

# Free Will

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Free Will is an interactive framework to use with the Mythic GME.

Unlike another drivers, which are rigid and the scenes are established before the game begins, Free Will allows the player to guide the story by choosing which kind of scenes will happen next.

It is system aseptic, thus player can use any rpg system and idea generator.

Free Will is based on the flow of three scores:

- Opponent Points (from now on, OP):

These points represent how threatening and strong is becoming the force against whom the Protagonist is fighting, no matter if it's a person, an organization or even a natural disaster.

- Protagonist Points (from now on, PP):

These points represent how prepared is getting the Protagonist to defeat the Opponent at the Conflict scene.

- Setting Points (from now on, SP):

These points represent how detailed is the ambientation or knowledge about the NPCs. they might look irrelevant, but they ultimately enrich the story, help growing the Protagonist and help finishing the story.

As usual in Mythic GME, the player will be noting down the Chaos Factor, the Genre and the NPC list. Also, the player will keep the score of the Opponent Points, Protagonist Points and Setting Points. Alongside with numbering the Scenes, he will choose which kind of them will be played according to the success and exits from the previous ones.

The first scene is the Beginning, when OP, PP and SP are 0 (in a neutral situation, more about this later).

The penultimate scene is the Conflict, which happens whenever OP, PP or SP are 4.

And the last scene is the Ending, which has no OP, PP and SP scoring, but serves to close the story by telling the consequences of the final conflict.

At the Beginning scene, the player describes the situation and the involvement of the Protagonist.

The score of OP, PP and SP is 0, unless the player wants an initial situation where the Opponent or the Protagonist has some advantage, in that case the favourite one begins at 1.

After that, the player proceeds to the Square.

The Square is not a scene. It's just a point for the player to take a look to the different scenes playable according to the score of OP, PP and SP as long as each one of them is 3 or lesser.

Once those scores are updated, the player checks which are the triggerable scenes (Research, Tension and Walk are always choosable).

When a new scene is begun, the player describes the goal to attain during it, and plays the scene as usual with the chosen rpg system and the Mythic GME.

When the scene is finished, the player decides if the goal has been attained (pass) or not (fail). According to the kind of scene and its result, the score of OP, PP and SP will be updated differently.

There are three kind of scenes that must be played at least once during the game:

Research, Tension and Walk.

Whenever OP, PP or SP become 4, the player proceeds to play the Conflict scene, unless any of the three basic scenes hasn't been played yet, in that case the lacking one will be the very next scene.

OP, PP and SP are not stored among games.

## List of scenes

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This is the list of all the different scenes in alphabetical order.

When a scene can be chosen is explained first, later the goal to obtain during the scene, and finally how the outcome of the scene updates OP, PP and SP.

### **Beginning**

Choose situation:

- Neutral, nor Protagonist neither Opponent has the advantage: OP = 0, PP = 0, and SP = 0
- Protagonist begins in a good situation: OP = 0, PP = 1, and SP = 0
- Protagonist begins in a bad situation: OP = 1, PP = 0, and SP = 0

The player describes the situation and the involvement of the Protagonist.

Next scene: Square

## Change

Playable if  $OP \geq PP+2$

Must be played if  $PP \geq OP+3$

Goal: The story is somehow altered (place, mood, who's hunting whom, ...)

Results:

- Fail:  $OP +1$  and  $SP +1$

- Pass:  $PP +1$  and  $SP +1$

Next: Square

## Conflict

Must be played when  $OP \geq 4$ ,  $PP \geq 4$ , or  $SP \geq 4$  and the three basic scenes have already been played.

The player subtracts the score that reached 4 to its opposite. ( $PP - OP$ , or  $OP - PP$ ). Whoever has a positive score, gets the edge in the final conflict among them.

The player describes how the Protagonist and the Opposition finally match each other. The situation will be advantageous for whoever got 4 points first. Maybe he attacks by surprise, or simply has the initiative, or chooses the battleground, ... The bigger the result of the subtraction ( $PP-OP$ , or  $OP-PP$ ), the bigger the advantage.

Note: In the usual systems I play it's as easy as scaling the Pass/Fail cycle (HQ2) or granting Aspects (FATE) in benefit of whoever got 4 points first.

Goal: The final confrontation between the Protagonist and the Opponent takes place here.

Next scene: Ending

## Ending

Playable only after the Conflict.

Goal: To tell the consequences of the conflict and summarize how the goal of the story has been obtained (or not).

## Relax

Playable only if  $PP \geq OP+2$ , or if  $OP \geq PP+2$

Goal: Since the rival has got too advantageous, the other side tries to calm down the situation. Or since one side got a big advantage, he feels confident and takes a break that the other side might exploit.

Results:

- Fail: OP become 1 and PP become 0
- Pass: OP become 0 and PP become 1

Next: Square

## Research

Must be played at least once during the game.

Goal: To obtain knowledge about the setting, the Opponent or the Protagonist when it is related to the goal of the main story.

Results:

- Fail: OP +1
- Pass: PP +1

Next: Square

(If 2 Research scenes are played in a row, then the next scene will be Tension)

## Rest

Playable only once per game.

Goal: The protagonist gets comforted, healed or involved in any action not related with the main story.

Result: It doesn't matter if the Protagonist passes or fails, in any case OP +1

Next: Square

## Revelation

Playable only if  $SP \geq 2$

Goal: Due to previously obtained knowledge about the setting, the Protagonist may get further knowledge about the Opponent

Results:

- Fail: OP +2 and SP become 0

- Pass: PP +2 and SP become 0

Next: Square

## **Risk**

Playable only once per game.

This is a more profitable/dangerous scene than Tension

Goal: The Protagonist incurs in a risky situation in order to get advantage on the Opponent, this means that there might be a face-to-face between the Protagonist and the Opponent, but it won't be the conclusive challenge.

Results:

- Fail: OP +2

- Pass: PP +2

Next: Square

## **Square**

Proceed here as long as  $OP \leq 3$ ,  $PP \leq 3$ , or  $SP \leq 3$

Basic scenes (They are always choosable, and they must be played at least once during the game):

- Research

- Tension

- Walk

Triggerable scenes:

- Change (If  $OP \geq PP+2$ ) (Must be played if  $PP \geq OP+3$ )

- Conflict (If  $OP \geq 4$ ,  $PP \geq 4$ , or  $SP \geq 4$ )

- Relax (If  $PP \geq OP+2$ , or  $OP \geq PP+2$ )

- Rest (Only once per game)

- Revelation (If  $SP \geq 2$ )

- Risk (Only once per game)

## **Tension**

Must be played at least once during the game.

Risk is a more hazardous scene than Tension

Goal: To match the opponent in order to diminish its power, this means that there might be a face-to-face between the Protagonist and the Opponent, but it won't be the conclusive challenge.

Results:

- Fail: OP +1 and SP +1

- Pass: PP +1 and SP +1

Next: Square

(If 2 Tension scenes are played in a row, then the next scene will be Walk)

## Walk

Must be played at least once during the game.

Goal: To explore the setting, interact with NPCs or detail the Protagonist in anything not related with the main story.

Result: SP +1 (It doesn't matter if the Protagonist passes or fails)

Next: Square

(If 2 Walk scenes are played in a row, then the next scene will be Research)

*I would like to thank the attention, suggestions and criticism this draft received in the Mythic GME Yahoo list, specially amadarasz621.*

*Also, I fully allow everybody to modify Free Will.*

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