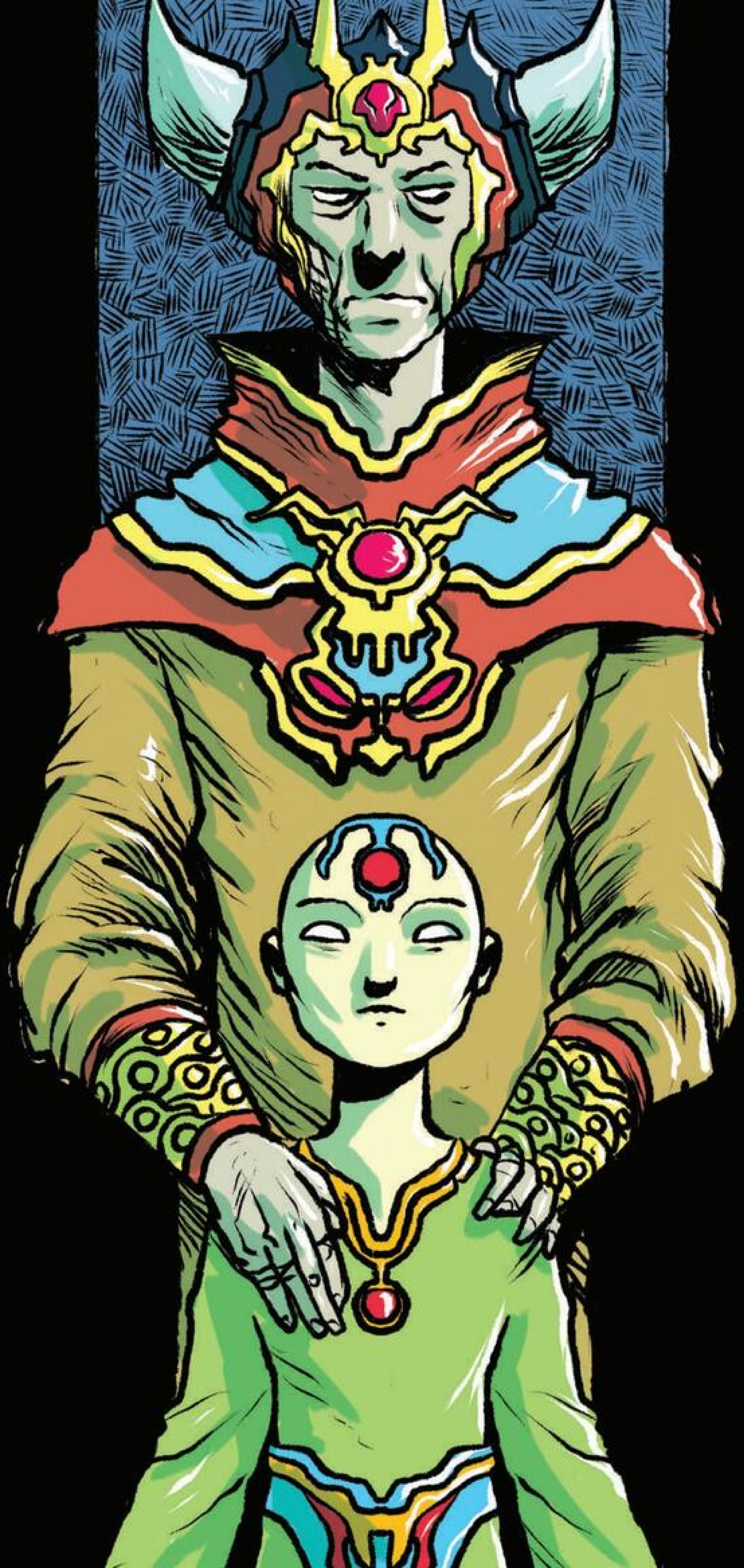
SCENE SUMMARY	SCENE NUMBER
Lennz begins his journey and gets to know Ninfee.	1
A roving orc warband is spotted.	2
Orcs ambush us. Ninfee displays defensive power.	3
A snow storm sets in. We discover a friendly village willing to help.	4

CURRENT CHAOS FACTOR: 5

NOTES

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		3-4	Orc warband
3-4	5-6		3-4 5-6	Orc warband
	7-8		7-8	Mountains
	9-10		9-10	Villagers





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.

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.



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!

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 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.

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.

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 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.

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.

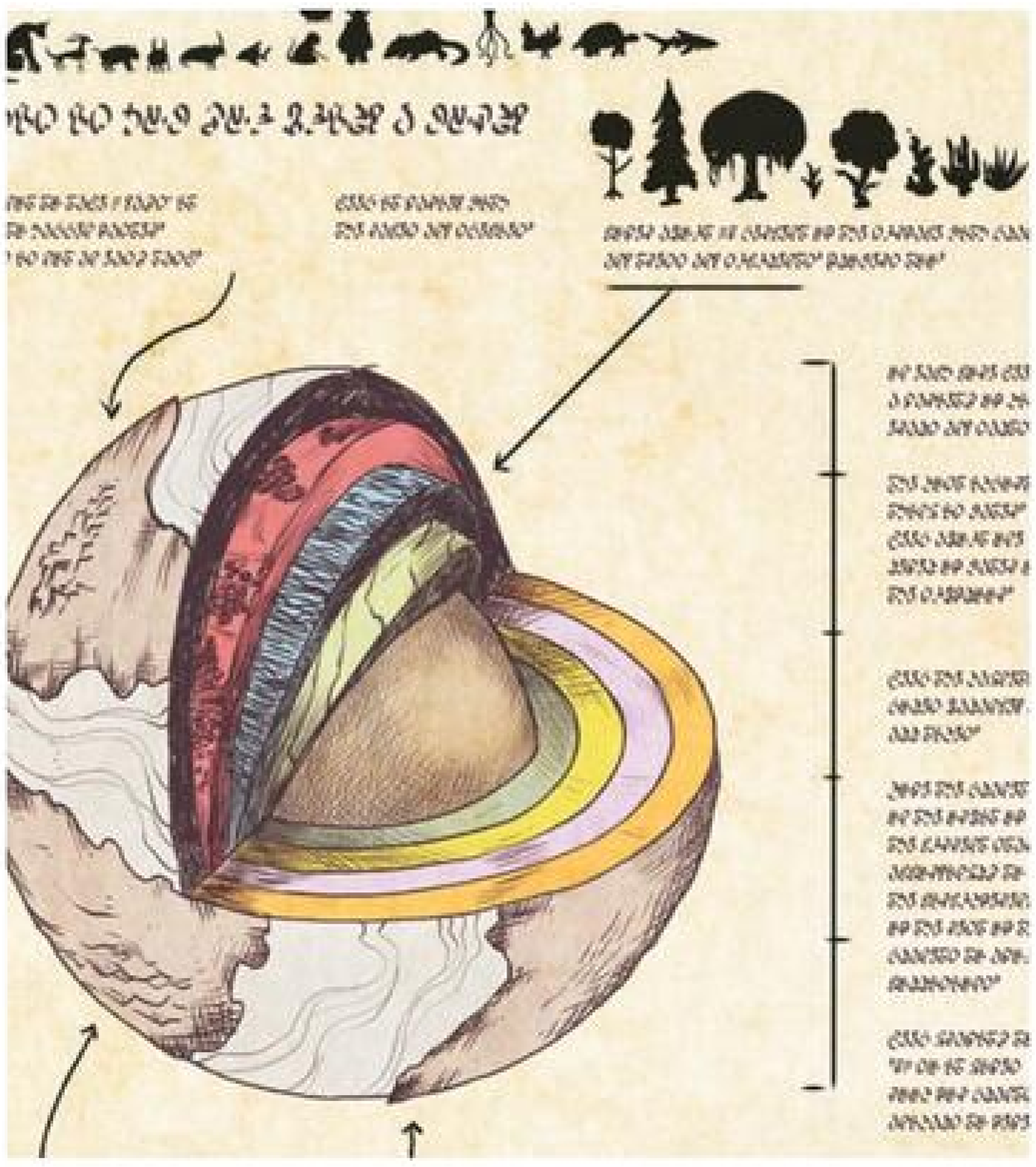
NOVELIZATION

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 "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.

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.

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; 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.

"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.

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? ❑									

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? ❑					DID A FLASHPOINT HAPPEN? ❑				
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? ❑					DID A FLASHPOINT HAPPEN? ❑				
11	12	13	14	15 FLASHPOINT+2	16	17	18	19	20 CONCLUSION
DID A FLASHPOINT HAPPEN? ❑									

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? ❑					DID A FLASHPOINT HAPPEN? ❑				
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 though 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.



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, 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.

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.

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 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.

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

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 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.

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.

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	CHAOS FACTOR 1	2-3	4-6	7-8	9
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

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	1-2	3-7	8-9
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 divvied 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 s 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	COUNT
EVENT	

KEYED SCENE	
TRIGGER	COUNT
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 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 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.

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).

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

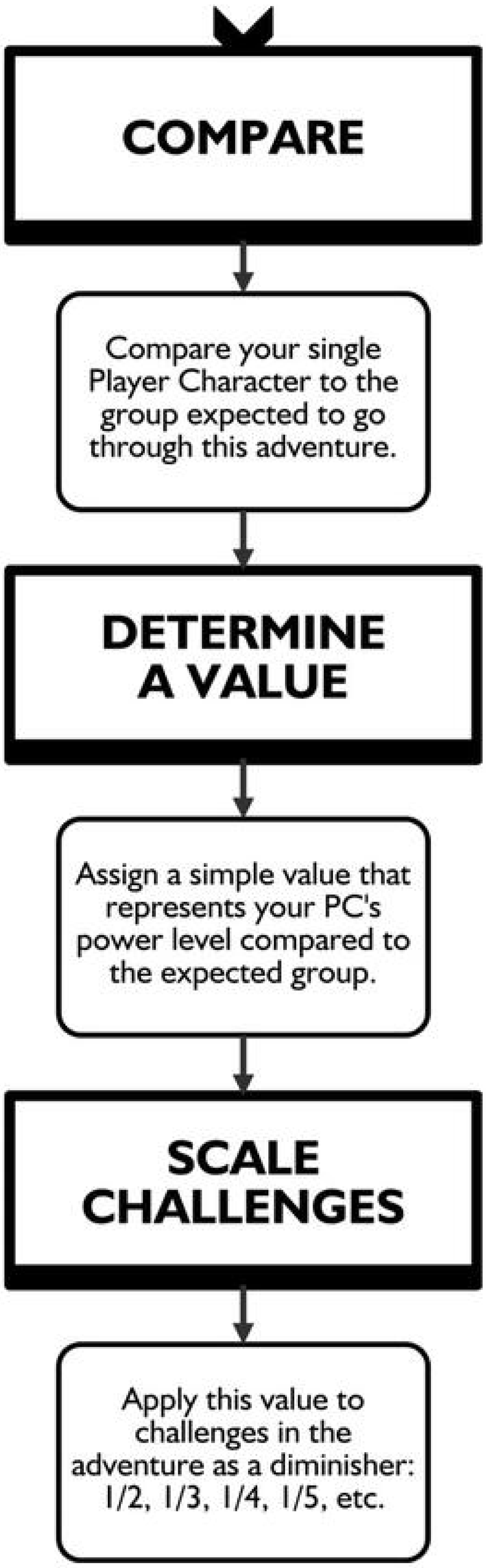
Roughly determine the power level of your Player Character and compare that to what the prepared adventure suggests using. Let's say the adventure is meant for 4-6 Characters of level 3-5 for a particularly popular fantasy RPG. Maybe you have a Player Character ready to go who is level 8. You figure 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.

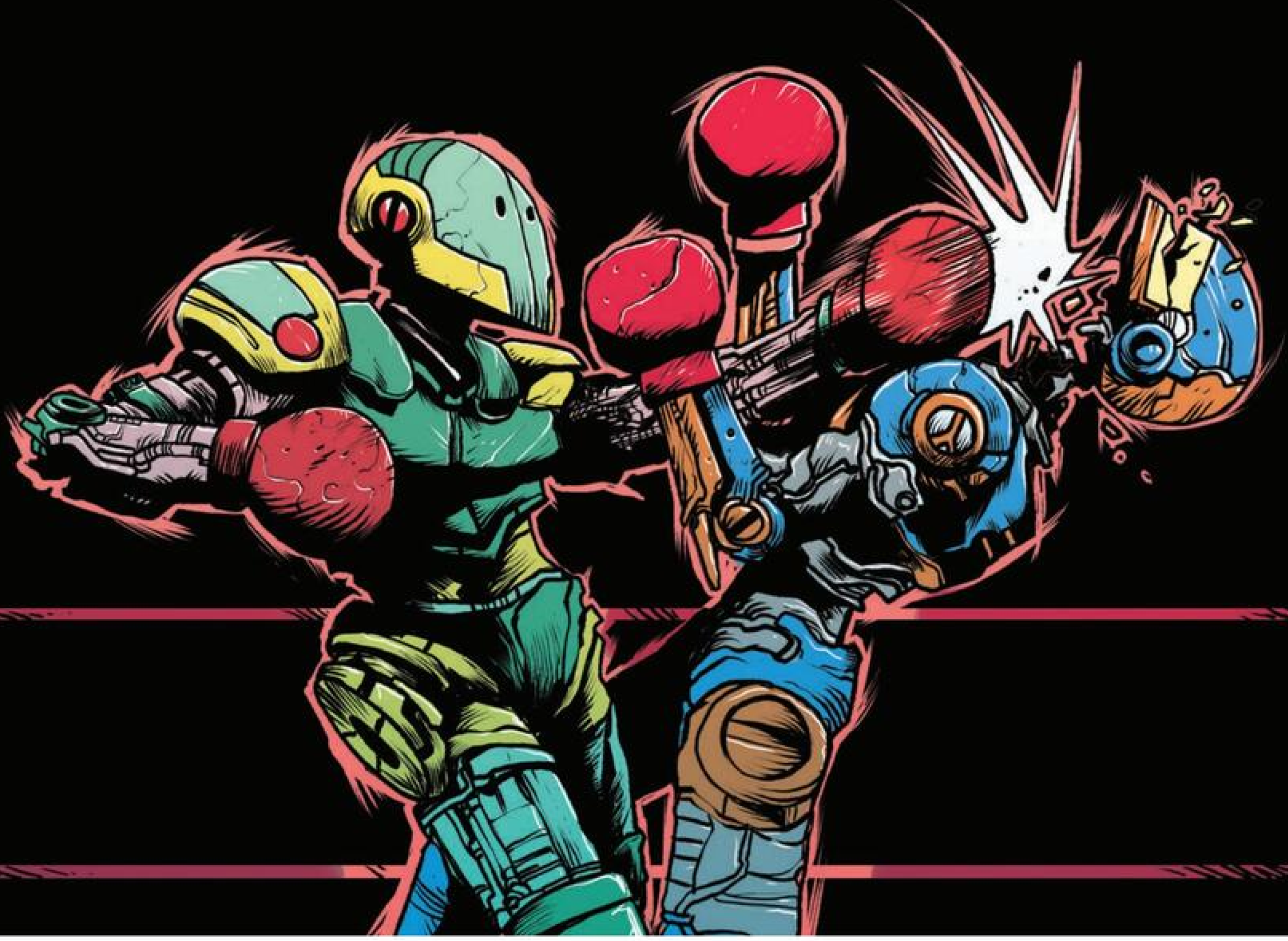
I suggest still going with a Scene end strategy, just like you would with a regular Mythic adventure. Make the prepared adventure content fit into that strategy.

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 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

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.

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 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.

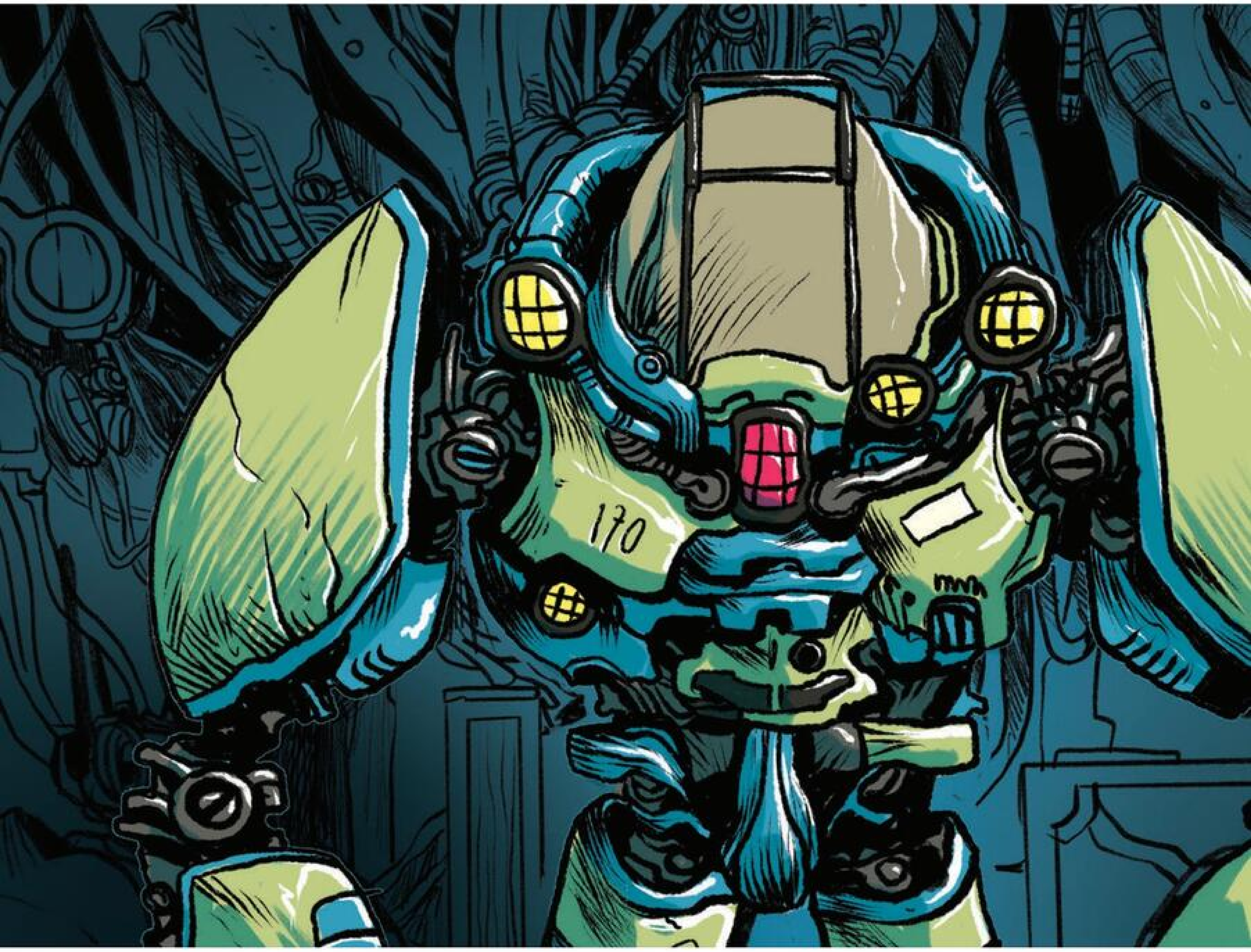
If the Adventure Feature rolled was "Wandering monster", requiring you to roll on a wandering monster table, you may still want to roll on the Meaning Tables to get a clue as to how the monster approaches or what they do.

Given the wide variety of possibilities with Adventure Features, use your judgement in how one translates into a Random Event.

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

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 befriending 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 leader took the crown with him to use its power to help his people survive.

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.

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 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.

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.

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.

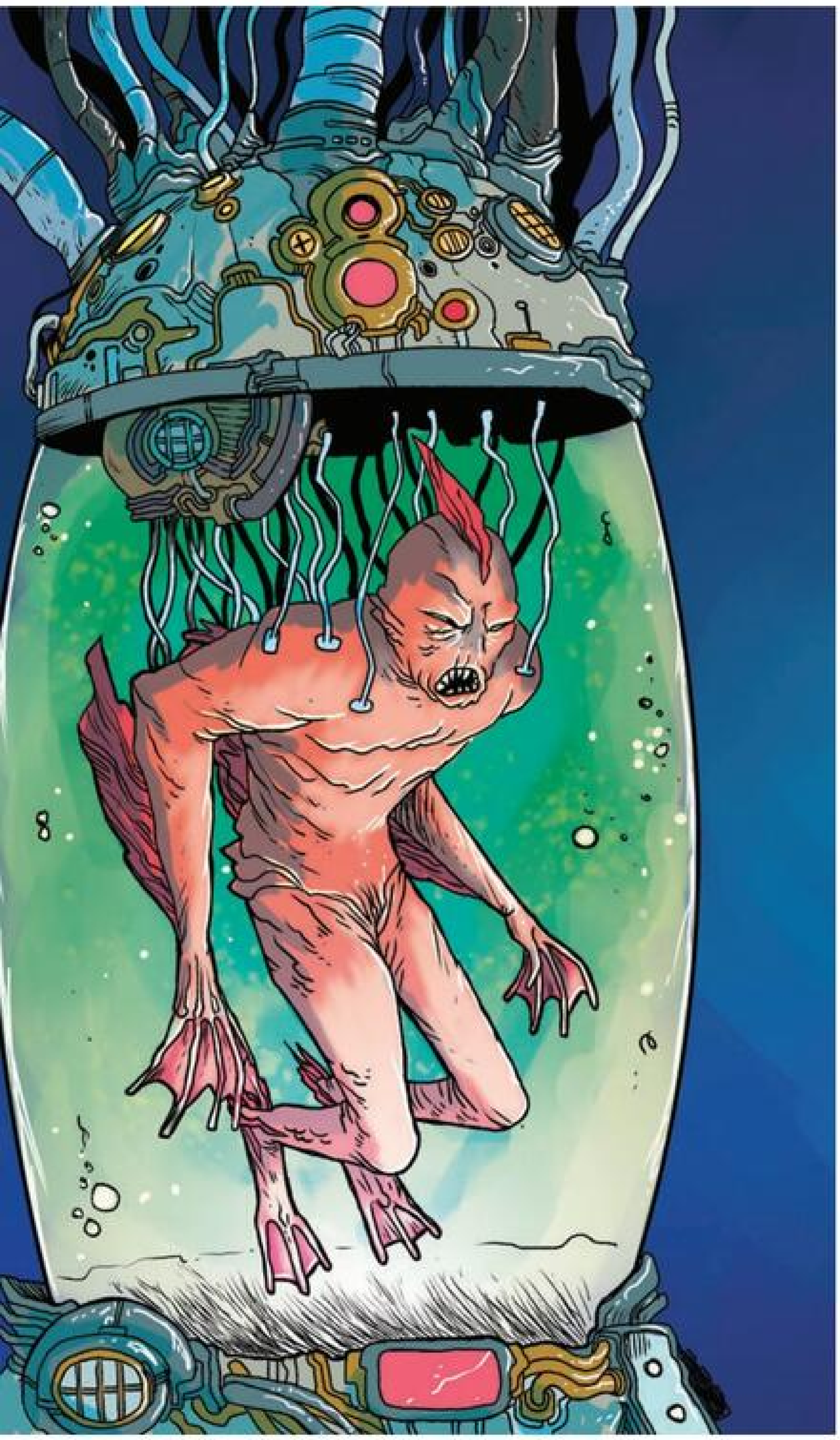
Rolling for their Plot Points using Adventure Crafter rules, one of the Plot Points generated is "A Character Is Incapacitated". The Player determines that this Plot Point applies to a new NPC being generated. The Player comes up with "Zango Finley", an aquatic mutant. The Player writes this new NPC 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

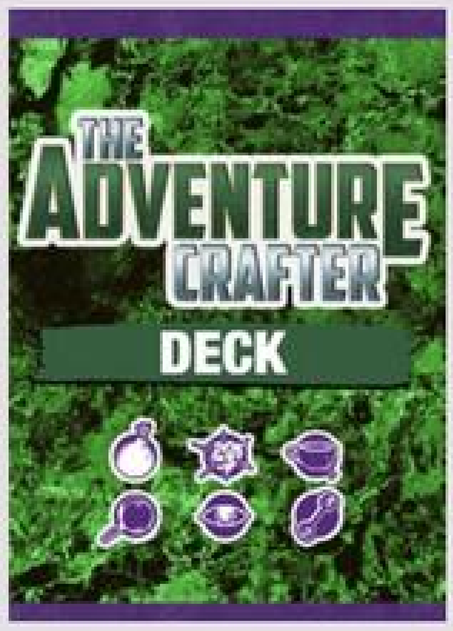
In normal Adventure Crafter rules every Character goes on the Characters List, both Player Characters and Non-Player Characters.

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 at 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	» 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 supersonically 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 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".

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.

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 superheros.

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 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?	The Founders
3-4		Ra
1-2 5-6		Fear Aura
7-8		Captured Alien
9-10		City
1-2		The Blurb
3-4		

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.

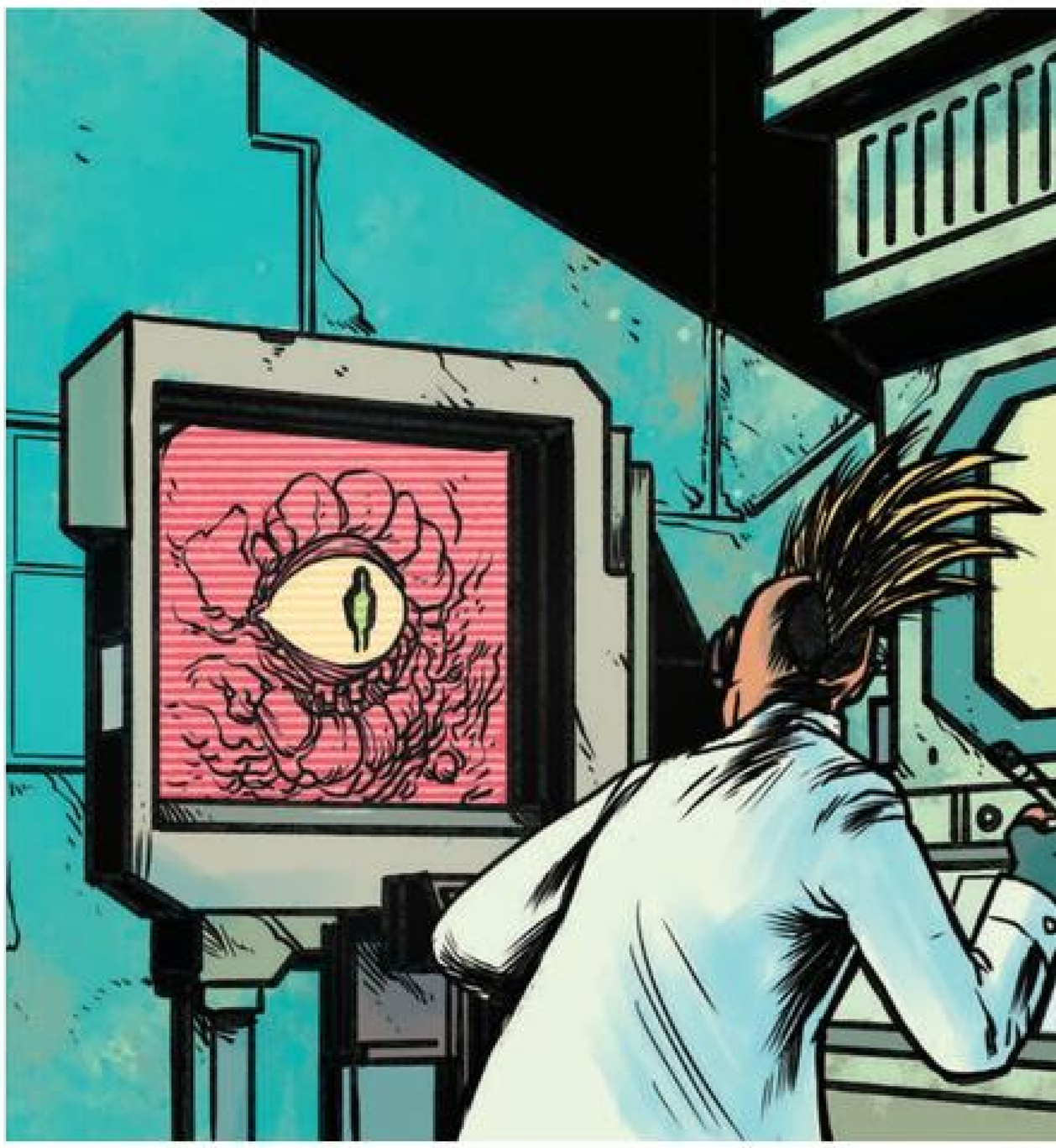
The Player considers asking more Questions, or perhaps Discovering Meaning, to narrow down what technology they have that would be helpful but decides that would slow the adventure down too much right now. The Player instead chooses to improvise and run with their expectations.

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



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

NOTES

SCENE SUMMARY: Learn about an impending invasion from another world. — SCENE NUMBER: 2

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?~~	1-2 The Founders
	3-4 Stop the invasion	3-4 Ra
1-2	5-6	5-6 Fear Aura
	7-8	7-8 ~~Captured Alien~~ Ogberd
	9-10	9-10 City
d4 1-2	1-2	1-2 The Blurb
	3-4	3-4 The Founders
3-4	5-6	5-6 Ogberd
	7-8	7-8 Orta Leet
	9-10	9-10 Resistance fighters
d6 1-2	1-2	1-2
	3-4	3-4
5-6	5-6	5-6

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 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

ADVENTURE TITLE: Rapid Red's Grand Adventure

SCENE SUMMARY	SCENE NUMBER
A rift in reality causes chaos.	1
Learn about an impending invasion from another world.	2
There is a magic spell that can stop Orta. Hopefully.	3

CURRENT CHAOS FACTOR: 5 4 5 4

NOTES

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

-	1-2	~~Why the rift?~~
	3-4	Stop the invasion
1-2	5-6	Stop the invasion
	7-8	Find the book
	9-10	
d4	1-2	
	3-4	
3-4	5-6	
	7-8	
	9-10	
d6	1-2	
	3-4	
5-6	5-6	

CHARACTERS LIST

-	1-2	The Founders
	3-4	Ra
1-2	5-6	Fear Aura
	7-8	~~Captured Alien~~ Ogberd
	9-10	City
d4	1-2	The Blurb
	3-4	The Founders
3-4	5-6	Ogberd
	7-8	Orta Leet
	9-10	Resistance fighters
d6	1-2	Ogberd
	3-4	
5-6	5-6	



Rules Summary

A summary of Mythic Game Master Emulator systems.

Asking Fate Questions

Use Fate Questions to learn new details about your adventure.

- **FOLLOW YOUR EXPECTATIONS:** Fill in details about your adventure following your expectations.
- **TEST EXPECTATIONS:** If you think an expectation should be tested because it is important or uncertain, then ask a Fate Question.
- **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

- **FORM A QUESTION:** Ask a Yes/No question.
- **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.
- **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.
- **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.
- **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

- **FORM A QUESTION:** Ask a Yes/No question.
- **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.
- **GET MODIFIERS:** Determine modifiers for the Odds and the Chaos Factor, adding them together.
- **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.



- **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 Questions As RPG Rules

Use Mythic Fate Questions to replace rules in your chosen RPG.

- **ASK FATE QUESTION:** Pose the rule as a Mythic Yes/No Fate Question. Resolve the Fate Question as normal.
- **CHAOS FACTOR:** Treat the Chaos Factor as a value of 5, regardless of what the actual current Chaos Factor is.
- **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.
- **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.

- **CONSIDER CONTEXT:** The Random Event is happening in relation to the Context of your adventure, which helps guide your interpretation of it.
- **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.
- **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.
- **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.

- **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.
- **ROLL:** If necessary, roll the die to determine a section. Then roll a 1d10 to determine an element in that section.
- **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.

- **INSPIRED IDEA:** Come up with an idea rather than determining randomly.
- **RANDOM EVENT:** Generate a Random Event to form the start of the Scene.
- **MEANING TABLES:** Choose Meaning Tables and roll as many word pairs as you need for inspiration.

- **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

- **EXPECTED SCENE:** Decide how you think the next Scene will begin. This is the Expected Scene.
- **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.

- **THE NEXT EXPECTATION:** This is the default method. The Scene is what you would next most expect.
- **A TWEAK:** Change one element in the Expected Scene.
- **FATE QUESTION:** Ask a Fate Question to help you choose how the Scene changes.
- **MEANING TABLES:** Choose a Meaning Table and roll for a word pair as inspiration.
- **SCENE ADJUSTMENT TABLE:** Roll 1d10 on the Scene Adjustment Table.

Interrupt Scenes

- **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.

- **INTEREST:** This is the default approach. A Scene starts with something interesting happening and ends when that interest is concluded.
- **TIME OR LOCATION:** Scenes end when there is a change in time or location.
- **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.
- **MOOD:** Scenes end when you feel they have run out of steam and it's time to start a new one.
- **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

- **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.
- **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.
- **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

- **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.
- **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

- **EXPECTED STATISTIC VALUE:** Decide what you think the value of an NPC statistic should be.
- **ASK A FATE QUESTION:** Ask the Fate Question "Does the NPC have a statistic of this value?" Assign the Question Odds and resolve it.
- **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.

- **FOCUS THREAD:** Choose a Thread to be the Focus Thread of the Progress Track.
- **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.
- **PROGRESS:** Making any Progress toward resolving the Focus Thread in a Scene awards 2 Progress Points that are marked on the Track.
- **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.
- **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.
- **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.
- **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.
- **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.

- **KEYED SCENE TRIGGER:** Decide what Triggers the Keyed Scene Event.
- **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

- **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.
- **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.
- **READ INTRO:** Read introductory portions of the prepared adventure.

- **PREPARE LISTS:** Include any relevant Threads or NPCs onto your Lists that seem important from the adventure introduction.
- **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.
- **FIRST SCENE:** Create a first Scene based off of how the prepared adventure suggests starting.
- **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.
- **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.
- **ENCOUNTERS AND LOCATIONS:** When reading new sections of the prepared adventure, read as little as possible before deciding Player Character actions.
- **ASK FATE QUESTIONS:** Use Fate Questions to decide the details and outcomes of encounters when there is doubt.
- **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.

- **DECIDE QUANTITY:** Choose how many Peril Points your Player Character gets. The default number is 2.
- **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.
- **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

- **FIRST SCENE:** Generate a Turning Point or two for inspiration for the first Scene.
- **INTERRUPT SCENES:** Replace Random Events with Turning Points to generate Interrupt Scenes.
- **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.
- **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	1	2	3	4	5	6	7	8	9
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
CERTAIN	+5
NEARLY CERTAIN	+4
VERY LIKELY	+2
LIKELY	+1
50/50	None
UNLIKELY	-1
VERY UNLIKELY	-2
NEARLY IMPOSSIBLE	-4
IMPOSSIBLE	-5

CHAOS FACTOR	ROLL MODIFIER
9	+5
8	+4
7	+2
6	+1
5	None
4	-1
3	-2
2	-4
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	» 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
2: Accompany
3: Activate
4: Agree
5: Ambush
6: Arrive
7: Assist
8: Attack
9: Attain
10: Bargain
11: Befriend
12: Bestow
13: Betray
14: Block
15: Break
16: Carry
17: Celebrate
18: Change
19: Close
20: Combine
21: Communicate
22: Conceal
23: Continue
24: Control
25: Create
26: Deceive
27: Decrease
28: Defend
29: Delay
30: Deny
31: Depart
32: Deposit
33: Destroy
34: Dispute
35: Disrupt
36: Distrust
37: Divide
38: Drop
39: Easy
40: Energize
41: Escape
42: Expose
43: Fail
44: Fight
45: Flee
46: Free
47: Guide
48: Harm
49: Heal
50: Hinder
51: Imitate
52: Imprison
53: Increase
54: Indulge
55: Inform
56: Inquire
57: Inspect
58: Invade
59: Leave
60: Lure
61: Misuse
62: Move
63: Neglect
64: Observe
65: Open
66: Oppose
67: Overthrow
68: Praise
69: Proceed
70: Protect
71: Punish
72: Pursue
73: Recruit
74: Refuse
75: Release
76: Relinquish
77: Repair
78: Repulse
79: Return
80: Reward
81: Ruin
82: Separate
83: Start
84: Stop
85: Strange
86: Struggle
87: Succeed
88: Support
89: Suppress
90: Take
91: Threaten
92: Transform
93: Trap
94: Travel
95: Triumph
96: Truce
97: Trust
98: Use
99: Usurp
100: Waste

ACTION 2

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

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

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

DESCRIPTOR 2

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

MEANING TABLES: ELEMENTS

ADVENTURE TONE

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

ALIEN SPECIES DESCRIPTORS

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

ANIMAL ACTIONS

1:	Abandon
2:	Abnormal
3:	Aggressive
4:	Angry
5:	Anxious
6:	Assist
7:	Attack
8:	Befriend
9:	Bestow
10:	Bizarre
11:	Bold
12:	Break
13:	Busy
14:	Calm
15:	Careful
16:	Careless
17:	Cautious
18:	Ceaseless
19:	Change
20:	Combative
21:	Curious
22:	Dangerous
23:	Deliberate
24:	Disinterested
25:	Disrupt
26:	Distracted
27:	Dominate
28:	Energetic
29:	Excited
30:	Exotic
31:	Familiar
32:	Fearful
33:	Feeble
34:	Ferocious
35:	Fierce
36:	Fight
37:	Flee
38:	Follow
39:	Food
40:	Frantic
41:	Friendship
42:	Frightening
43:	Generous
44:	Gentle
45:	Graceful
46:	Harm
47:	Hasty
48:	Helpful
49:	Helpless
50:	Hungry
51:	Hunt
52:	Ignore
53:	Imitate
54:	Implore
55:	Imprison
56:	Inspect
57:	Intense
58:	Irritating
59:	Juvenile
60:	Lazy
61:	Leave
62:	Lethal
63:	Loud
64:	Loyal
65:	Messy
66:	Mistrust
67:	Move
68:	Mundane
69:	Mysterious
70:	Natural
71:	Neglect
72:	Normal
73:	Observe
74:	Odd
75:	Oppose
76:	Playful
77:	Protect
78:	Pursue
79:	Quiet
80:	Reassuring
81:	Release
82:	Return
83:	Scary
84:	Simple
85:	Slow
86:	Strange
87:	Struggle
88:	Swift
89:	Tactics
90:	Take
91:	Threatening
92:	Tranquil
93:	Transform
94:	Trick
95:	Trust
96:	Violent
97:	Warn
98:	Waste
99:	Wild
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
2: Abuse
3: Aggressive
4: Agree
5: Ally
6: Ambush
7: Amuse
8: Anger
9: Antagonize
10: Anxious
11: Assist
12: Attack
13: Betray
14: Block
15: Bold
16: Brave
17: Break
18: Calm
19: Careless
20: Carry
21: Cautious
22: Celebrate
23: Change
24: Charge
25: Communicate
26: Compete
27: Control
28: Crazy
29: Cruel
30: Damage
31: Deceive
32: Defend
33: Defiant
34: Delay
35: Disrupt
36: Divide
37: Dominate
38: Energetic
39: Enthusiastic
40: Expectation
41: Fearful
42: Ferocious
43: Fierce
44: Fight
45: Flee
46: Frantic
47: Free
48: Frightening
49: Harm
50: Harsh
51: Hasty
52: Hide
53: Imitate
54: Imprison
55: Kill
56: Lead
57: Lethal
58: Liberty
59: Lie
60: Loud
61: Loyal
62: Magic
63: Mechanical
64: Mighty
65: Military
66: Mock
67: Move
68: Mysterious
69: Normal
70: Odd
71: Open
72: Oppose
73: Pain
74: Path
75: Prepare
76: Punish
77: Pursue
78: Rough
79: Rude
80: Ruin
81: Ruthless
82: Simple
83: Slow
84: Spy
85: Stop
86: Strange
87: Struggle
88: Suppress
89: Swift
90: Take
91: Technology
92: Threaten
93: Trick
94: Truce
95: Usurp
96: Vehicle
97: Vengeance
98: Waste
99: Weapon
100: Withdraw

CHARACTER ACTIONS, GENERAL

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

CHARACTER APPEARANCE

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

MEANING TABLES: ELEMENTS

CHARACTER BACKGROUND

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

CHARACTER CONVERSATIONS

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

CHARACTER DESCRIPTORS

1: Abnormal
2: Active
3: Adventurous
4: Aggressive
5: Agreeable
6: Ally
7: Ancient
8: Angry
9: Anxious
10: Armed
11: Aromatic
12: Arrogant
13: Attractive
14: Awkward
15: Beautiful
16: Bizarre
17: Bleak
18: Bold
19: Brave
20: Busy
21: Calm
22: Capable
23: Careful
24: Careless
25: Caring
26: Cautious
27: Cheerful
28: Classy
29: Clean
30: Clumsy
31: Colorful
32: Combative
33: Commanding
34: Common
35: Competitive
36: Confident
37: Crazy
38: Curious
39: Dangerous
40: Different
41: Difficult
42: Dirty
43: Disagreeable
44: Disciplined
45: Educated
46: Elegant
47: Erratic
48: Exotic
49: Fancy
50: Fast
51: Foul
52: Frightened
53: Gentle
54: Harmful
55: Helpful
56: Heroic
57: Humorous
58: Hurt
59: Ignorant
60: Impulsive
61: Inept
62: Informative
63: Intelligent
64: Interesting
65: Intimidating
66: Intrusive
67: Large
68: Loud
69: Meek
70: Naive
71: Old
72: Passive
73: Polite
74: Poor
75: Powerful
76: Powerless
77: Primitive
78: Principled
79: Quiet
80: Respectful
81: Rough
82: Rude
83: Simple
84: Skilled
85: Slow
86: Small
87: Sneaky
88: Sophisticated
89: Strange
90: Strong
91: Supportive
92: Surprising
93: Sweet
94: Trained
95: Uniformed
96: Unusual
97: Weak
98: Wealthy
99: Wild
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
2:	Activity
3:	Adventure
4:	Adversity
5:	Advice
6:	Allies
7:	Anger
8:	Bestow
9:	Betray
10:	Bizarre
11:	Bleak
12:	Business
13:	Care
14:	Colorful
15:	Communicate
16:	Conflict
17:	Creepy
18:	Damaged
19:	Danger
20:	Death
21:	Deceive
22:	Defiant
23:	Dispute
24:	Divide
25:	Emotions
26:	Enemies
27:	Environment
28:	Evil
29:	Expose
30:	Failure
31:	Fame
32:	Fear
33:	Fight
34:	Frantic
35:	Free
36:	Friendship
37:	Goals
38:	Good
39:	Guide
40:	Harm
41:	Help
42:	Helpful
43:	Hidden
44:	Hope
45:	Horrible
46:	Important
47:	Information
48:	Innocent
49:	Instruction
50:	Intrigues
51:	Language
52:	Leadership
53:	Legal
54:	Legend
55:	Liberty
56:	Lies
57:	Lost
58:	Love
59:	Malice
60:	Messy
61:	Misfortune
62:	Mistrust
63:	Move
64:	Mundane
65:	Mysterious
66:	Neglect
67:	Normal
68:	Obscured
69:	Official
70:	Old
71:	Oppose
72:	Partial
73:	Passion
74:	Plans
75:	Possessions
76:	Power
77:	Propose
78:	Punish
79:	Pursue
80:	Rare
81:	Reassuring
82:	Recipient
83:	Reveal
84:	Riches
85:	Riddle
86:	Rumor
87:	Secret
88:	Start
89:	Stop
90:	Strange
91:	Struggle
92:	Success
93:	Tension
94:	Threaten
95:	Truce
96:	Trust
97:	Unknown
98:	Vengeance
99:	Violence
100:	Warning

CURSES

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

DOMICILE DESCRIPTORS

1:	Abandoned
2:	Activity
3:	Animal
4:	Aromatic
5:	Art
6:	Average
7:	Beautiful
8:	Bizarre
9:	Bleak
10:	Busy
11:	Classy
12:	Clean
13:	Cluttered
14:	Cold
15:	Colorful
16:	Comfort
17:	Common
18:	Cramped
19:	Creepy
20:	Crowded
21:	Customized
22:	Cute
23:	Damaged
24:	Dangerous
25:	Dark
26:	Desolate
27:	Different
28:	Dirty
29:	Disagreeable
30:	Drab
31:	Dull
32:	Empty
33:	Enormous
34:	Expected
35:	Extravagant
36:	Faded
37:	Fancy
38:	Festive
39:	Food
40:	Frightening
41:	Full
42:	Home
43:	Investment
44:	Inviting
45:	Lacking
46:	Large
47:	Lavish
48:	Less
49:	Light
50:	Loud
51:	Magnificent
52:	Mechanical
53:	Messy
54:	Modern
55:	Mundane
56:	Mysterious
57:	Natural
58:	Neat
59:	Neglected
60:	Nondescript
61:	Normal
62:	Occupied
63:	Odd
64:	Open
65:	Oppressive
66:	Opulent
67:	Organized
68:	Plants
69:	Poor
70:	Portal
71:	Possessions
72:	Private
73:	Protection
74:	Quaint
75:	Reassuring
76:	Roomy
77:	Rough
78:	Ruined
79:	Rustic
80:	Scary
81:	Secure
82:	Security
83:	Simple
84:	Sleep
85:	Small
86:	Smelly
87:	Sparse
88:	Storage
89:	Strange
90:	Temporary
91:	Thoughtful
92:	Tidy
93:	Tools
94:	Tranquil
95:	Upgrade
96:	Utilitarian
97:	Valuables
98:	View
99:	Warm
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
2: Alien
3: Ancient
4: Angelic
5: Angry
6: Animal
7: Art
8: Assist
9: Attract
10: Beautiful
11: Bestow
12: Betray
13: Bizarre
14: Capricious
15: Colorful
16: Combat
17: Communicate
18: Conflict
19: Control
20: Corruption
21: Cosmic
22: Create
23: Creepy
24: Cruel
25: Cult
26: Dangerous
27: Dark
28: Death
29: Deceit
30: Destroyer
31: Disgusting
32: Dominate
33: Dreams
34: Elements
35: Emotions
36: Enemies
37: Energy
38: Enormous
39: Evil
40: Feminine
41: Fallen
42: Fear
43: Fertility
44: Festive
45: Fire
46: Frightening
47: Generous
48: Gentle
49: Gifts
50: Glorious
51: Good
52: Guide
53: Harm
54: Harsh
55: Heal
56: Humanoid
57: Illness
58: Imprison
59: Increase
60: Jealous
61: Justice
62: Knowledge
63: Liberty
64: Life
65: Light
66: Love
67: Magic
68: Majestic
69: Major
70: Malice
71: Masculine
72: Mighty
73: Military
74: Minor
75: Monstrous
76: Mundane
77: Mysterious
78: Nature
79: Night
80: Oppress
81: Pleasures
82: Power
83: Protector
84: Punish
85: Ruler
86: Sacrifice
87: Strange
88: Strong
89: Suppress
90: Threatening
91: Transform
92: Underworld
93: Violent
94: War
95: Warm
96: Water
97: Weak
98: Weapon
99: Weather
100: Worshiped

LEGENDS

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

LOCATIONS

1: Abandoned
2: Active
3: Artistic
4: Atmosphere
5: Beautiful
6: Bleak
7: Bright
8: Business
9: Calm
10: Charming
11: Clean
12: Cluttered
13: Cold
14: Colorful
15: Colorless
16: Confusing
17: Cramped
18: Creepy
19: Crude
20: Cute
21: Damaged
22: Dangerous
23: Dark
24: Delightful
25: Dirty
26: Domestic
27: Empty
28: Enclosed
29: Enormous
30: Entrance
31: Exclusive
32: Exposed
33: Extravagant
34: Familiar
35: Fancy
36: Festive
37: Foreboding
38: Fortunate
39: Fragrant
40: Frantic
41: Frightening
42: Full
43: Harmful
44: Helpful
45: Horrible
46: Important
47: Impressive
48: Inactive
49: Intense
50: Intriguing
51: Lively
52: Lonely
53: Long
54: Loud
55: Meaningful
56: Messy
57: Mobile
58: Modern
59: Mundane
60: Mysterious
61: Natural
62: New
63: Occupied
64: Odd
65: Official
66: Old
67: Open
68: Peaceful
69: Personal
70: Plain
71: Portal
72: Protected
73: Protection
74: Purposeful
75: Quiet
76: Reassuring
77: Remote
78: Resourceful
79: Ruined
80: Rustic
81: Safe
82: Services
83: Simple
84: Small
85: Spacious
86: Storage
87: Strange
88: Stylish
89: Suspicious
90: Tall
91: Threatening
92: Tranquil
93: Unexpected
94: Unpleasant
95: Unusual
96: Useful
97: Warm
98: Warning
99: Watery
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
2: Allies
3: Anger
4: Bestow
5: Betray
6: Bizarre
7: Block
8: Break
9: Bureaucracy
10: Cautious
11: Change
12: Commerce
13: Compromise
14: Conflict
15: Connections
16: Control
17: Create
18: Crisis
19: Cruel
20: Dangerous
21: Death
22: Deceit
23: Defeat
24: Defiant
25: Disrupt
26: Enemies
27: Extravagant
28: Faded
29: Fame
30: Family
31: Headquarters
32: Heirloom
33: Hero
34: History
35: Home
36: Important
37: Imprison
38: Increase
39: Information
40: Intrigue
41: Investment
42: Land
43: Large
44: Leadership
45: Legal
46: Leverage
47: Liberty
48: Love
49: Loyal
50: Magnificent
51: Malice
52: Mighty
53: Military
54: Misfortune
55: Move
56: Mysterious
57: Neglect
58: Old
59: Oppose
60: Oppress
61: Overthrow
62: Passion
63: Peace
64: Persecute
65: Plans
66: Politics
67: Possessions
68: Powerful
69: Public
70: Refuse
71: Release
72: Remarkable
73: Return
74: Riches
75: Royalty
76: Ruthless
77: Secret
78: Security
79: Servant
80: Spy
81: Strange
82: Strong
83: Struggle
84: Succession
85: Suffering
86: Suppress
87: Tactics
88: Tension
89: Travel
90: Trust
91: Usurp
92: Valuable
93: Vengeance
94: Victory
95: Violence
96: War
97: Weak
98: Wealth
99: Weapon
100: Young

OBJECTS

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

PLOT TWISTS

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

MEANING TABLES: ELEMENTS

POWERS

1: Absorb
2: Adversity
3: Alter
4: Animate
5: Assist
6: Attach
7: Attack
8: Block
9: Body
10: Change
11: Chemical
12: Cold
13: Colorful
14: Combat
15: Combine
16: Communicate
17: Control
18: Cosmetic
19: Create
20: Creature
21: Damage
22: Dark
23: Death
24: Deceive
25: Defense
26: Delay
27: Destroy
28: Detect
29: Dimensions
30: Diminish
31: Disrupt
32: Distance
33: Dominate
34: Duplicate
35: Electricity
36: Elements
37: Emission
38: Emotion
39: Enemies
40: Energy
41: Enhance
42: Environment
43: Explosion
44: Extra
45: Fire
46: Flight
47: Free
48: Friend
49: Harm
50: Heal
51: Heat
52: Help
53: Hide
54: Illusion
55: Imbue
56: Immunity
57: Increase
58: Information
59: Life
60: Light
61: Limb
62: Limited
63: Location
64: Magic
65: Major
66: Manipulate
67: Matter
68: Mental
69: Minor
70: Natural
71: Nature
72: Object
73: Others
74: Physical
75: Plants
76: Poison
77: Power
78: Protect
79: Radius
80: Ranged
81: Reflect
82: Repel
83: Resistance
84: Reveal
85: Self
86: Sense
87: Skill
88: Spirit
89: Stealth
90: Strange
91: Summon
92: Switch
93: Take
94: Technology
95: Time
96: Transform
97: Trap
98: Travel
99: Weapon
100: Weather

SCAVENGING RESULTS

1: Abundance
2: Activity
3: Adversity
4: Allies
5: Animal
6: Art
7: Barrier
8: Beauty
9: Bizarre
10: Bleak
11: Broken
12: Clean
13: Clothes
14: Comfort
15: Communicate
16: Competition
17: Concealment
18: Conflict
19: Container
20: Control
21: Crisis
22: Damaged
23: Danger
24: Death
25: Dirty
26: Disagreeable
27: Disgusting
28: Dispute
29: Drink
30: Elements
31: Empty
32: Enemies
33: Energy
34: Extravagance
35: Failure
36: Fear
37: Fight
38: Food
39: Fresh
40: Friendship
41: Fuel
42: Good
43: Health
44: Helpful
45: Hope
46: Important
47: Information
48: Joy
49: Large
50: Lavish
51: Lean
52: Less
53: Lethal
54: Mechanical
55: Medicinal
56: Messy
57: Misfortune
58: Mundane
59: Mysterious
60: Nature
61: New
62: Normal
63: Odd
64: Official
65: Old
66: Open
67: Opposition
68: Pain
69: Peace
70: Pleasures
71: Portal
72: Possessions
73: Protection
74: Reassuring
75: Repairable
76: Rotten
77: Rough
78: Ruined
79: Scary
80: Shelter
81: Simple
82: Small
83: Smelly
84: Strange
85: Struggle
86: Success
87: Supply
88: Technology
89: Tool
90: Travel
91: Triumph
92: Trouble
93: Useless
94: Valuable
95: Vehicle
96: Victory
97: Violence
98: Warm
99: Waste
100: Weapon

SMELLS

1: Acrid
2: Animal
3: Antiseptic
4: Aromatic
5: Artificial
6: Attractive
7: Bad
8: Bizarre
9: Burnt
10: Chemical
11: Clean
12: Comforting
13: Cooking
14: Decrepit
15: Delicious
16: Delightful
17: Dirty
18: Disagreeable
19: Disgusting
20: Dry
21: Dull
22: Earthy
23: Electrical
24: Evocative
25: Faded
26: Faint
27: Familiar
28: Fetid
29: Fishy
30: Floral
31: Food
32: Foul
33: Fragrant
34: Fresh
35: Fruity
36: Funky
37: Good
38: Grassy
39: Gratifying
40: Heady
41: Heavy
42: Herbal
43: Horrible
44: Humid
45: Industrial
46: Interesting
47: Intoxicating
48: Irritating
49: Lacking
50: Laden
51: Malodorous
52: Meaningful
53: Medicinal
54: Metallic
55: Mildew
56: Moist
57: Mossy
58: Musky
59: Musty
60: Mysterious
61: Natural
62: Nature
63: Nauseating
64: Normal
65: Odd
66: Odorless
67: Offensive
68: Overpowering
69: Perfumed
70: Pleasurable
71: Powerful
72: Pungent
73: Punishing
74: Putrid
75: Rancid
76: Reassuring
77: Reek
78: Rich
79: Ripe
80: Rot
81: Rotten
82: Savory
83: Smelly
84: Smokey
85: Sour
86: Stagnant
87: Stale
88: Stench
89: Stinging
90: Strange
91: Strong
92: Stuffy
93: Sulphuric
94: Sweet
95: Warm
96: Waste
97: Watery
98: Weak
99: Weather
100: Woody

MEANING TABLES: ELEMENTS

SOUNDS

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

SPELL EFFECTS

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

STARSHIP DESCRIPTORS

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

MEANING TABLES: ELEMENTS

TERRAIN DESCRIPTORS

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

UNDEAD DESCRIPTORS

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

VISIONS & DREAMS

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

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? ❑					DID A FLASHPOINT HAPPEN? ❑				
11	12	13	14	15 CONCLUSION					

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? ❑					DID A FLASHPOINT HAPPEN? ❑				
11	12	13	14	15 FLASHPOINT+2	16	17	18	19	20 CONCLUSION
DID A FLASHPOINT HAPPEN? ❑									

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

EVENT	TRIGGER	KEYED SCENE
	COUNT	

EVENT	TRIGGER	KEYED SCENE

EVENT	TRIGGER	KEYED SCENE
	COUNT	

EVENT	TRIGGER	KEYED SCENE

ADVENTURE FEATURES LIST

-	1-2	CHOOSE	1
1-2	3-4	CHOOSE	2
	5-6	CHOOSE	3
	7-8	CHOOSE	4
	9-10	CHOOSE	5
d4	1-2	CHOOSE	6
3-4	3-4	CHOOSE	7
	5-6	CHOOSE	8
	7-8	CHOOSE	9
	9-10	CHOOSE	10
d6	1-2	CHOOSE	11
5-6	3-4	CHOOSE	12
	5-6	CHOOSE	13
	7-8	CHOOSE	14
	9-10	CHOOSE	15
d8	1-2	CHOOSE	16
7-8	3-4	CHOOSE	17
	5-6	CHOOSE	18
	7-8	CHOOSE	19
	9-10	CHOOSE	20
d10	1-2	CHOOSE	21
9-10	3-4	CHOOSE	22
	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	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 Interrupt, make a Turning Point.
LISTS	» 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.





Thank You Mythicist Patrons!

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