



## MYSTIC

a simple, story driven, GMless, solo capable pen and paper rpg!

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### WHAT YOU NEED:

- pen(cil)
- paper
- 1 6 sided dice (d6)
- 1 10 sided dice (d10)
- your imagination!

### FIRST STEPS:

first off, who ARE you?! There are, 4 skills in Mystic. You have 10 skill points to spend, but each skill can only have a maximum of 5 points spent on it. The skills are:

Strength (str)  
Range (rng)  
Magic (mgk)  
Agility (agl)

a sample warrior player might be as follows:

str: 4  
rng: 1  
mgk: 1  
agl: 4

$$4+1+1+4=10$$

### COOL! IM ALIVE! WHAT NEXT?

What do you live for?! Why are you in this existence? In other words... what, is your quest? Are you trying to slay a dragon? Or are you attempting to find the welder which would fix your power generator in the zombie apocalypse? Whatever it is, state your quest.

### START ASKING QUESTIONS!

The first thing you should do is ask questions. Simple yes or no questions would work best to start, and the answers will come in the form of your six sided die (d6)

- 1: no, and..
- 2: no
- 3: no, but..
- 4: yes, but..
- 5: yes
- 6: yes, and..

questions in text are denoted with the “q:” prefix

so a small example when your first beginning to find the dragon could be:

q: do the people in town know of this dragon?

The resulting answer would give you your answer!

## ACTION ROLLS

action rolls are actions you are taking with your skills. For the success of an action, roll a 10 sided dice (d10) to determine the success of the outcome. If the roll, plus the skill you are rolling with add together to make 10 or more, it is determined as successful, if less than ten, unsuccessful. They are denoted with “a: (skill)” if the action is successful, something good happens, and if unsuccessful, something bad. As an example:

a: (agl) being quick witted, I attempt to convince the townspeople to tell me where the dragon is

Then proceed to roll 1d10 and answer accordingly

Notice, agility (agl) is being used here to convince townspeople. Some may say this requires a charismatic skill, however, in Mystic, if you can provide a reason you are using a skill to roll your question, it is viable and applicable to use that skill. Similarly to how magic can do things such as conjure up a key that will fit in the door, but must roll for its success... or how you can do a strength roll to punch the door down, or rng to blow it down with your gun/bow or even agility speeding so fast that you blow right through it.

On a d10, there is sometimes noted a “0” in which case, this must be interpreted as 10.

## A SMALL EXAMPLE GAME

CHAR: Ranchard, the great (and totally handsome) warrior

str: 4

rng: 1

mgk: 1

agl: 4

quest: you arrive in the Winterlands inn, in search of the red dragon, whome sits upon the glory and riches you seek.

q: is the innkeeper in?

3:no, but, you hear a band of three near the hearthfire speaking of 'the fabled one'

q: asking the band of three, if 'the fabled one' is the red dragon?

5:they answer yes, 'the fabled one' is the red dragon! how stupid can you be. obvious idiot!

q: to band of three, do you know where the fabled one is?

4: yes, but... why should we help you! BAHABA!

a: (str) i grab them by the wrist, 'TAKE ME TO THE FABLED ONE OR LOSE YOUR ARM SIR!'

1: he smacks you in the face leaving you dazed.... they walk away and wont talk to you anymore!

a: (agl) i follow them to see where they go, unnoticed

2: they notice you! and rough you up! they run away in different directions and you cant follow which way any of them went!

q: is there anyone else in the inn that knows of 'the fabled one'?

4: yes, but... after seeing how demanding you are, everyone is reluctant to help...

q: does the town drunk now of where the fabled one is?

6:yes, and... hes already drunk!

a: (str) i flaunt my strength in hopes he will take me to the red dragon!

10! the town drunk is so excited and happy someone has come to save him from his own drunken self.. i mean... the dragon

har har har! he takes you to a cave, where the dragon clearly lays as there are gold coins about and surely more inside!

q: can i see clearly in this cave?

1:no, and, the dragons breath comes towards you, and you run away in short order! without your own flame, this is futile!

q: do i steal a log on fire from the winterlands inn's hearthfire?

5:yes

a: (str) with lighting in the cave, i swing my mighty sword at the fabled one who sits upon the riches i seek!

1: the dragon swipes at your sword and it falls to the ground, you are now unarmed!

q: do i pick up the sword before the dragon gets ahold of it?!

no, and... the dragon breaths such intensely hot fire upon the sword that the sword melts completely into a useless puddle of molten metal.

a: (str) i swing my mighty log of fire wood, which again, is also my light source, at the fabled one!

1: the dragon bites at my log of fire wood and sizzle out the flame! it is blindingly dark!

a: (agl) i run as quickly as i can in the direction in which i came

4: i run into the wall, fall over dazed... the dragon begins throwing flames at me!