# Mythic Variations II

**NEW RULES VARIATIONS TO POWER YOUR MYTHIC ADVENTURES**

**BY TANA PIGEON**

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**by Tana Pigeon**
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"Change is inevitable.
Change is constant."

*Benjamin Disraeli*

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# Introduction

I'm going to assume anyone who bought this book has also purchased at least one previous Mythic book and is familiar with the Game Master emulation rules presented there. The original red cover Mythic book came out in 2003, followed in 2006 with the blue covered Mythic Game Master Emulator book, which presented the emulation rules from the original book with all of the additional role playing material stripped out. I did this because, over the course of the three years between the two books, one thing had become obvious: players liked the emulation rules. With the blue edition, Mythic officially became all about Game Master emulation.

Mythic Variations came out a year later, in 2007, embellishing some of the core rules from Mythic GM Emulator with additional variations to add more color to your Mythic adventures.

Here we are now, in 2017, with Mythic Variations II, and in some ways I feel like this book brings Mythic back around almost full circle. While Variations II is packed with new and different ways to play a Mythic adventure, it's more than that. Mythic Variations II presents a new approach to running a Mythic adventure that is both completely familiar to the rules of the 2003 and 2007 books, but also very different. In Mythic the Fate Chart is supreme and is where most of the important Questions are answered. Additional tables, such as the Meaning Tables and the new Focus Tables from the Variations book, add more meat to the bones, but rolling on the Fate Chart is still the beating heart of Mythic.

Mythic Variations II changes things, if you like. There is no longer just one kind of Question to be asked (or two Questions, if you're using the Complex Questions rules from Variations), but five Questions to cover different circumstances. These are now presented as five different kinds of Checks you can make, and any Question imaginable can be applied to one or more of the Checks.

The Fate Roll is still in there as a Fate Check, and it's still the most important Check you're going to make, but it's not the only one and not always even the most relevant to a given Question. Here are the five Checks and what they are for:

- **FATE CHECK:** To answer any Yes/No Question, exactly as was done with the Fate Chart except now without the chart. This roll is influenced by the perceived odds and by the Chaos Factor and will give you a Yes or No response, Exceptional responses, and Random Events.
- **DETAIL CHECK:** This is used to answer any plain language Question and it replaces the Complex Question from Variations. Odds do not factor into this roll, but it is influenced by the Chaos Factor (whereas the previous Complex Question was not).
- **EVENT CHECK:** This Check is to determine an event that is happening, has happened, or will happen. It replaces the Random Event roll from original Mythic, with only slight modifications. It is now used to determine any Event including Random Events, Scene Interrupts, and adventure Questions about Events.
- **BEHAVIOR CHECK:** This Check is to determine the specific actions of NPCs on a round-to-round or as needed basis. It is rolled to determine an NPC's behavior.
- **STATISTIC CHECK:** This Check is used to determine game statistics for NPCs and other crunchy elements of your adventure. Those who use the Creature Crafter book will recognize the Statistic Check as a slightly modified version of the Potency Role.

Any conceivable Question a Player may have for Mythic can be answered by one or more of the above Checks. For instance …

- » *"Does the hero hit the orc with his sword?"*: Fate Check.
- » *"What kind of soldier is the approaching army primarily composed of?"*: Detail Check.
- » *"How many hit points does the alien have?"*: Statistic Check.
- » *"I ask the dying man who burned down the village. What does he say?"*: Behavior Check or Detail Check.
- » *"We ask the witness what caused the devastation to the mall, what does he say happened?"*: Event Check, Detail Check, or Behavior Check.
- » *"I rolled a Scene Interrupt to this Scene. What happens?"*: Event Check.
- » *"I tell the villain to put down his weapon and surrender. What does he do?"*: Behavior Check or Detail Check.
- » *"How does our adventure begin?"*: Event Check or Detail Check.
- » *"How much damage does the robot's eye beams cause?"*: Statistic Check.

I'm sure you're getting the picture. It's both very much the same, but also different, to how Mythic traditionally operates. Most of the Checks have tables associated with them to determine the results, although the Fate Check is the simplest Check without any tables to consult besides some easy to

remember modifiers. This is a big change from Mythic and is intended to speed up gameplay as Fate Rolls are still the central game mechanic.

There is no law that says you must use all of these Checks. This book is, after all, a Variations book, so feel free to use any or all of the above rules and plug them in to your Mythic game. Maybe you like the Fate Chart but would love to have an NPC behavior emulator, so you add the Behavior Check to your game. Maybe you like all of the Checks except for the Statistic Check. It's all up to you.

As with all things Mythic, these rules are tools that you can pick and choose from. Hopefully you'll find something here that you like, and that makes your Mythic adventures run more smoothly and with more color.

Happy gaming!

Tana Pigeon
December 2, 2017

# Fate Check

The Fate Chart is the mainstay of Mythic role-playing. It is the heart of the question/answering system, the cerebral cortex of a virtual artificial intelligence that guides the course of your adventures. It is the Alpha and the Omega.

So let's blow it up!

Here is a system for generating answers to your Fate Questions without using a chart, only dice. The results of this approach closely mirror the odds gathered from the Fate Chart, but without having to refer to anything other than the dice themselves. To distinguish this from making a Fate Roll on the Fate Chart, we're going to call this a Fate Check.

Here's what you need to make it happen: three ten-sided dice. A pair of those dice will be rolled and added together to achieve a base Yes/No response to your Question in a simple "match or beat the number" approach. The third d10 is your Chaos Die, and will determine if an Exceptional result occurs, if a Random Event happens, or both.

Although this is a different method for deriving an answer to your Yes/No Questions, the end results are treated the same: take your answer and interpret it in a way that makes the most sense given the context of the given situation. We won't go into interpreting results in this book since it is covered extensively in the core Mythic and Mythic Game Master Emulator books.

## Roll 'Em!

To make it all work, ask your Yes/No Fate Question and roll all three dice. I recommend a Chaos Factor die with a distinctive color so you can separate it easily from the other two. This is not a d100 roll, but 2d10 combined.

The target number is 11. A total result of less than 11 gives a "No" answer, a result of 11 or more gives a "Yes" answer.

The die roll is adjusted based on the perceived Odds of the Question, to give a bonus or penalty. The Fate Check Modifiers Table breaks down how the Odds affect your roll results. The Odds descriptors mirror those from original Mythic, with Likely/Unlikely, Very Likely/Very Unlikely, etc. The Odds are chosen just as they are in original Mythic, using a common language estimation of what you think the probability of the answer to your Question being a Yes. Applying no modifiers to the die roll is equivalent to the odds being 50/50 or you are so unsure of the Odds that you don't want to take a guess.

The Odds you have chosen will apply a modifier to the die roll from between -8 to +8. So, a Fate Check Question with No Way odds would have the combined 2d10 die roll modified by -6, while a Very Likely Fate Check would be modified upward by +4.

In practice, it would look something like this: Aaron's character is searching a tomb he has plundered, and he wants to know if there is any treasure in the chamber. He asks, "Do I see any obvious loot in here?" Being that the tomb is the grave of an ancient king and very few have broken in as deeply as he has, he gives the Odds on his Question being a Yes as Very Likely, giving him a +4 modifier to his 2d10 roll against the target number of 11. If the circumstances had been different, such as the tomb was well known and had been plundered many times before, he might figure the odds as No Way and given himself a -6 modifier instead.

## Fate Check Modifiers

| ODDS | ROLL MODIFIER |
|------|---------------|
| 50/50 OR UNSURE | NONE |
| LIKELY / UNLIKELY | +2 / -2 |
| VERY LIKELY / VERY UNLIKELY | +4 / -4 |
| SURE THING / NO WAY | +6 / -6 |
| HAS TO BE / IMPOSSIBLE | +8 / -8 |
| CHAOS FACTOR | |
| CF 3 | -/+2 TOWARD FAVORABLE |
| CF 4-5 | 0 |
| CF 6 | -/+2 TOWARD UNFAVORABLE |

## Chaos Factor

The Chaos Factor works a little differently with a Fate Roll than it does in original Mythic. The Chaos Factor begins play at a default value of 4 and, as it adjusts throughout the Adventure, it cannot drop below 3 or rise above 6. The Chaos Factor always remains from 3 to 6.

Adjusting the Chaos Factor is the same as in regular Mythic play: if a Scene was out of control for the Player Characters, give the CF a +1 (to a maximum of 6) and if the Player Characters ended the Scene in control then give the CF a -1 (to a minimum of 3).

This gives the Chaos Factor a more narrow range than previously but it will keep the results it produces closely in line with the same Odds for generating a Yes/No result, Exceptional results, and Random Events as generated by the original Fate Chart.

The Chaos Factor comes into play with a Fate Check in two ways: by potentially modifying the die result of the Fate Check, and by allowing for Exceptional and Random Event results.

If the Chaos Factor is at either extreme, a value of 3 (low Chaos, generally favoring the Player Characters) or a value of 6 (high Chaos, generally working against the Player Characters), then it will impact the results of the Fate Check. If the Chaos Factor is at 3, the lowest degree of Chaos, then the Fate Check die roll is modified by +2 or - 2 in the direction that most favors the Player Character asking the Question.

Low Chaos usually means events are working in the Player Character's direction, so you will have to determine which Fate Check result, a Yes or a No, is most favorable to the Player Character. If a Yes is the best answer, then a CF value of 3 would give a +2 modifier, if a No answer is best, then a -2 modifier would be applied.

The same is done when the Chaos Factor is at its highest, at 6, when events are most unfavorable to the Player Characters. Here the Fate Check roll is modified at +2 or - 2 against the Player Characters, whichever would hurt them most.

In our example of Aaron the Tomb Robber, if the Chaos Factor was at 3, he would apply a +2 modifier to his Question about loot, since a Yes answer would be best for his Player Character, and he'd give a -2 modifier if the Chaos Factor were at 6. This is one way in which the Chaos Factor can alter the narrative of the story, where seemingly unlikely events are more likely to happen because the story is swinging heavily for or against the Characters at that point.

Keep in mind that, as with original Mythic, the Chaos Factor is still used during Scene Setup to determine if the Setup proceeds as expected, is Altered, or is Interrupted. With a more narrow range of values, from 3 to 6 instead of 1 to 9, slightly more Scenes will begin as expected under these rules. As a rule variant to keep the results more in line with original Mythic, when rolling for a Scene Setup you can use a d8 instead of a D10. However, even though the CF is limited to a maximum of 6 instead of 9, it's balanced by being unable to drop below 3. In the long run, the Chaos Factor's influence on Scene Setups is much the same as with standard Mythic.

# Exceptional Results And Random Events

Just as with unaltered Mythic, the Chaos Factor can influence whether the Fate Check produces an Exceptional result or triggers a Random Event.

When rolling the three dice for a Fate Check, if the result of the Chaos Die is equal to or less than the Chaos Factor, then a possible Exceptional Result and/or Random Event is generated. If both of the numbers on the Fate Dice are odd numbers (1, 3, 5, 7, 9), and the Chaos Die is within the range of the Chaos Factor, then an Exceptional Yes/No has resulted; Exceptional Yes if the result of the Fate Check is Yes and Exceptional No if the result of the Fate Check is No. If both numbers on the Fate Dice are even numbers (2, 4, 6, 8, 10) and the Chaos Die is within range of the Chaos Factor, then a Random Event happens in addition to the typical Yes/No result of the Fate Roll. If the same number is generated on both Fate Dice (double 1s, double 2s, etc.) and the Chaos Die is within the range of the Chaos Factor, then both an Exceptional Yes/No and a Random Event happen ... things just got interesting!

## Fate Check Chaos Results

| WHEN THE CHAOS DIE IS ROLLED WITHIN THE CHAOS FACTOR AND THE FATE DICE ... | THE FATE CHECK RESULT INCLUDES ... |
|---|---|
| NUMBERS ARE BOTH ODD | EXCEPTIONAL |
| NUMBERS ARE BOTH EVEN | RANDOM EVENT |
| NUMBERS ARE THE SAME | EXCEPTIONAL AND RANDOM EVENT |

# Fate Check Example

Let's put the Fate Check into action and see what we get! For this example, the Player Character is a crime fighting, street level superhero who has been skulking through the big city at night seeking clues as to who is turning civic leaders into statues. The Chaos Factor is 6 (our hero, Nightman, has had a string of bad luck lately and is hoping to catch a break in this Scene).

We will pick up with our hero investigating the sewers beneath an abandoned wax manufacturing factory. He is following up on a clue he discovered in the previous Scene, hoping to find the secret to the villain's ability to turn people into stone.

"Does the sewer look pretty much like I would expect it to look?" Nightman's Player asks, deciding that the Odds are Very Likely (+4) for a Yes. He rolls 3d10 (2d10 for the Fate Dice and 1d10 for the Chaos Die). His results: 7 and 6 for the Fate Dice and 4 for the Chaos Die. Since the Chaos Factor is high, at 6, he has to modify the Fate Roll by 2 points toward an Unfavorable Result. The Player decides that the more unfavorable answer to his Question is "Yes", since Nightman wants to find something unusual to help his investigation, so he adds the 2 points to his result for a total of 19 (7+6+4+2). Since his total is 11 or higher, the answer is "Yes".

The Chaos Die came up 4, within the Chaos Factor range (6), but since the Fate Roll was a 7 and a 6, there are no additional results (both numbers were not odd or even, nor were they the same number.)

The Player interprets the results this way: "The sewer is dank, dark, and smelly, just as one would expect of a sewer tunnel beneath a major city. There is a shallow river of muck in the center, with narrow stone shelves along the side where you can walk without sloshing through the grime."

Nightman proceeds with caution through the tunnel, keeping his ears and eyes open for trouble. After a while, the Player asks, "Does Nightman hear anything unusual?" deciding that the Odds of a Yes are Unlikely (-2); after all, despite his suspicions about the sewer, it has so far proven itself to be a normal sewer. The Fate Check die results are: 2 and 5, and 7. The high Chaos Factor influences the Fate Check to disfavor Nightman, and since he is hoping to hear something unusual, a No answer would work against him, making this modifier a -2. The total Fate Check is 3 (2+5-2-2), so a No. The Chaos Die result was outside the range of the Chaos Factor, although nothing special would have happened even if it had been within range given the results of the Fate Dice.

The Player interprets the roll like this: "Nightman hears only the occasional drip of water and the squeak of rats as they scuttle away from his flashlight."

Nightman is investigating the sewer because a small time thug he questioned claimed a new villainous boss in town was holed up in them beneath the wax factory. Clearly, if a villain was lairing down there, he would keep his operation hidden. Nightman pulls out one of his devices, a motion sensor, and proceeds through the sewer tunnels sweeping for motion and secret entrances behind the walls.

The player asks, "Do I find anything unusual?"

Since he already knows there's a new villain in town due to the crimes, and the information from his informant seemed relatively solid, the Player decides the Odds of a Yes to this Question are Very Likely. He rolls 10 and 2, and 3 for a result of (10+2+4-2) 14, for a Yes. The Player decided that, given the high Chaos Factor, an Unfavorable Result would be a No since Nightman wants to find the villain's lair which gave a -2 modifier to the roll. A 3 was rolled on the Chaos Die, and even numbers were generated on both of the Fate Dice, which means a Random Event occurs, which calls for an Event Check (we'll cover those in Chapter 3).

The Player resolves the Event Check, doing so before he interprets what the Yes means, then ends up with the following interpretation: "Nightman's sensor detects part of the stone wall is false, with a passage beyond it. He presses his hand to the wall, and it swings inward with a grinding sound. As he peers into the darkness, a nozzle above the door suddenly fires a spray at him. Sleeping gas! Nightman staggers backward, his head dizzy from the effects as he struggles to maintain consciousness."

As Nightman struggles against the effects of the gas, the Player thinks to ask, "Do any bad guys show up in response to the triggered trap?" He figures the Odds are Very Likely, and rolls 7 and 3, and a Chaos Die of 1. An Unfavorable Result here would be a Yes, giving a +2 modifier. The total generated is 7+3+4+2 for 16. The Chaos Die rolled within the Chaos Factor range, and both numbers of the Fate Dice are odd, which means the Yes result is an Exceptional Yes.

The Player interprets it like this: "As Nightman's vision begins to fade, a bestial figure with claws, fangs, and a tail emerges from behind the door. 'I see you have found my lair, Nightman. Welcome!' It's the villain the hero has been seeking! Too bad the tables have turned as The Rat takes him prisoner ..."

# Detail Check

Complex Questions were introduced in Variations to provide a way to ask plain, non-Yes/No Questions and to get an answer. It's a very simple mechanic that is divorced from the weight of Odds present in Fate Questions and was provided to give color and detail to Adventures when Odds were less relevant and a specific answer was needed without resorting to making multiple Yes/No Question rolls.

The Detail Check replaces Complex Questions with a game mechanic that focuses the answer within a specific context and is somewhat weighted by the Chaos Factor. The Detail Check is asked and used in exactly the same was as a Complex Question is, but the answer is generated differently.

Complex Questions are answered by rolling on the Event Meaning Tables, just as you would to give more meaning to the result of an Event Focus Table, such as for a Random Event or a Scene Interrupt. Detail Checks are answered by rolling on the Detail Check Table, rolling 2d10.

The Detail Check Table will deliver a result narrowing the answer within the context of four things: what the answer favors, disfavors, focuses on, or what emotion it evokes.

- » **FAVORS:** The answer to the Question "favors" a Player Character, a Non-Player Character, or a Thread. "Favors" means the answer will either help or it is somehow alike to the PC, NPC, or Thread. For instance, the answer to a Question of "What does the merchant look like?" that comes up Favors NPC may be interpreted in a way where the merchant looks similar to that NPC in some way or perhaps is the same profession or wearing the same kind of uniform.
- » **DISFAVORS:** The answer to the Question "disfavors" a Player Character, a Non-Player Character, or a Thread. This is the opposite of Favors, delivering a result that runs somehow in opposition to the PC, NPC, or Thread.
- » **FOCUS:** The answer to the Question focuses on a particular Player Character, Non-Player Character, or Thread. This is the middle ground of Favors and Disfavors, since this answer isn't necessarily good or bad; it just means the answer has something to do with the PC, NPC, or Thread.
- » **EMOTION:** There are six emotions listed on the Detail Check Table - Anger, Sadness, Fear, Courage, Happiness, and Calm. An Emotion result means the answer to the Question will evoke that emotion from the Player

Character that the Question originates from or most pertains to. This doesn't have to be a blatant emotional association, it can be subtle. For instance, if the Question is, "What does the merchant have in his bag?" and the result is Happiness when the PC most associated with the Question is hungry, maybe the answer is interpreted as "He has fresh apples in his bag."

The Detail Check is modified by the current Chaos Factor if the CF is at either extreme, 3 or 6. A CF of 3 provides a +2 roll modifier to the Detail Check Table while a CF of 6 provides a roll modifier of -2. High rolls on the Detail Check Table generally produce results more favorable to the Player Characters while low rolls produce less favorable results.

The initial roll to answer a Detail Check Question on the Detail Check Table may give you all you need to answer the Question. As with all things Mythic, you apply the result to the Question and the context of the situation, and interpret the most logical answer. For instance, Ragnar the Barbarian slays the troglodyte and opens the creature's treasure chest, asking, "What's in it?" The Detail Check produces, Courage, so the answer is interpreted as, "Ragnar draws from the chest a glowing blade of fine craftsmanship, the steel clearly magical and ready to slay."

## When To Go The Extra Step: Meaning Tables

Sometimes the result on the Detail Check Table told you just enough to tell you where to turn your attention, but not enough to readily answer the Question. In this case, roll on one of the sets of Meaning Tables, either Description or Action Tables (found at the end of this chapter) to give you additional detail to add in with the result of the Detail Check Table. Use the Description Meaning Tables if the Detail Check Question is about what something or someone looks like, and the Action Meaning Tables to answer a Question about actions, such as what an NPC does or what happens when a trap is sprung.

These are the same Meaning Tables that are also used for Behavior Checks and Event Checks (covered later) to give more detail to an answer that is too ambiguous. The Meaning Tables in Mythic Variations II work the same as in standard Mythic, by rolling 1d100 on each of two tables and combining the two words together then interpreting their meaning within the context of the Question and the adventure.

## Detail Check Table

| | |
|---|---|
| -4 | ANGER |
| 5 | SADNESS |
| 6 | FEAR |
| 7 | DISFAVORS THREAD |
| 8 | DISFAVORS PC |
| 9 | FOCUS NPC |
| 10 | FAVORS NPC |
| 11 | FOCUS PC |
| 12 | DISFAVORS NPC |
| 13 | FOCUS THREAD |
| 14 | FAVORS PC |
| 15 | FAVOR THREAD |
| 16 | COURAGE |
| 17 | HAPPINESS |
| 18+ | CALM |

## Detail Check Modifiers

| CHAOS FACTOR | ROLL MODIFIER |
|---|---|
| 3 | +2 |
| 4-5 | 0 |
| 6 | -2 |

## When To Make A Detail Check

As with Complex Questions, a Detail Check can be made whenever a plain language Question is asked, such as, "What's he armed with?", "What's in the chest?", "How many life signs is the derelict spacecraft showing?" This is also the Check to go to when you want a description of something, such as, "What does the monster look like?", "How is the woman dressed?", "How lavish is the palace?"

As stated in the Introduction, a Question may have overlap with other Checks and there may be confusion of whether to answer the Question using a Detail Check or something else. For instance, if the Question is, "What does the vampire do?", this could be answered with a Detail Check or a Behavior

Check. You are free to use any of the Checks that apply to the Question, since they all answer the Question in their own way. However, one or the other Check may be more pertinent. For instance, generally Behavior Checks are better at sussing out NPC actions than Detail Checks are because Behavior Checks take more identity details into account that are specifically relevant to behavior. However, you may find in the moment that a Detail Check would answer your Question faster. Maybe the NPC is less important, or you're not particular about getting a more nuanced response to this Question, so a Detail Check will do. Behavior Checks also tend to take more time and are more useful when strung together round after round; if you just need a single action from an NPC the Detail Check may be the better way to go.

There is no hard and fast rule to which Check you should use. As you become more comfortable using Detail, Fate, Event, and Behavior Checks you'll get more accustomed to choosing which one is most comfortable for you when asking certain Questions.

## What Does It All Mean?!?

Let's run through the Detail Check results and take a closer look at what they mean. After this section will be a lot of examples to show these results in practice.

» **FOCUS NPC:** The answer to this Question centers around an NPC on the NPC List. If there is more than one then randomly determine which one. It doesn't necessarily mean that anything directly happens to that NPC, or that the NPC is even directly involved in the answer to the Question, it just means that the answer has something to do with that NPC. For instance, let's say we have a merry band of elves marching through a dark wood, working with a wizard in a far off tower who sent them to retrieve an artifact but warned them of the Guardian of the Wood. One of the Players asks the Detail Question, "We enter the woods carefully, senses alert, and explore, looking for signs of the temple where the artifact is held. What do we find?" If the answer was Focus NPC and they randomly determined that NPC to be the wizard, they might decide that the Guardian whom the wizard warned them of appears. The Focus results distinguish themselves from the Favors and Disfavors results in the sense that the answer doesn't necessarily have to lean toward or away from the subject. As in our example here, the answer was about something the wizard said, that has no implication on the wizard in a positive or negative way. A Focus result can be negative or positive, it can be anything as long as it pertains to the Focus, but you don't initially bend it in that direction like you do the Favors and Disfavors results.

» **FOCUS PC:** This works the same as the Focus NPC result, except it pertains to a random Player Character.

» **FOCUS THREAD:** This works in the same way as the Focus NPC result, except pertaining to a randomly determined Thread. Since Threads are the goals that the PCs are pursuing, the Focus Thread result will often be a piece of information about the Thread or a reminder of the Thread. This isn't a Favors or Disfavors result, however, so you should lean toward results that pertain to the Thread without directly aiding or hindering its achievement. Following with our example above with the elves searching the woods for a temple containing an artifact, a Focus Thread result may indicate they come upon a stone carving in the woods, a totem left by the makers of the temple. This doesn't help or hinder the PCs in achieving the Thread, but it pertains to the Thread.

» **FAVORS NPC:** The answer to this Question pertains to a randomly determined NPC on the Character List in a favorable way. "Favors" can be something that directly aids that NPC to the result being alike to the NPC. For instance, if the Question is, "What does the demon coming at us look like?" and the result was Favors NPC, you may decide that the demon looks like a type of demon that the NPC has killed before or has some knowledge of, it could be a monster just like the NPC if the NPC is a monster, it could share some visual characteristics, it could look like a type of demon that the Character has a special tool to kill, etc. In some way, the answer has a favorable link to the NPC.

» **FAVORS PC:** This works the same way as the Favors NPC result, except it pertains to a random Player Character.

» **FAVORS THREAD:** This works the same way as Favors NPC, but in relation to a randomly determined Thread. The answer to this Question will likely result in the PCs taking a step closer to completing the Thread in question, if not give them the opportunity to achieve it right then. Or, it may simply have something in common with the Thread.

» **DISFAVORS NPC:** If there is more than one NPC on your List, then randomly determine which NPC this refers to. As with the above results, this Disfavors the NPC in the most obvious way. For instance, if the Question is, "My superhero character encounters a robot guardian. What weapon does it attack with?" and the NPC generated is another superhero character accompanying the PC who has a weakness to fire, the player may interpret this to mean the Player Character and her companion are attacked by a robot with a built in flame-thrower.

» **DISFAVORS PC:** The answer to this Question works against a random Player Character. The disfavorable outcome should be the most obvious that springs to mind, interpreted within the context of the story and the PC involved. For instance, if the Question was, "What's in the room?" the most likely disfavorable outcome may be a monster that attacks the PC.

» **DISFAVORS THREAD:** If there is more than one Thread, randomly determine which Thread this result Disfavors. The answer to your Question will be the most obvious result that works against that Thread goal. For instance, if the Question was, "The captain checks the computer logs on the spacecraft, what does it say happened to it?" and the Thread is, "Locate the space pirate Commander Cune and bring him in," the players may interpret this result to mean the ship they are exploring was attacked by Cune and he acquired more fuel from it, meaning he is further away from them now than they had thought.

» **ANGER:** The answer is something that causes anger in the PC most directly involved with the Question. The degree of anger is up to you, whatever seems most appropriate, ranging from discovering that an ally is actually working for an enemy to being upset that the barrista failed to put whipped cream on your caramel macchiato (okay, not that I personally experienced this today and it's coloring my judgement here).

» **SADNESS:** The answer is something that causes sadness in the Player Character most directly involved with the Question. As with anger and the other emotions, "sadness" can be interpreted widely, from the grief of discovering a dear friend has died to losing an object they wanted.

» **FEAR:** The answer is something that causes fear in the PC most directly involved. This may be the most easily

interpreted emotion in the table as many things can cause fear, from an opponent drawing their weapon and attacking to hearing a dread knocking sound in the dead of night. As with all of the results in the Detail Check Table, if an immediate and obvious answer doesn't spring to mind then roll on either the Description or Action Meaning Tables for clarification.

» **CALM:** The answer to this Question makes the PC most directly involved with the Question calm in some way. This is the opposite of the Anger result. "Calm" can be anything that produces peace or lessens a currently tense situation. As with the other emotions, the affects can range widely. Maybe a storm that is rocking a ship they're traveling in ends, or a monster they thought would attack stands down.

» **HAPPINESS:** The answer to this Detail Check makes the PC most directly related to the Question happy in some way. This is the opposite of the Sad result. As with the other emotions, Happiness can range widely from discovering that a friend thought dead is still alive to getting your hands on a beer after a long, tiring journey.

» **COURAGE:** This is another emotion result, the flip side to Fear. As with the other emotions, this one pertains to the PC most directly related to the Question being asked. The result should be something that bolsters the PC's courage, such as the sudden appearance of an ally army or the discovery of a useful weapon.

# The Big List Of Examples

As promised, here are examples of each result of the Detail Check Table in action. Although Detail Checks can be formed as any Question at all, they will often take the general form of one of four types: descriptions, events, NPC actions, and querying about what exists in the scene. These cover types of Questions like, "What does the monster look like?", "What happened to the tower?", "What does the police officer do?", "What's in the trunk of the man's car?", etc.

We're going to go with a single example scenario and look at four different Questions and how each of them might be answered by every result in the Detail Check Table. For our example scenario, it's a modern age adventure of magic and monster hunting. The Player Character is tracking down a vampire in New York City who has been victimizing fans of a particular rock band. The PC, Victor Mulgrew, is a former FBI agent gone rogue to track and kill monsters. He is aware that the vampire is associated with a larger clan operating in the city. He doesn't know why they are focusing on the fans of the band, which play a variety of clubs in New York. Victor's Thread List includes, "Track down the headquarters of the vampire clan," and "Identify the vampire or vampires doing the killings and stop them." His Character List includes all the types of NPCs you would expect him to have encountered so far, including a vampire, various band fans he's questioned, members of the band itself, another hunter in the city whom Victor has met but who refuses to work with Victor, a police detective who is beginning to suspect the truth, and an old nemesis, a witch, who has been making threats against Victor and may show up at some point.

Our example Questions will take place in the context of Victor investigating a decrepit basement apartment in a seedy part of town. In his investigations, Victor discovered that the lead singer of the band was secretly renting this space. Suspecting that the band leader may be the vampire he seeks,

Victor has broken into the basement apartment and is now exploring it. In the course of the search, the Player Character asks Fate Check Questions and learns that there's a back room where something evil happened, and that the lead singer is, in fact, a vampire and confronts Victor in the apartment while he searches. The Player uses Detail Check Questions to flesh out the results of her Fate Check Questions and to get more details about the apartment.

Some of the interpretations in the list of examples are the same across multiple results. For instance, in the Detail Check Question of "What does the apartment look like?" the Disfavors PC and Disfavors Thread results have the same interpretation. It's not important that every result lead to a different interpretation, just that every result lead to the most logical and meaningful interpretation.

As you go through the list and see the results, you may have interpretations in your mind that you think are more appropriate. As with all things in Mythic, we lead with the interpretations that make the most sense to us at the moment, which can vary widely. It's not important that an interpretation be "correct" in the sense that it matches completely with the result of the Detail Check Table, what's important is that the table result inspires an interpretation that makes sense to you.

As stated earlier, if the Detail Check roll result does not produce an interpretation that is clear, then roll again on either the Description or Action Meaning Tables for further clarification. For instance, with the Question, "What appears to have happened in the back room?" and you get the result Disfavors PC: Victor Milgrew, if that doesn't conjure up an easy interpretation, and a roll on the Action Meaning Table results in "Procrastinate Riches", you may interpret this to mean that this is a strategizing room but it lays out a strategy for taking down a large number of victims in one place at one time, including Victor himself.

## Victor Milgrew Detail Check Question Examples

| | QUESTION: "What does the apartment look like?" | QUESTION: "What kind of weapons are in the apartment?" | QUESTION: "What appears to have happened in the back room?" | QUESTION: "What does the vampire do?" |
|---|---|---|---|---|
| **FOCUS NPC:** The Witch | Since the witch is an old school Stygian witch, the apartment is dirty and in shambles, much like an urban version of the bogs she usually resides in. | The are a few knives on top of a dresser, they look old and scratched but still sharp; the kind of weapons the witch would use. | Since the witch is most feared for her human sacrifices, the PC decides this means there are bodies of vampire victims in this room, the feeding room. | The witch is given to setting nasty traps and monologueing when she gloats, so the PC decides the vampire taunts Victor while springing a trap. |
| **FOCUS PC:** Victor Milgrew | Victor is a cultured man who likes fine things. The apartment is nice and full of interesting stuff. | There is a Glock handgun sitting on a table, the kind of handgun Victor is familiar with. | There is a wall with news clippings of the killings, and photos of Victor himself. Someone has been tracking him as he tracks vampires. | Victor is there to kill vampires, so the vampire is there to kill Victor. |
| **FOCUS THREAD:** Identify vampires | The apartment is in shambles, with pieces of clothing and people's belongings … the remnants of past victims. The place looks like what one would expect from the lair of vampires. | There are no visible weapons in the apartment. The PC chose this answer as, given their physical abilities, vampires don't need weapons. | The back room is a feeding room, where a couple of dead bodies lay heaped against a wall. | He goes all "vampire" on Victor: baring his teeth, hissing ferally, and attacking. |
| **FAVORS NPC:** Police detective | The place looks like a treasure trove of evidence. With all the personal belongings scattered about, easily linked back to the victims who are missing, it is everything needed to identify the killers. | There is a standard handgun on top of a table, the kind of gun the detective uses and is familiar with. | The back room is clearly a kill room, with implements of death and the body of one of the missing people the police are searching for. | The vampire looks angry and wounded. He appears to have had a bad run in with someone else before returning to the apartment and finding Victor. |
| **FAVORS PC:** Victor Milgrew | Victor has found what he's looking for … just one glance at the place, with the belongings of victims and the smell of death tells him this is the lair of a vampire. | There is a Glock handgun sitting on a table, the kind of handgun Victor is familiar with. There's also ample ammunition in the drawer beneath it. | It is a kill room for vampires, clearly. Victor has found one of their nests. | The vampire is in the kill room, busy with something on the table, his back to Victor and his attention diverted. |
| **FAVORS THREAD:** Identify vampires | Victor has found what he's looking for … just one glance at the place tells him this is the lair of a vampire. Clearly, the lead singer is a vampire himself. | There are no visible weapons in the apartment. The PC chose this answer as, given their physical abilities, vampires don't need weapons. | It is a kill room for vampires, clearly. Victor has found one of their nests. He was right all along about the band leader. | He monologues about how he uses the band to find victims among his audience. He lets Victor know that every member of the band is a vampire, they are the clan. |
| **DISFAVORS NPC:** Band fans | The place looks like an ordinary apartment, except for the body of a young man wearing the band t-shirt slumped against the couch. | There are bloody clothes on the floor and what looks like a ceremonial blood-letting knife. | The room is a kill room, with implements of murder and a pair of bodies, people in their late teens or early 20s, resting on a table. | The vampire is in the process of killing a young victim. |
| **DISFAVORS PC:** Victor Milgrew | The place is a normally furnished apartment, the kind of place anyone would live in. | There is a sword leaning against the wall, a weapon Victor is unfamiliar with using. It looks sharp. | It looks like a strategizing room, with maps and plans written out. There are photos of Victor; they've been tracking him. | The vampire attacks Victor. |
| **DISFAVORS THREAD:** Track headquarters | The place is a normally furnished apartment, the kind of place anyone would live in. | There is no weaponry visible in the apartment. | This is a kill room, but it's small, clearly for the use of a single vampire. Although this apartment is a nest, it is not the headquarters Victor seeks. | The vampire reveals this is his private hideaway, but the clan has a larger headquarters elsewhere. |
| **ANGER** | The place is a wreck, and there are the belongings of victims all over the place, including a locket from one of the victims that Victor had hoped to save. | There are bloody clothes on the floor and what looks like a ceremonial blood-letting knife. | The room is a kill room, and there on the table is the body of a young woman whom Victor has assured earlier that he would keep her safe. | The vampire mocks Victor, taunting him for letting so many people die. |
| **SADNESS** | The apartment is littered with the belongings of victims, and one victim is laying slumped dead in the corner. Victor thought he had saved that girl … | There are bloody clothes on the floor and what looks like a ceremonial knife. A bloody, dismembered finger lays on wax paper beside it. | The room is a kill room, and there on the table is the body of a young woman whom Victor has assured earlier that he would keep her safe. She is mutilated and appeared to have died badly. | The vampire announces that he has killed, earlier in the evening, the girl Victor was trying to protect. |
| **FEAR** | The place is a mess and it reeks of death. The lights don't seem to be working, and did a floorboard just creak? | There is a cutlery board in the kitchen with various knives sticking out of the wood, point first. The knives are bloody, as if recently used. | The room is a horror, a kill room with bloody instruments, chains hanging from the ceiling, and a lonely single lightbulb throwing shadows around. | The vampire shuts off the lights, plunging the apartment into complete darkness, and proceeds to stalk and torment Victor. |
| **CALM** | The place is a normally furnished apartment, the kind of place anyone would live in. No sign of danger here. | Victor's own gun was nearly out of bullets, but he finds a stash of rounds that will fit his gun. | The room looks like it might have been a former kill room, but it is cleaned and vacated now. Whatever horrors once happened here have been discontinued. | The vampire wants to talk, he doesn't want to fight. |
| **HAPPINESS** | The apartment is nice. In fact, it's exactly the kind of place Victor himself might want to live in. Whoever lives here has excellent taste. | Victor is almost out of bullets and practically unarmed, but there's a nice, shiny, fully loaded shotgun for the taking. | The place is a kill room, there is a large cage in the corner. In that cage is a girl he had assured he would protect. She's still alive and turns to him with wide eyes. | The vampire is remorseful, he detests his undead existence. As Victor watches, the vampire destroys itself. |
| **COURAGE** | The place is a normally furnished apartment, the kind of place anyone would live in. No sign of danger here. | Victor is almost out of bullets and practically unarmed, but there's a nice, shiny, fully loaded shotgun for the taking. | It's a kill room, but not for humans. There is the decapitated body of a vampire on the table. There is division among the vampires, Victor can use this … | The vampire says he wants to turn against his clan. He will help Victor. |

## MEANING TABLES: DESCRIPTIONS

### DESCRIPTOR 1

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

### DESCRIPTOR 2

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

## MEANING TABLES: ACTIONS

### ACTION 1

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1: | Attainment | 21: | Release | 41: | Expose | 61: | Oppress | 81: | Excitement |
| 2: | Starting | 22: | Befriend | 42: | Haggle | 62: | Inspect | 82: | Activity |
| 3: | Neglect | 23: | Judge | 43: | Imprison | 63: | Ambush | 83: | Assist |
| 4: | Fight | 24: | Desert | 44: | Release | 64: | Spy | 84: | Care |
| 5: | Recruit | 25: | Dominate | 45: | Celebrate | 65: | Attach | 85: | Negligence |
| 6: | Triumph | 26: | Procrastinate | 46: | Develop | 66: | Carry | 86: | Passion |
| 7: | Violate | 27: | Praise | 47: | Travel | 67: | Open | 87: | Work |
| 8: | Oppose | 28: | Separate | 48: | Block | 68: | Carelessness | 88: | Control |
| 9: | Malice | 29: | Take | 49: | Harm | 69: | Ruin | 89: | Attract |
| 10: | Communicate | 30: | Break | 50: | Debase | 70: | Extravagance | 90: | Failure |
| 11: | Persecute | 31: | Heal | 51: | Overindulge | 71: | Trick | 91: | Pursue |
| 12: | Increase | 32: | Delay | 52: | Adjourn | 72: | Arrive | 92: | Vengeance |
| 13: | Decrease | 33: | Stop | 53: | Adversity | 73: | Propose | 93: | Proceedings |
| 14: | Abandon | 34: | Lie | 54: | Kill | 74: | Divide | 94: | Dispute |
| 15: | Gratify | 35: | Return | 55: | Disrupt | 75: | Refuse | 95: | Punish |
| 16: | Inquire | 36: | Imitate | 56: | Usurp | 76: | Mistrust | 96: | Guide |
| 17: | Antagonize | 37: | Struggle | 57: | Create | 77: | Deceive | 97: | Transform |
| 18: | Move | 38: | Inform | 58: | Betray | 78: | Cruelty | 98: | Overthrow |
| 19: | Waste | 39: | Bestow | 59: | Agree | 79: | Intolerance | 99: | Oppress |
| 20: | Truce | 40: | Postpone | 60: | Abuse | 80: | Trust | 100: | Change |

### ACTION 2

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1: | Goals | 21: | Messages | 41: | Advice | 61: | Death | 81: | Victory |
| 2: | Dreams | 22: | Energy | 42: | Plot | 62: | Disruption | 82: | Dispute |
| 3: | Environment | 23: | Balance | 43: | Competition | 63: | Power | 83: | Riches |
| 4: | Outside | 24: | Tension | 44: | Prison | 64: | Burden | 84: | Normal |
| 5: | Inside | 25: | Friendship | 45: | Illness | 65: | Intrigues | 85: | Technology |
| 6: | Reality | 26: | Physical | 46: | Food | 66: | Fears | 86: | Hope |
| 7: | Allies | 27: | Project | 47: | Attention | 67: | Ambush | 87: | Magic |
| 8: | Enemies | 28: | Pleasures | 48: | Success | 68: | Rumor | 88: | Illusions |
| 9: | Evil | 29: | Pain | 49: | Failure | 69: | Wounds | 89: | Portals |
| 10: | Good | 30: | Possessions | 50: | Travel | 70: | Extravagance | 90: | Danger |
| 11: | Emotions | 31: | Benefits | 51: | Jealousy | 71: | Representative | 91: | Weapons |
| 12: | Opposition | 32: | Plans | 52: | Dispute | 72: | Adversities | 92: | Animals |
| 13: | War | 33: | Lies | 53: | Home | 73: | Opulence | 93: | Weather |
| 14: | Peace | 34: | Expectations | 54: | Investment | 74: | Liberty | 94: | Elements |
| 15: | Innocent | 35: | Legal | 55: | Suffering | 75: | Military | 95: | Nature |
| 16: | Love | 36: | Bureaucracy | 56: | Wishes | 76: | Mundane | 96: | Masses |
| 17: | Spirit | 37: | Business | 57: | Tactics | 77: | Trials | 97: | Leadership |
| 18: | Intellect | 38: | Path | 58: | Stalemate | 78: | Masses | 98: | Fame |
| 19: | Ideas | 39: | News | 59: | Randomness | 79: | Vehicle | 99: | Anger |
| 20: | Joy | 40: | Exterior | 60: | Misfortune | 80: | Art | 100: | Information |

# Event Check

Random Events are an important component of Mythic. In an adventure structure that is guided by player expectations and questions, there has to be a wrench thrown into the works sometimes to make the story take unexpected turns.

In original Mythic, those unexpected turns can be caused by Random Events that occur at the generation of each Scene or as a consequence of Fate Questions. Mythic Variations II recasts Random Events in a slightly different light. From here on, I will refer to these events as the Event Check, and point out a couple of ways it differs from the traditional Random Event.

An Event Check is one of the five Mythic Checks that can be made presented here in Mythic Variations II. Like the other Checks, this is posed as a specific kind of Question, a "what happened" Question. Event Checks always answer Questions about something that happened or is happening, whether right in front of the Player Characters or something that happened "off-camera" that the Characters are learning about.

There is not much functional difference between an Event Check and the traditional Random Event. I will go into the few differences, but the primary reason for including them in this book is to have all five Checks in one volume to reduce the need to look material up.

## When To Make An Event Check

An Event Check is made when a Fate Check results in a Random Event, the generation of a Scene results in an Interrupt, or during the course of an adventure the Players ask a Question about an event that you choose to answer with an Event Check as opposed to another Check that may also apply. As with many Mythic Questions, a "what happened" kind of Question can be answered with more than one kind of Check. A Question of, "We arrive at the throne room. What's going on?" could be answered with an Event Check or with a Detail Check. Whichever Check you choose is up to you, given how the Checks feel to you and what seems most appropriate at the moment.

## Random Events

Event Checks that are generated as Random Events from a Fate Check occur when the Chaos Die rolled comes up with a number that is within the Chaos Factor range and both numbers on the Fate Dice are even. If the Chaos Factor is 4, and a Fate Question is asked and the Chaos Die results in 3 and the Fate Dice result in a 2 and 6, then a Random Event occurs where you would ask the Event Check Question, "What happens?"

Remember that the occurrence of a Random Event when rolling for a Fate Check is independent of the answer to the Question. Maybe it got a Yes, maybe a No; either way, the Random Event is happening.

A Random Event can also happen with a Fate Check when the Chaos Die rolls within the Chaos Factor range and both of the Fate Dice come up as identical numbers. This will give you a Random Event and an Exceptional result to the Fate Question. In our example roll above, if instead of the Fate Dice coming up 2 and 6 they came up 4 and 4, and the Chaos Die was 3, then a Random Event would happen along with the Exceptional Yes or No. When both numbers are the same, they don't have to be even for the Random Event to occur. A result of 1 and 1 or 3 and 3, etc., would also generate a Random Event and an Exceptional result.

## Scene Interrupts

An Event Check might be made when a new Scene is generated and rolled against to see if the Scene happens as envisioned, or it is Altered or Interrupted. Just like a Fate Check can generate an Event Check, an even roll when testing the Scene Setup that falls within the Chaos Factor range also results in an Event Check to determine the Scene Interrupt.

With the changes presented here in Mythic Variations II, the Chaos Factor has a more narrow range than in traditional Mythic, going from 3 to 6 instead of 1 to 9. This will result in slightly fewer Interrupt Scenes as the Chaos Factor cannot go as high as 8, so rolling an 8 is not an option. However, the Chaos Factor also does not drop below 3, so a roll of 2 is always an option, balancing out the probabilities somewhat.

## Event Check Questions

The third circumstance when an Event Check is made is when, during the coarse of an Adventure, a Player asks a Question about an event. As stated before, these "what happens" Questions can be answered using either Event Checks or Detail Checks. There are some differences in how the two Checks will return answers to you.

The Event Check can take longer to roll, given that an Event Focus Table needs to be rolled against, then two Event Meaning Tables are checked. That's three rolls compared to a Detail Check's possible one roll (although sometimes a Detail Check

will also result in three rolls if the initial roll didn't give you enough information to interpret a satisfying result and you have to roll on the Meaning Tables.)

Both the Event Check and the Detail Check require interpretation on the part of the Player. Generally, a Detail Check will take longer to interpret than an Event Check because it often takes more into account.

That's how the two types of Checks differ when it comes to the speed with which to generate the answers, with Event Checks usually being a bit faster.

When it comes to results, the Event Check and the Detail Check come at the answers in a slightly different way, casting them in a different tone. The Event Check, since it starts with an Event Focus Table, takes into account the overall flavor of the Adventure that you are trying to adopt. These results tend to be story driven in the sense that they focus on moving toward and away from Threads, what Characters are doing, and special elements that you are incorporating into your adventure if you are using Themes from Mythic Variations.

Detail Check answers also address the overall story of your Adventure, but from a few different angles and without taking into account any special thematic elements that are unique to your particular Adventure.

I would not say that one Check's results are superior to another's, they are just subtly different. I could go on about the differences, but you will discover them yourself as they really boil down to a feeling.

## How To Make An Event Check

The Event Check is made exactly the same way as a traditional Mythic Random Event is generated: roll on the Event Focus Table, roll on the Event Meaning Tables. As with Random Events, your result is a combination of the context of the Adventure, the Focus, and Meaning.

Context is everything that has occurred in the Adventure so far. Just as with any Question in Mythic, the art of interpretation is based on taking what you know and applying new information to it for new results. For instance, if your Characters are spies skulking around an enemy headquarters and they have encountered numerous guards so far, an Event Check that says something dangerous happens may very likely involve the appearance of more guards.

The Event Focus is generated on the Event Focus Table, using either the Standard Event Focus Table or a custom Theme Event Focus Table from Mythic Variations or of your own creation. The result of this roll is to let you know what aspect of the Adventure this Event centers on, such as the Action of a Non-Player Character or something negative that happens to a Player Character.

The Standard Event Focus Table is presented here for your convenience, although I won't go into describing each

result as that is covered fully in the Mythic and Mythic Game Master Emulator books.

| STANDARD EVENT FOCUS TABLE | |
|---|---|
| 1-7 | REMOTE EVENT |
| 8-28 | NPC ACTION |
| 29-35 | INTRODUCE A NEW NPC |
| 36-45 | MOVE TOWARD A THREAD |
| 46-52 | MOVE AWAY FROM A THREAD |
| 53-55 | CLOSE A THREAD |
| 56-67 | PC NEGATIVE |
| 68-75 | PC POSITIVE |
| 76-83 | AMBIGUOUS EVENT |
| 84-92 | NPC NEGATIVE |
| 93-100 | NPC POSITIVE |

The results you garner from the Meaning Tables are the last bit to color and direct what you rolled on the Event Focus Table. Usually for an Event Check you will roll on the Action Event Meaning Tables. Combine the two word results to give you inspiration.

## Interpretation And The Value Of Saying "I Dunno"

How to interpret and evaluate the results of an Event Check are covered in the main Mythic books, but it bears repeating that the results of the Event Check should come to mind immediately. If they do not, if an obvious interpretation doesn't spring to mind after a few moment's thought, then you have the "I Dunno" rule to fall back on. This just means forget about it and move on; the event didn't happen if it was a Random Event or Interrupt. If you are trying to answer a "what happened here?" kind of Question, then go with the simplest and most obvious interpretation.

As with all things Mythic, the point is to let the story tell itself while using the game mechanics to nudge it along. Every once in a while you are going to hit a sticking point. Instead of banging your head against it, it's usually wiser to side step the issue and allow the story to continue. Usually as a Mythic Adventure unfolds, these sticking points become fewer and fewer and the Adventure moves smoother since you have a better idea of what is going on in the story.

# Behavior Check

Of the various Checks in this book, two are familiar to you ... the Fate Check and the Event Check ... one is a remake of the Complex Question from Mythic Variations ... the Detail Check ... and the Statistic Check (in the next chapter) is taken from the Potency Roll of the Creature Crafter book. There is one Check that is brand new to Mythic: the Behavior Check.

The specific behaviors of NPCs and how to determine them, from what Actions do they take in combat to what do they say in a conversation, has been a point of discussion and debate since Mythic first appeared more than ten years ago. Asking big picture Questions and looking for specific answers about common Questions in an Adventure are answered in a fairly straight forward manner with Mythic's Yes/No mechanic. Random Events and Interrupts are perhaps a level of abstraction deeper, but ultimately get resolved with a few new details and some interpretation. The rest of a Mythic Adventure more or less pulls itself together from the accumulated gravity of all the other details having been generated and the unfolding story itself.

But then we get to Non-Player Character actions and we arrive at a level of detail that is sometimes so fine it is unclear how to resolve it. Interpretation is simplest on larger scales, and becomes more difficult when the detail is precise, like determining what someone is saying. A Question like, "Does the orc attack?" is easy to resolve with a Fate Check. Taking it another level deeper, we could ask, "In what way does the orc attack?", which can be answered with either multiple Fate Checks or with a Detail Check. Asking what the orc does on a turn to turn basis, in response to how the Player Characters react, takes it a level deeper. Asking what the orc says once the PCs have captured him and question him goes deeper still. Try to glean some flavor from the orc's actions, a sense of personality, and now we are in the real nooks and crannies of detail where the other Checks may not be fully satisfying.

This is the purpose of the Behavior Check, to give you a Check that allows you to flesh out an NPC, not just as a collection of actions and responses but to help them come alive as a Character who will make unexpected and individual choices. The Behavior Check is designed to allow you to ask and answer any behavior related Question about an NPC, from the most basic "Does he attack?" to the more granular "What does he say?"

On the one hand the Behavior Check is unnecessary. All behavior Questions can be answered with Fate Checks and Detail Checks, and can be pulled together with interpretation. The Behavior Check exists in case you want to take the responses a step further and it works best for ongoing NPCs whose behavior may become more nuanced over time. NPCs whose Actions are determined using Behavior Checks will tend to react more consistently, and their motivations and identities will be taken more into account.

You are free, of course, to use or dismiss Behavior Checks at your discretion. It is probably most useful with important, named NPC's, although it can be used for tossaway characters also.
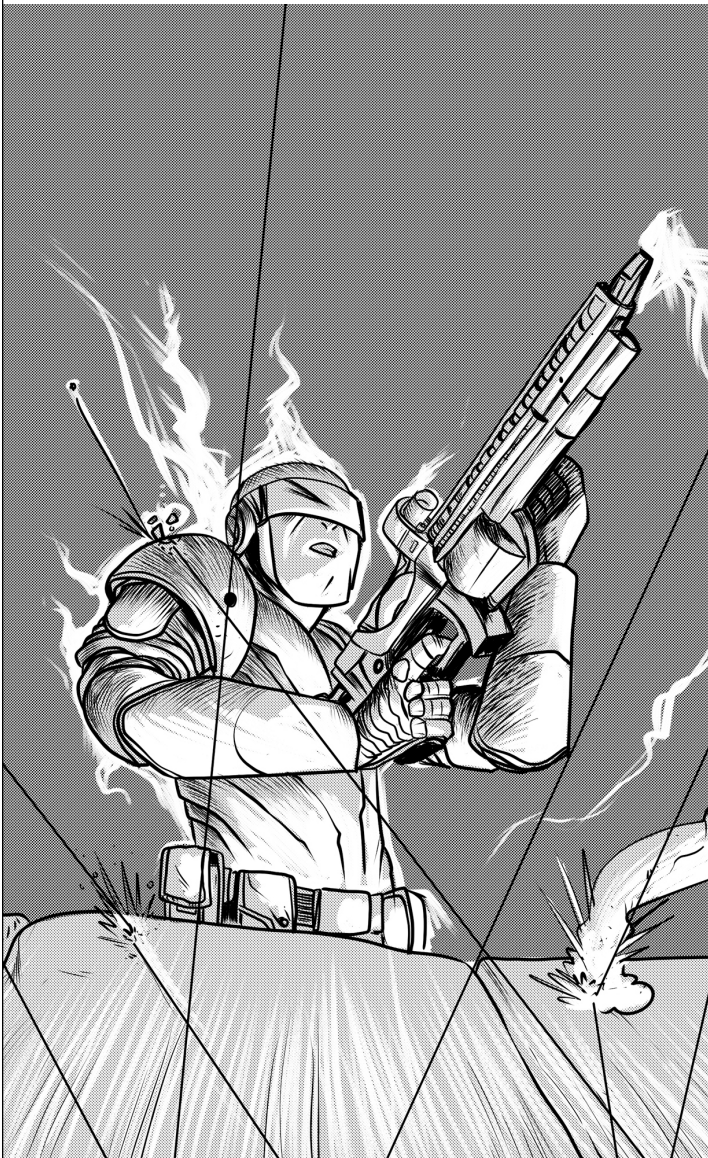
# How It Works

Behavior Checks rely on three main components: Descriptors, Disposition, and Theme. Descriptors are a collection of simple words or phrases that summarize what the NPC is all about, who she is, what her personality is like, and how she usually approaches Actions. Disposition is a single numerical score that represents the character's current level of intensity, which will have a big impact on what they do. The Theme represents what is currently going on in the Scene and usually serves to channel what the NPC's actions will focus on.

When an NPC is encountered you do not have to generate all of these bits of information at once. Descriptors can be established organically as your Characters get to know the NPC better. The Identity can also change, and may start as "unknown." Activity, likewise, can be determined on the fly. About the only thing you really need to know at the outset is the Disposition Score, and this is generated with a simple role plus a few modifiers.

This modular approach to defining an NPC will allow you to use whatever level of detail you wish when utilizing Behavior Checks. If the NPC is a beggar on the street whom PCs are asking information from, and you don't want to go to all of the effort to fully define this NPC, you may just Identify him as "Beggar," skip defining Personality and Activity, and then roll up the Disposition. Your Characters may have a short conversation with the man, using Behavior Checks to define his responses. If the conversation goes longer than expected, you may find yourself defining some of the other attributes, like Personality and Activity. Or not, that's up to you. When done, the Characters move on, never to see the beggar again, and you can discard the information you generated.

This allows you to choose the level of detail you wish when defining an NPC, which should make Behavior Checks more useful to you by letting you to simply define less important NPCs while going into more detail for more important NPCs.

# Descriptors

Every NPC can be summed up with a set of Descriptors, simple words or phrases that define who this person is. There are three Descriptors to define:

## IDENTITY

This Descriptor says who this person is, what role they fulfill, and how they are primarily seen by others. This is usually big picture stuff like "police officer" or "bartender," and is usually apparent from the start. If you don't immediately know the Identity, it's okay to leave this blank until your Characters figure it out. The Identity can also change later if the NPC assumes another role that usurps their former role. For instance, that farm hand who decided to go with you may become your wizard's assistant.

## PERSONALITY

This Descriptor gives the Character's most obvious personality trait. It could be anything from "Happy" to "Has anger management issues" to whatever you like. This should be fairly general and is used to summarize the NPC's personality overall. It doesn't mean that the Character is always exhibiting this personality, just that their personality tends to revert to this trait as a default.

## ACTIVITY

This Descriptor indicates how this Character approaches most problems or how they go about most activities. For instance, a go-getter attorney may be "Aggressive," a warrior may be "Never gives up." This is similar to the Personality Trait, but it is focused on action instead of manner. This trait does not have to coincide with Personality. For instance, an NPC's Personality may be "Jovial and joking," while his Activity is "Ferocious." Don't feel a need to force traits to play nicely together, having more varied traits creates more interesting Characters. Our jovial and ferocious NPC may be an axe-wielding dwarf who loves to play hard and fight hard, maybe making dark humor jokes as he cleaves his enemies' skulls.

Descriptors are simple ways to define who a character is, what kind of people (or non-people) they are, and how they usually go about doing the things they do. When an NPC is encountered, record their Descriptors as you figure them out (more on that further down).

Descriptors are used to help determine a Character's Disposition Score at each new encounter by applying modifiers to the die result for each Activated Descriptor. A Descriptor is considered Activated if it applies to the current situation, or the Theme. For instance, if the NPC in question is an underworld crime boss with Descriptors of: Identity - Crime boss; Personality - Confident; Activity - Patient, and the Player Characters are superheroes who are questioning him about a villain they are tracking down, they may decide that the "Crime boss" Descriptor is activated since he would likely know of this villain, but "Confident" and "Patient" don't currently play a roll so are not activated.

The situation can change (see Theme later), and the Activated Descriptors may also change. For instance, with our crime boss example, lets say the questioning session turns violent, with the crime boss pulling out a gun and trying to shoot the heroes. The Activated Descriptors now are "Crime boss" and "Confident," since he's attacking them to protect his interests and he believes he can defeat the heroes himself. With the inclusion of an additional Activated Descriptor, the crime boss's Disposition Score would get another modifier boost.

Descriptors can be determined either by simply choosing them from what you already know about the NPC, or they can

be generated randomly. Identity will often be obvious, such as the NPC is a police officer, or a super villain, or a warrior. When it's not obvious, you may go with something more vague, such as stranger, unknown man, etc.

To determine Personality and Activity randomly, use the Meaning Tables (the same ones from Chapter 2), using the Description Meaning Tables for Personality and the Action Meaning Tables for Activity. You don't have to take the results literally from the tables, instead you can infer from them what Personality or Activity trait it implies. For instance, for a Personality Descriptor, a result of "lazily important" may just be interpreted as "lazy" or perhaps "full of himself," depending on what seems to fit best to the Character.

If new information surfaces about an NPC that impacts a Descriptor then change the Descriptor. For instance, if the Player Characters meet a new NPC who is an unknown, and his Identity Descriptor was "Stranger," but later we learn the man is an undercover FBI agent, they would change the Identity Descriptor to "Undercover FBI agent."

Descriptors can also change in mid-encounter, with some results on NPC Action Table 2 calling for a random change in Personality or Activity. In these cases, it indicates that although the NPC may have a base Personality or Activity Descriptor, in the moment another Descriptor is rising to the surface and taking over as the most important. Usually this new Descriptor will be temporary, only lasting for the duration of the current Scene. How to adjudicate this is described later in this chapter under the "Changes Descriptor" heading of NPC Action Table 2.

## Disposition

The Disposition Score for a Character summarizes the Character's current degree of activity and intensity. The higher the score, generally, the more intense and energized their Actions will be. Someone with a low Disposition may not do much, or the Actions they take may be mild and not have a large impact on the Player Characters, while someone with a high Disposition is likely to take bold Actions that Player Characters will have to respond to.

Each time a Player Character interacts with an NPC, 2d10 is rolled and added together to determine the NPC's Disposition Score. If this is a new NPC, then the character's Descriptors are also determined, at least the ones that are known or you wish to know for the encounter. If the NPC is a recurring Character, then the Descriptors have likely already been determined.

Apply each Descriptor as a modifier to the Disposition Score, determining if the current situation and Theme warrants Activating the Descriptor. The modifier is either a +2 adjustment if the Descriptor would encourage a more intense Disposition, a 0 modifier if the Descriptor has no bearing on the situation (the Descriptor is not Activated), or a

-2 adjustment to the Disposition Score if the Descriptor would lower the intensity of their behavior. The net result is the NPC's starting Disposition Score for this encounter.

The Disposition Score gives the NPC a basic, current Disposition of either Passive, Moderate, Active, or Aggressive. This determines their general level of activity and intensity in whatever Actions they take. The Disposition also gives a modifier of -2, 0, +2, or +4, which is applied to rolls on NPC Action Table 2 when they come up.

| Disposition Table | |
|---|---|
| - 5 | **PASSIVE (-2):** The Character takes the softest approach to their Actions. |
| 6-10 | **MODERATE (0):** The Character acts in a moderate fashion, not too intense, not too passive. |
| 11-15 | **ACTIVE (+2):** The Character wants to make their Actions known. |
| 16+ | **AGGRESSIVE (+4):** The Character acts with the utmost urgency and intensity. |

## Theme

Theme is the term given to the current atmosphere that the NPC's Actions are taking place in. This doesn't have to be recorded but it should be kept in mind as behaviors may respond to it. For instance, if the Player Characters have approached a farmhouse in the middle of the night looking for a place to sleep, the Theme could be described as "Seeking help." If the Players are involved in a fight against orcs, the Theme might be "Combat."

Theme helps determine which Descriptors are Activated. If a Descriptor applies to the Theme, then it's Activated. For instance, if the farmer answers the door and we determine that his Descriptors are "Farmer, steadfast, hard working," and the Theme is "Seeking help," we may decide that none of the Descriptors are Activated since none of them have anything to do with giving or denying help. The Descriptors here have no impact on the Disposition Score when rolled. If the farmer's Personality Descriptor had been "charitable," however, we would Activate it since that has a bearing on helping strangers.

The Theme can change when events change, and when it does Descriptors need to be checked again to see if new ones are Activated or current ones are no longer Activated in keeping with the new Theme. When the Theme changes, the possible shuffle of Activated Descriptors may change the modifiers to the

Disposition Score. If you lose an Activated Descriptor, it takes its modifier with it (either +2 or -2), changing the Disposition Score. Likewise, if a new Descriptor is Activated, that will also impact the Disposition Score.

For instance, let's say the farmer decides to allow the Player Characters to sleep in his barn. In the middle of the night, a warband of orcs chances upon the farm and begins to assault it. The Player Characters run out to fight the orcs. The farmer also comes out. We have a new situation now, a new Theme: "Orcs attacking his farm." We decide that the following Descriptors are Activated: Farmer (+2), Steadfast (+2), and Hard working (+2). Our logic here is that he's a farmer and this is his farm which he will want to defend, so it would be a positive modifier to his Disposition to make him more intense. Being steadfast he's not going to let a few orcs rattle him, and being hard working he's not afraid to get his hands dirty even if the situation is combative. His cumulative modifier to his Disposition Score is +6. We roll a 7, give it the +6, for a total of 13, giving him a Disposition of Active.

## Character Actions

Determine a Character's Actions whenever you think it's appropriate. With our farmer, we want to know what he's going to do when he comes outside. Maybe we determine that he fights the orcs, and we just go with that one Behavior Check and assume he is fighting each round thereafter. In some encounters, you may want to determine an NPC's Actions every single round, or on an as-needed basis. It's up to you, whatever approach makes the most sense in the situation.

When it's time to determine an NPC's Actions, roll 1d10 on NPC Action Table 1. This will give a number of possible results, including maybe rolling again on NPC Action Table 2. Many of the results in NPC Action Table 1 call for an Action that is inferred from their previous Actions, the current Theme, their current Disposition, and their Descriptors. The results of NPC Action Table 1 are generalized and rely on interpretation for you to give them meaning and are usually a behavior that would be expected of this NPC. When one of these results is rolled, all of these factors should be considered and the most logical Action that you think they would take is what they do.

When called upon to roll on NPC Action Table 2, more specific Actions will be indicated. These Actions will still be taken in the same spirit as their current Disposition, Descriptors, and Theme, but may be of a more random nature or outside of expected behavior.

Also, Actions that come out of NPC Action Table 2 may alter the NPC's Disposition Score if the Action does not seem in tune with the Disposition. You will have to make a judgement call about the nature of the behavior generated on NPC Action Table 2, and decide if it's in keeping with the NPC's current Disposition. If it is more befitting of a lower Disposition, such as a Moderate Disposition NPC performing a Passive Disposition Action, then apply a -2 modifier to the NPC's current Disposition Score. If the action is of a higher intensity, say an Active Disposition NPC who performs an Aggressive Action, then apply a +2 modifier to the NPC's Disposition Score.

Only apply these modifiers if the Action is clearly of a lesser or greater intensity than that of the NPC's current Disposition. If you're not sure, then you probably shouldn't apply a modifier.

For instance, our farmer has rushed out of his house to see the Player Characters engaging the orcs in battle. He sees the intruders are carrying torches and are intent on burning his farm down. A Player asks, "What does the farmer do?" The die results take them to NPC Action Table 2 for a result of "Causes Harm". The farmer isn't just trying to drive the orcs away, he's out for blood. They decide this means he grabs a pitchfork and enters the battle. The Players decide that this is an Aggressive Action, and since the farmer's current Disposition is Active (with a score of 13), they give his Disposition Score a +2 boost to 15.

The Disposition Score is only modified by NPC Actions in response to NPC Action Table 2. NPC Action Table 1 can modify the Disposition Score, but it is random and is not determined by specific Actions. Again, NPC Action Table 1 usually indicates more general and expected behavior, while NPC Action Table 2 represents more sudden shifts with specific and sometimes unexpected behaviors.

## Putting It All Together

Behavior Checks give us a number of factors to juggle: Descriptors, Disposition, Theme, table results, and the resulting Actions. All of this should be thought of as a formula for deciding how the NPC behaves.

For instance, let's say the NPC in question is a sergeant in the Imperial Guard, a duty-bound soldier, whom the Player Characters are trying to talk their way past so they can enter the palace. They determine that the following is true:

Descriptors: Imperial Guard; Intense; Duty-bound.
Disposition: 7, Moderate (0)
Theme: Talking their way past the guard.

The Player Characters attempt to smooth talk their way through, and they fail a persuasion roll that would have allowed them to pass. The Players ask, "What does the guard do?"

Having determined the Descriptors, Disposition, and Theme, they roll 1d10 for the guard's behavior on NPC Action Table 1 and get a 1, Theme Action. This means his behavior equals Theme + Disposition + Activated Descriptors, which are: Talking their way past the guard + Moderate + Imperial Guard, Intense, Duty-Bound.

Putting this all together, they infer the following response: "The Guard glares at you for a moment, then tells you that you cannot

pass without proper authorization or invitation from the crown."

The logic behind this response is that he is considering their request to move past him, since that is the Theme. His Personality is Moderate, so he's not getting too excited, he's just doing his job. Given that he is a guard and is duty-bound, he holds his position and does what he's supposed to do, not letting them pass unlawfully.

Undeterred, a Player Character withdraws a substantial sum of gold and attempts to bribe the guard. They decide this is close enough still to the Theme of "Talking their way past the guard" and so don't change the Theme. The PC makes

his offer to the guard, and we roll 1d10 on NPC Action Table 1 for his response and get a 5, "NPC Continues." This result means that an NPC will continue with their current Action, taking it to "the next level" if possible. We interpret this result this way: "The guard looks at the gold, then looks back at you with a slight sneer. He says, 'Keep yer gold, and if ye try that again, I will arrest you and let you rot in our dungeon.'"

The guard is continuing his current Action of not letting them pass, and he is taking it to the next level by threatening them with arrest. Should the PCs persist and another 5 is rolled, he would likely attempt to arrest them, although given his Moderate Disposition he's probably not going to be too aggressive about it. If they had rolled an 8, "NPC Action," we would move to NPC Action Table 2. If that had happened and we rolled a 12, "Seeks to end the encounter," they might decide this means the guard tells them to go away. If the guard's Disposition was Active, it might mean he attempts to arrest them. If his Disposition was Aggressive, we might decide it means he hits the PC who is talking to him.

## NPC Action Table 1

This is your go-to table for most NPC Actions. The Actions called for here all take into account the current Theme, Disposition, and Activated Descriptors, with you choosing the most likely Action from that coupled with what you roll on the table. Results either require you to take that current Action and continue it, to turn it up a notch, to stop that Action and start a new one that is expected, or to roll on NPC Action Table 2 for a new, often unexpected, Action.

It's important to keep track of what Action an NPC is currently engaging in as subsequent Actions will be based off of their current Action. It may help to think of their Actions in terms of keywords much like the Theme, Disposition, and Descriptors are handled. For instance, Characters battling pirates on the deck of a ship may be squaring off with one scallywag, who is currently battling back by slashing with his sword. You may think of his Action as "Attacking with his sword." If this Action were to be called upon to take it up a notch, you may decide he discards the sword for a more damaging weapon, picking up a pistol that was dropped on the deck. If he changes his Action to something else that's still expected you may decide that he turns to flee, making his new Action "Running away." Don't worry about going to the trouble of actually recording an NPC's current Action (unless, of course, you're running so many NPCs at one time that writing down what they're currently doing is helpful to remember). Keeping in mind that Actions constitute discrete pieces of information is useful for conceptualizing how those Actions manifest in the story and how they evolve and change.

## NPC Action Table 1

| | |
|---|---|
| 1-3 | **THEME ACTION:** The NPC takes an Action in keeping with the current Theme, Disposition, and Activated Descriptors. If the NPC was already performing an Action, the NPC stops that Action and switches to another, expected Action. |
| 4-5 | **NPC CONTINUES:** The NPC will continue their current Action, or take it to the next level, whichever makes the most sense. If the NPC has not acted yet in this Scene, then treat the result as a Theme Action. |
| 6 | **NPC CONTINUES +2:** The NPC will continue their current Action, or take it to the next level, whichever makes the most sense. Apply a +2 adjustment to their Disposition Score, representing a possible shift in their current attitude. If the NPC has not acted yet in this Scene, then treat the result as a Theme Action +2. |
| 7 | **NPC CONTINUES -2:** The NPC will continue their current Action, or take it to the next level, whichever makes the most sense. Apply a -2 adjustment to their Disposition Score, representing a possible shift in their current attitude. If the NPC has not acted yet in this Scene, then treat the result as a Theme Action -2. |
| 8 | **NPC ACTION:** The NPC takes a new, maybe unexpected, Action determined by rolling on NPC Action Table 2 and applying the Disposition Modifier (if any) to that roll. |
| 9 | **NPC ACTION -4:** The NPC takes a new, maybe unexpected, Action determined by rolling on NPC Action Table 2, applying a -4 modifier and the Disposition Modifier (if any) to that roll. |
| 10 | **NPC ACTION +4:** The NPC takes a new, maybe unexpected, Action determined by rolling on NPC Action Table 2, applying a +4 modifier and the Disposition Modifier (if any) to that roll. |

## THEME ACTION

This is the most basic Action an NPC can take. Consider the Theme, Disposition, and Activated Descriptors, and go with the most likely and logical Action you think the NPC would take in response to what is going on. If the NPC was already performing an Action, he will stop that Action and switch to a new one, but the new Action will still be something you would expect them to do. This will be the next most likely thing you think they would do. Keep in mind that if the NPC changes Actions, it should be an actual shift in his focus and not just taking his current Action to the next level. For instance, a dragon may go from lazy disinterest in the Player Characters to quizzing them about an ancient artifact it has a stake in. These are two different types of Actions. It's important you keep in mind what Action an NPC is currently doing, as their next Action is based on their current Action: they will either continue it and maybe expand on it, or they will switch and do something else.

## NPC CONTINUES

The NPC will continue with their current Action. If it makes sense, they will take that Action to the "next level". What that next level actually entails is up to you, whatever seems the most logical. An NPC who is driving a car through city streets as he is chased by the Player Characters may start off evading by driving fast. That is his Action. If you take that up a level, maybe he is now taking risks, such as weaving between other cars and running red lights. If you take that up another level, maybe he's taking crazy risks now, like driving against oncoming traffic and trying to jump the car across gaps.

If this is the very first result you've rolled for the NPC in this Scene then treat this as a Theme Action. No Action has been established for the NPC yet so there is no Action to continue.

Some of the NPC Continues results of NPC Action Table 1 apply a +2 or a -2 modifier to the Disposition Score. This has no effect on the NPC's Action unless it changes their Disposition to a new category, such as shifting it from Passive to Moderate, or Moderate to Active. A change in Disposition should always be noted in the NPC's Actions. In our chase example, if the NPC's Disposition is Active, the GM may interpret NPC Continues results to just mean he keeps doing what he's doing. But if he gets an NPC Continues +2 result and it pushes the Disposition Score from Active to Aggressive, the GM may decide that this means the Action needs to be taken up a notch and the NPC starts taking dangerous driving risks.

## NPC ACTION

The other two general results, Theme Action and NPC Continues, revolve around Actions that can be intuited through logic and interpretation based on the Theme, Disposition, and Activated Descriptors. They cover Actions you would expect

this NPC to take. The NPC Action result is a little different in that it constitutes a possible departure in the NPC's behavior; it doesn't necessarily evolve off of the NPC's current Action but may represent an entirely new course of Action, even an illogical course. You can think of this, in a sense, as a Random Event for NPC behavior. It gives the NPC a chance to stop being so expected and to show something new.

An NPC Action result requires rolling 2d10 on NPC Action Table 2. As a modifier to that roll, apply the Disposition Modifier, if any. The Disposition Modifier is only ever applied to rolls on NPC Action Table 2, not NPC Action Table 1. Also, NPC Action Table 1 may call for an additional modifier of -4 or +4 to this roll.

## NPC Action Table 2

The first Action Table is all about expected behavior from the NPC. NPC Action Table 2 is about when the NPC does something that maybe goes sideways to what is expected. The results of NPC Action Table 2 will usually change the course of the NPC's Actions, giving the interaction with the NPC a new flavor and maybe changing the Theme if the Action is different enough from what is currently transpiring.

Generally, lower numbered results on the table are more passive and helpful to the Player Characters while higher numbered results are more aggressive and harmful to the PCs.

In addition to Actions generated on NPC Action Table 2 being unexpected, the results may also have an impact on the NPC's Disposition. Remember that the Disposition Score represents the NPC's degree of intensity, from Passive through Aggressive. Since NPC Action Table 2 has results that may vary in degree of aggressiveness, an Action rolled on Table 2 may be out of step with the NPC's current Disposition. This is fine. In fact, if the severity of the Action is out of sync with the Disposition Score, then a modifier should be applied to the Disposition Score to reflect this shift in the NPC's attitude. You can think of it as, with NPC Action Table 1, the Disposition influences the Actions, while with NPC Action Table 2, the Actions can influence the Disposition.

You should assign the Action you generate on NPC Action Table 2 itself a Disposition of Passive, Moderate, Active, or Aggressive, and then compare it to the NPC's Disposition to see if it is lower, equal to, or higher.

For instance, if the NPC is a guard interrogating a Player Character, and the guard's Disposition Score is 13, that would make his Disposition Active. For Actions generated on NPC Action Table 1, you would color those behaviors to represent this Active posture the guard is taking. If you roll an Action on Table 2 and get Performs An Ambiguous Action, you may decide that this represents a less than Active behavior. Maybe the guard pauses long enough to light a cigar and calmly gaze at the PC. This might be considered a Moderate or even Passive Action, which is lower in intensity than the guard's current Active Disposition.

| NPC Action Table 2 | |
| --- | --- |
| -6 | TALKS, EXPOSITION |
| 7-8 | PERFORMS AN AMBIGUOUS ACTION |
| 9-10 | ACTS OUT OF PC INTEREST |
| 11 | GIVES SOMETHING |
| 12 | SEEKS TO END THE ENCOUNTER |
| 13 | CHANGES THE THEME |
| 14 | CHANGES DESCRIPTOR |
| 15-17 | ACTS OUT OF SELF INTEREST |
| 18 | TAKES SOMETHING |
| 19+ | CAUSES HARM |

Once you've decided upon the NPC's Action and played it out, apply a modifier to the Disposition Score if you think the Action's intensity is different from the NPC's Disposition. The modifier is +2 if the Action is of greater intensity than the Disposition, and -2 if of lower intensity. In the case of our smoking guard, the Action is of lower intensity, so the Players would apply a -2 modifier to the Disposition Score for a new Score of 11. The guard is still Active, but just barely.

Which Disposition intensity you give to the Action is completely up to you and is entirely subjective. Feel free to also skip this step if you find it to be an extra, and distracting, layer of bookkeeping. Also, if you're not sure what intensity to assign the Action, then assign no intensity and just move on. There should only be an intensity modifier applied to it if the Action seems obviously and clearly less intense, or more intense, than the NPC's current Disposition.

Keep in mind that this modifier only takes place on Actions resulting from NPC Action Table 2, not from NPC Action Table 1. Actions from NPC Action Table 1 take Disposition into account, so by their nature they are always in tune with the NPC's Disposition. Actions generated on NPC Action Table 2 can be unexpected and run a wide gamut, potentially stepping outside of the current Theme, Disposition, and Activated Descriptors. As such, these Actions can influence the NPC's Disposition Score.

Having said all of this, you are not required to make Actions generated on NPC Action Table 2 fall outside of an NPC's Disposition. The Actions can still be expected or at least keeping in tune with the Disposition, Theme, and Activated Descriptors. For instance, the Ambiguous Action of the guard may be in keeping with his Active Disposition; maybe he withdraws a knife from his belt and flings it across the room

into a dart board. The Action is ambiguous because it serves no real function, but it's also Active because it required some skill and is a little threatening.

## TALKS, EXPOSITION

The NPC decides to engage in conversation. If the NPC was doing something physical, such as fighting or chopping down a tree or something, they either stop doing that to talk or do both, whichever seems most logical. If they already were talking, then they change the subject and talk about something else.

You have two options to figure out what it is they specifically say. The first is to logic your way to it using the Theme, Disposition, and Activated Descriptors and going with what you would most expect them to say.

For instance, with our interrogating guard, if his Theme was "Interrogate," his Disposition is Active, and his Activated Descriptors are "Sadistic" and "Slow", you might decide he does something like this: "The guard takes a long draw on his cigar, exhales the smoke slowly, his eyes on you. He says, 'I can hurt you. In fact, I'd like to hurt you. If you tell me what you know, then I won't have to hurt you. I've got all day.'"

Your second option is to roll on the Meaning Tables from the Detail Check chapter, rolling on the Descriptor set of Tables. Use the result as inspiration to come up with an interpretation of what the NPC says. For instance, with our interrogating guard, if we get a result of "Enthusiastically Extravagant", we may interpret that to mean he launches into a highly detailed conversation about the horrible pain he's going to put the PC through if the PC doesn't talk.

## PERFORMS AN AMBIGUOUS ACTION

The NPC does something that has nothing to do with their current Action and doesn't seem connected to the Theme, Disposition, or Activated Descriptors. It's a neutral Action. To determine what the Action is, roll on the Action Meaning Tables in the Detail Check chapter.

If the guard gets a result of "Overindulge Hope", you might decide that this means the guard thinks this is going to be an easy interrogation. He gets up from his chair, goes to the door, and tells another guard that he will meet them for lunch in an hour.

While an Ambiguous Action should be approached from the point of view that it is neither good nor bad for the Player Characters or NPCs, the end result may still be either advantageous or disadvantageous to someone. Don't feel constrained to come up with something that is completely and totally neutral, just go with the first idea that comes to you along that line as inspired by the Meaning Tables.

## ACTS OUT OF PC INTEREST

The NPC does something that is in the best interest of the Player Character. If there is more than one PC, either have this result refer to the Player Character dealing most directly with the NPC or determine it randomly.

What constitutes "PC interest" can be a lot of things, but it is something that will help the Character, probably aiding her in the completion of a Thread. You can either choose the most logical and likely behavior for the NPC, or roll on the Description or Action Meaning Tables to get inspiration for what it is.

In our guard example, the most obvious thing that the guard could do to help the Player Character is to set him free. This may be interpreted to mean that the guard is a spy on the PC's side, and leads her out of the prison. This would be a good example of how a result from NPC Action Table 2 can generate unexpected outcomes.

## GIVES SOMETHING

The Non-Player Character gives the Player Characters something. If there is more than one PC, either have this result refer to the Player Character dealing most directly with the NPC or determine it randomly.

This result is similar to Acts Out Of PC Interest, except that what is given may not necessarily be helpful. The "something" in question can be anything, from an object to information. Whatever it is, the NPC is imparting something to the PC and it should have story relevance.

As with most results on NPC Action Table 2, either go with the most logical thing this may be (especially if that logical thing springs to mind immediately), or roll on the Descriptor Meaning Tables to get inspiration for what it is.

In our guard example, if the PC is injured, maybe the guard gives medical aid by bandaging a wound. If we aren't sure what the guard might do, and a roll on the Descriptor Meaning Tables gives us "Neatly dirty", we might interpret that to mean that the guard gives the PC a bucket of not-so-clean water to wash themselves of mud and blood.

## SEEKS TO END THE ENCOUNTER

The NPC has had enough of this encounter and wishes to end it. This might mean ending a conversation, walking away from a situation, stopping a fight, etc. This result doesn't necessarily mean that the encounter actually ends, just that the NPC tries to end it.

If there is a logical interpretation to this that springs to mind then you can go with that. A logical end to a police officer asking questions of a suspect is perhaps that the suspect starts to run away. If an obvious logical answer doesn't spring to mind, roll on the Action Meaning Tables to see how the NPC tries to end the encounter.

With our guard, perhaps he just wanted to introduce himself to the PC. He lets the prisoner know that an interrogation will happen, but he rises from his seat and says it will happen later and he leaves.

## CHANGES THE THEME

The NPC changes the current nature of the encounter. Remember that the Theme is a simple summary of what the NPC is engaged in. The NPC is fighting, the NPC is making dinner, the NPC is trying to talk the PC's into going on a quest. Whatever the NPC is currently focusing on, or what is focusing on him, that focus shifts to something else.

If there is an obvious and logical interpretation to this then run with that. If not, then roll on the Action Meaning Tables for inspiration.

With the interrogating guard, it's not immediately clear what a change in Theme would mean. Rolling on the Action Meaning Table and getting "Praise intrigues" we might interpret this to mean that the guard is showing admiration for the PC and his cause, perhaps leading to a situation where the PC could talk the guard into joining him. This might change the Theme to, "Guard shows sympathy to the Character's cause."

## CHANGES DESCRIPTOR

Every NPC has three Descriptor categories: Identity, Personality, and Activity. The Changes Descriptor result means that one of these Descriptors changes right now into something new, which is reflected in the NPC's next Action.

Determine the Descriptor category randomly by rolling any set of dice that can give you a 1 to 3 outcome, resulting in either Identity, Personality, or Activity. Determine the new Descriptor by rolling on the Description Meaning Tables for Identity and Personality, and the Action Meaning Tables for Activity. This is done the same way that the NPC's original Descriptors were generated with you interpreting the table results into a Descriptor that makes the most sense to you.

Once determined, record the new Descriptor alongside the original Descriptor and consider it a secondary Descriptor for this NPC. Once the Descriptor is known, consider it Activated (with a -2 or +2 adjustment to the Disposition, just like any Activated Descriptor would cause, and making any adjustments for deactivating the previous Descriptor).

The NPC's next Action should reflect this change in Descriptor. For instance, if the NPC is a bartender who had a "sour" Personality, and this result changed that Descriptor to "happy," then you may interpret this to mean that whatever the PC just said or did, it triggered this change in temperament from the bartender, who is now more engaged. In our earlier example of the farmer whose home is attacked by orcs, you may determine that the farmer has a secondary Identity Descriptor

of soldier. Perhaps before becoming a farmer he was in the local infantry for a few years. That Identity comes to the fore.

Since the new Descriptor is automatically Activated, it means that it pertains to the situation. You should seek an Action from the NPC that reflects the new Descriptor. Our former soldier turned farmer may go back inside the house and come out with his old battle sword, ready to take on the orcs. The bartender, who went from sour to happy, may suddenly engage the Player Character's in conversation or crack a joke.

Changing an NPC's Descriptor changes that NPC, creating a new dimension on the Character that will have a lasting impact if the Character is recurring in your Adventure. For instance, with the bartender, you now know that he may often have a sour personality, but he also has a bright, happy side that can be triggered. We also know that the farmer was a former soldier, which opens up the likelihood of a whole set of warrior skills that we otherwise would not have assumed he had.

If this is an NPC you are keeping track of over the long haul, keep this secondary Descriptor written alongside the original Descriptor. The NPC will now be considered to have two Descriptors for that category.

If you get the Changes Descriptor result for a Descriptor category that you have previously already determined a secondary Descriptor for that NPC, instead of generating a new Descriptor you flip to the previously generated secondary Descriptor. The same applies if the NPC is currently working off of an Activated secondary Descriptor and you get the Changes Descriptor result in the same Scene, they then revert back to their original Descriptor.

If a secondary Descriptor exists in any category and makes sense in the current situation, and you roll the Changes Descriptor result, then you may decide to just go with the Descriptor category that already has a secondary Descriptor instead of first rolling to see which Descriptor category to pull from.

A switch in Descriptor like this will last throughout the remainder of this Scene unless this result is rolled again. If the encounter ends and the NPC is met again later in the Adventure, then assume that the NPC has reverted back to their primary, original Descriptor in that category, but retains the secondary Descriptor as reference should Changes Descriptor come up again.

If we get Changes Descriptor with our guard example, and randomly determine that the Descriptor category in question is Personality, we know that the original Descriptor is "sadistic." Since this is Personality, we roll on the Description Meaning Table and get "Ceaselessly natural." The Player determines that this means the NPC's new Personality Descriptor is "Down to earth." Within the context of the Scene, they interpret this to mean that the guard relaxes; for whatever reason he's in a chill mood. If the guard is encountered again in a later Scene he will automatically be back to being sadistic.

If an NPC has more than one Descriptor in a category as a

result of the Changes Descriptor table result, that NPC can only ever have one Descriptor in a category Activated at a time. Our farmer-soldier can only ever have either "farmer" or "soldier" Activated at one time, whichever hat he currently has on. Should he switch to the other Descriptor, the new one Activates and the other one turns off.

The Changes Descriptor result is an excellent opportunity to flesh out an NPC and give their personality more dimension. We now know that our guard is not just a sadist, he's got a relaxed component to his personality also where he just likes to prop his feet up and live in the moment. The more we learn about an NPC the easier future interpretations of their Actions will be.

## ACTS OUT OF SELF INTEREST

This is the flip side result of Acts Out Of PC Interest. The NPC does something that is clearly for their own gain. You can look to their Activated Descriptors, Disposition, and the Theme to understand what it is that the NPC wants. If a logical interpretation jumps out at you based on these factors, then run with it. Otherwise, roll on the Action Meaning Table to determine what the NPC does. Whatever it is, it should further their own interests.

With the guard, we know from the Activated Descriptors and the Theme that the guard's interests include getting information out of the PC and sadism. An easy interpretation of this might mean that the guard gets right to it, inflicting pain on the PC while asking questions. It might even mean the NPC continues inflicting pain even if he gets the answers just because he enjoys it.

## TAKES SOMETHING

The NPC takes something from the PC. If there is more than one PC, then the NPC either takes something from the PC they are most directly dealing with or roll the PC randomly. Whatever it is that the NPC takes it should be something of value to the PC and constitute a loss.

Maybe the NPC tries to disarm the PC, maybe they take a valuable or try to charge a large amount of money for something. The fact that the NPC takes something doesn't mean they succeed, it just means they try to take something

as their Action. Mentallo the telepathic supervillain may try to take information out of the Player Character's mind, for instance.

In our guard example, if the encounter has gotten to a point where we know the guard is interrogating, we know he wants information, and we know he's sadistic, there isn't too much that can be taken from the PC … except maybe his little finger.

## CAUSES HARM

This result is simple in nature: the NPC tries to hurt the PC. If there is more than one PC, then the NPC either hurts the PC they are most directly dealing with or roll the PC randomly.

The harm in question may be obvious: the guard will likely start torturing the PC. If there is no logical, quick to determine interpretation, then roll on the Action Meaning Tables for inspiration for what Action the NPC takes.

This doesn't always necessarily mean that the harm caused is physical. Maybe the NPC says something mean to the Player Character. Maybe they left a nasty note. Maybe they just shot the PC a dirty look. Let the Theme, Disposition, and Activated Descriptors guide you. A guard who Causes Harm and has a Disposition of Moderate may just crack a joke at the PC's expense, while an Aggressive guard may decide to try and beat him up.

## Actions Versus Conversation

As you can see in the guard example, when it comes to NPC Actions there is no distinction made between physical Actions like fighting and verbal Actions, talking. They are all considered Actions. When you determine the gist of an Action for an NPC, your interpretation will decide what that means specifically, and if it includes conversation and what that conversation sounds like. The Behavior Check results will not give you specific answers as to what the NPC says. In other words, it won't put words in their mouths, but it will give you the guidelines you need to determine the tone of those words.

Many encounters in an Adventure will involve nothing but conversation, so all of the Actions indicate what the NPC is saying in those instances unless there is reason to believe the encounter takes a more physical turn.

For instance, let's say the Player Characters are relaxing at a tavern near the palace later that evening when they spot the guard who would not let them pass sitting at a table enjoying a flagon of mead. One of the Player Characters goes over and sits at his table to talk to him. Keep in mind that the guard's Descriptors are still "Imperial Guard; Intense; Duty-bound."

Let's see how this might play out:

PC: "I sit at the table with him. Hey, is he obviously drunk?"

GM: Posing that as a Fate Check Question, and gets an answer of Yes. "Yep, he's pretty deep into his cups by now."

PC: "Okay ... I lean toward him and say: You can really put it away, my friend. Have a rough day?"

GM: Rolling 2d10 to determine Disposition, and gets a total of 3. The GM determines that the Theme is "Talking with the drunk guard." Looking at the guard's Descriptors, the GM decides that his intense Personality is Activated, as it is intensified because he is drunk, applying a +2 modifier to the Disposition score for a final value of 5. The GM rolls 1d10 for the Guard's Action, referring to NPC Action Table 1, and gets a 6, for "NPC Continues +2." Since the guard has not acted yet, this is treated as a Theme Action +2. The GM considers the current Theme, about talking with the drunk guard, the Disposition score of 7, which is Moderate, and the Activated Descriptors, which is his Personality of "intense". Keep in mind that the guard started this encounter with a Disposition Score of 5, and this roll added +2 to it, raising it to 7 and changing his Disposition from Passive to Moderate. This is information that the GM can use as it means that the presence of the PC has woken the guard up a bit, focusing his attention. The GM decides that since the guard is Moderate his answer will be cautious but intense because of his Activated Personality. "He looks at you, his eyes a little bloodshot and his face completely serious, and says, 'There are no easy days for a Palace Guard.'"

PC: "Oh my, work stress. Okay, my Character is going to try and take advantage of this, see if maybe we can't manipulate some aid out of the guard. 'I'm sure, you must have to put up

with a lot in a city this large. But you know ... I bet you can use something stronger than just beer and ale. I know of a place where you can enjoy something so amazing you may even forget you're a guard for a few hours.'"

GM: The GM rolls 1d10 for an Action and gets an 8, "NPC Action." This means the NPC is going to take a new Action, diverging from what he was doing before. Not that he was doing much, just speaking cautiously to the PC, but we know he is changing course now. This calls for rolling on NPC Action Table 2. There are no modifiers to this roll since the guard's Disposition is Moderate. The GM rolls 2d10 for 18, "Takes Something." The GM decides that the guard finds this proposition a bit fishy, perhaps the PC is suggesting something illegal. The GM decides this changes the Theme to "Guard finds the PC suspicious" and Activates the guard's Identity of Palace Guard, adding another +2 to the Disposition Score bringing it to 9.

Now the guard's behavior is based on his job as a guard, his intense Personality, and the fact that he is drunk while talking to a Character he suspects of wrongdoing. The GM decides that what the guard will try to take is the Character's name. The GM decides this is an Active Action on the guard's part, since he is considering investigating the Character. Since the guard's Disposition is currently Moderate, the GM applies another +2 modifier to it for the more intense Action being taken, bringing the Disposition Score to 11. That brings the guard's Disposition up from Moderate to Active, which will further change his behavior.

"The guard looks at you critically and slowly puts his flagon down on the table. 'We have laws in this citadel against the use of mind altering drugs ... besides mead, of course. I need to ask you for your name, stranger.'"

PC: "Well this isn't going well. Okay, my plan to maneuver him out into an alley where we can knock him out and take his keys is failing. I think it's time to exit. I nod and stand, saying, 'I'm sorry to bother you. Enjoy your revels!' I walk away, making eye contact and a head nod to my friends that we need to go ... now."

GM: The GM rolls 1d10 for an Action to see how the guard responds to this and gets a 6, "NPC Continues +2." We have an ongoing Action in place for the guard, him questioning the Player Character based on his suspicions. This result calls for the NPC to continue their current Action and take it to the next level if it makes sense to. It also imposes another +2 modifier to the Disposition Score, bringing it to 13. The relevant Activated Descriptors are Palace Guard and "intense" Personality. The NPC's Disposition is Active.

"The guard rises as you excuse yourself. He wobbles on his feet a moment, drunk and unsteady. He raises a hand to you as you walk away, and calls out, 'Halt! I say, give me your name, stranger!' He takes a step toward you but runs into the table he was drinking at, nearly falling over. You and your friends

hightail it out of the tavern as you hear the guard calling for you and pursuing you in a stumbling fashion. It looks like you lured him out of the tavern after all ..."

In this example we can see an encounter that started with mostly conversation, where the Action results were interpreted as words to be spoken, and it evolved into physical activity. The results were all consistent with the various values at hand, such as the Disposition of the guard, his Activated Descriptors, the Theme of the moment, and the results rolled on the two NPC Action tables.

This can be a lot of variables to take into account, but it rarely amounts to more than two or three relevant details at a time. Like with all things Mythic, the final answer is derived through interpretation, the variables that come into play help you guide your interpretation.

## The BIG Example!

I think it's time for a great, big, crunchy example of the Behavior Check in action! Let's go with a fantasy Adventure where our stalwart Paladin of the Vale has sought out the mystic talents of Mertex, Wizard of Snowtop Mountain. Our trusty Paladin is on a quest to discover the secret weakness of a dragon who has laid waste to the land. Rumor has it that Mertex, an enigmatic and legendary sorcerer who lives in seclusion, knows the secret. It has taken the paladin time to find the wizard, finally approaching a ramshackle hut on the top of Snowtop Mountain. The ground is crusted with frost and patches of snow and smoke wisps up from a small chimney in the hut.

Mertex is an important NPC in this Adventure but has not been encountered yet. All the Player knows about Mertex is rumor and hearsay.

The Paladin calls out to Mertex who emerges from his hut. By using Detail Checks, we determine that the wizard looks very old, with a scraggly gray beard and piercing eyes. He walks with the aid of a staff.

Before we begin interacting with Mertex, let's set up his Descriptors:
• Identity: Mertex, legendary wizard of Snowtop Mountain.
• Personality: Rolling on the Description Meaning Tables and getting "Playfully hard," interpreting this as: Has a wicked sense of humor.
• Activity: Rolling on the Action Meaning Tables, we get "Change of jealousy," and interpret this to mean: He is greedy of what others have and is willing to act on that greed.

The Theme right now is: Questioning the wizard.

Rolling 2d10 for his Disposition, we get 8. Since the Paladin is there to talk about the dragon, we decide that Mertex's Activated Descriptors are his Identity (that should increase his Disposition intensity, so +2 modifier). His sense of humor and greed don't seem to come into play just yet, so we don't

count those as Activated, giving him a Disposition Score of 10, Moderate.

From this we come up with the following opening to this encounter: the paladin halts and greets Mertex, who stands impassively, seeming interested but not alarmed at the warrior's arrival. A sardonic smile graces his wizened lips as he looks the newcomer over.

Paladin: "Greetings, wizard. Do you know why I am here?"

We ask the Behavior Check Question, "How does he answer?" and roll a 2, for Theme Action. The Theme is about questioning the wizard, the only Activated Descriptor is his identity as the wizard. A Theme Action means he takes an Action in keeping with the Theme. We decide that, being a wizard, he does know why the paladin is there and says so.

Wizard: "Aye, I know why ye are here. Tis the dragon. Again."

Paladin: "Then you know the dragon haunts these lands once more. You banished him once. Tell me, I beseech you, how did you do it?"

This leads us to the Behavior Check Question, "How does he answer?" Rolling 1d10 on NPC Action Table 1, we get a 4 for NPC Continues. This means the NPC will continue with their current Action, and if possible take it to the next logical level. The wizard answered the paladin's original question, he is talking about the dragon. It occurs to the Player that the paladin isn't just questioning the wizard, he wants something valuable from him. He decides that this turns the conversation into a negotiation, changing the Theme to "Negotiating with the wizard", and Activates the wizard's Activity Descriptor about the wizard's greed, which gives a +2 modifier to his Disposition raising it to 12. This pushes his Disposition from Moderate to Active, and that change should be reflected in his next behavior. His Activity Descriptor is "He is greedy of what others have." We decide that this all means that continuing his current Action, or even taking this conversation to the next level, for the wizard means trying to get something for his information.

Wizard: "The information ye seek is valuable, young man. I daresay it could save the kingdom. It is not something I came across easily, this body is not broken just by age. If I am to tell ye how to end the dragon's terror, then what shall ye give me in exchange, hmm?"

We can see that, with only a few exchanges, the conversation has taken on a distinct tone and the wizard's personality is taking shape. His initial impassive acceptance of the paladin has turned sterner and more engaging, reflecting his change from a Moderate Disposition to an Active one and his Activated Personality Descriptor.

Paladin: He withdraws a pouch from his side and holds it out. "This bag is full of gold and precious stones, a gift from the king to you, sir. It would make any man in the kingdom wealthy, and I see wealth is something you do not have. What say you, your information for this boon?"

We ask the Behavior Check Question, "How does he react to the offer?" Rolling 1d10 we get a 9, NPC Action -4. This means the wizard is going to change the coarse of his current Action (which so far has been haggling with the paladin). We have to roll on NPC Action Table 2 with a -4 modifier plus a +2 modifier for the wizard's Active Disposition for a total modifier of -2. Rolling 2d10-2 on NPC Action Table 2 gives us an 8, Performs An Ambiguous Action.

We have no idea what this Action may be as it's not necessarily connected to any other known information, so we roll on the Action Meaning Tables and get "Abuse of intellect." We decide that this means that the wizard decides to insult the paladin's intelligence, changing the Theme from "Haggling about the dragon" to "Abusing the paladin." This change in Theme causes a shuffle of Activated Descriptors: his Identity no longer applies, as we aren't discussing the dragon anymore (losing the +2 modifier from earlier), it activates his Personality since it engages his sense of humor (+2 modifier), and his Activity Disposition is no longer Activated as he isn't haggling for what he wants any more (losing the +2 modifier). This brings the wizard's Disposition Score to 8, dropping it back down to Moderate. Given the shift in Disposition from Active to Moderate, we decide that, even though the wizard is mocking the paladin, he keeps it pretty tame.

Wizard: "Ye ain't too bright, are ye?"

Paladin: Blinking at that, he says, "I, uh ..." stammers, then lowers the bag of gold and tries to get this conversation back on track. "If you don't want wealth, then what do you want?"

Rolling on NPC Action Table 1, getting 1, Theme Action. This means the wizard does an Action in keeping with the Theme, which at the moment is, "Insulting the paladin." His previous Action was insulting his intelligence, but by rolling Theme Action it means that he takes a new Action within the current Theme, as opposed to extending his previous Action. We decide that means he chooses to insult something else about the paladin.

Wizard: Leaning on his staff and cocking his head as he stares at the paladin. "Ye strike a ridiculous figure, ye know. This is the top of a mountain, not a battlefield, unless ye plan to go to war with the mud and snow."

Paladin: He stares at the wizard, unsure how to handle this. He is losing his patience. "How about I go to war with you," he says, drawing his sword. "Either tell me what I need to know, in the name of the king, or I will take your head and see if it makes more sense when separated from your body."

We decide that this changes the Theme again, from "Insulting the paladin" to "Threatening the wizard." Activated Descriptors are his Identity (wizard), and Personality (wicked humor), changing his Disposition from 8 to 10 (still Moderate, so he is not reacting strongly to this threat).

Rolling 1d10 on NPC Action Table 1 gives us an 8, NPC Action. We move to NPC Action Table 2 with no modifiers, rolling 2d10 for 17, Acts Out Of Self Interest.

The most obvious form of acting in his own self interest would be to defend himself from the clear threat of death. Consulting the wizard's spells and abilities, we come up with the following logical interpretation of this result.

Wizard: "As ye wish," he said, stamping his staff on the ground. Purple globules of iridescent light swirl around his body, quickly growing in intensity until he is surrounded by a tight vortex of shimmering points of light. It appears to be a mystic barrier or shield of some kind.

Since we decided that Acts Out Of Self Interest means engaging in self defense, that seems like an Action more intense than his current Disposition of Moderate, so we apply a +2 modifier to his Disposition Score, giving him a new total of 12. This changes his Disposition from Moderate to Active, meaning the wizard is truly ready for battle and probably not just posing. If his Disposition remains Active, we may have him choose primarily defensive spells. If his Disposition increases to Aggressive, his spells may become more offensive attack style spells.

## Keep It Loose And Fluid

The Behavior Check system is both simple and complicated at the same time. It's simple in that there isn't that much to keep track of. You've got three Descriptors for the NPC, the current Disposition Score, and the current Theme. That's it. What makes it complicated is how all of this plays out and what it actually means during a turn-by-turn fight or conversation.

So, I'm going to give a piece of advice that you've seen repeated over and over throughout the Mythic books. That advice is: relax. Don't get too caught up in the fiddly bits. Don't try to ascertain what, exactly, is the "correct" interpretation. Just like when making a Fate Check to answer a Yes/No Question, the end result is inspired by what you roll as much as it is directed by it.

Go with your gut and your first impressions after your rolls. Let the "I Dunno" rule be your friend when you get stuck. If a series of rolls produces results that make no sense to you ... you have no idea what the Central Computer your Characters are talking to could possibly take when you roll that the NPC Takes Something ... then just shrug it off, ignore it, and assume the NPC continues whatever Action they were last doing.

Whenever you're confused by a result or find it difficult enough to interpret that it makes you pause, then treat the result as a roll of NPC Continues on NPC Action Table 1.

## When To Change The Theme

Earlier in this chapter when talking about the Theme, it states, "The Theme can change when events change..." That can be harder to determine than it may seem.

How much of a change in events constitutes a significant change? This is entirely up to you, but at its most basic it should change when you think the Theme no longer accurately describes what's going on.

For instance, let's say your FBI Characters are interviewing a suspect in a homicide investigation. The Theme is: "Interview suspect." That's pretty straight forward, and the Scene begins. Somewhere in the course of the interview the suspect's attitude changes from helpful to menacing. He begins threatening the Characters.

The question in the Players' minds now is, is the Theme still "Interview the suspect" or has the Theme changed to "Suspect threatens investigators"? Technically, the Player Characters are still interviewing the suspect, but the feeling of the interview has changed. Events have changed.

It is a judgement call for when to officially change the Theme. The impact this has on gameplay is how it can change which Descriptors are Activated and how you interpret NPC Actions.

Some rules of thumb to keep in mind for when to change the Theme include:

• You feel the activity of the Scene has changed course.

• For whatever reason, you think it makes sense to change the Theme. Maybe nothing has happened to change the course of the current activity, you just feel a change in Theme is necessary. For instance, with the FBI interview, if the exchange proceeded as expected and went long, you may decide to change the Theme to "Wrapping up the interview."

• The change in events does not have to come from the NPC, it can come from the Player Characters. If a Player in our interview decides the NPC knows more than he's saying and has her Character threaten the NPC, then the Theme would change to something like "Coercing the suspect to spill the beans."

The bottom line is to change the Theme whenever you think it's appropriate. Don't get too caught up in changing it, though, to the point where you update it after every exchange. The Theme should represent, broadly, what is happening. In the FBI interview example, the Theme doesn't have to go from "Asking the suspect where he was that night," "Checking the suspect for an alibi," and "Seeing if the suspect knew the victim." All of that fits nicely under "Interview the suspect."
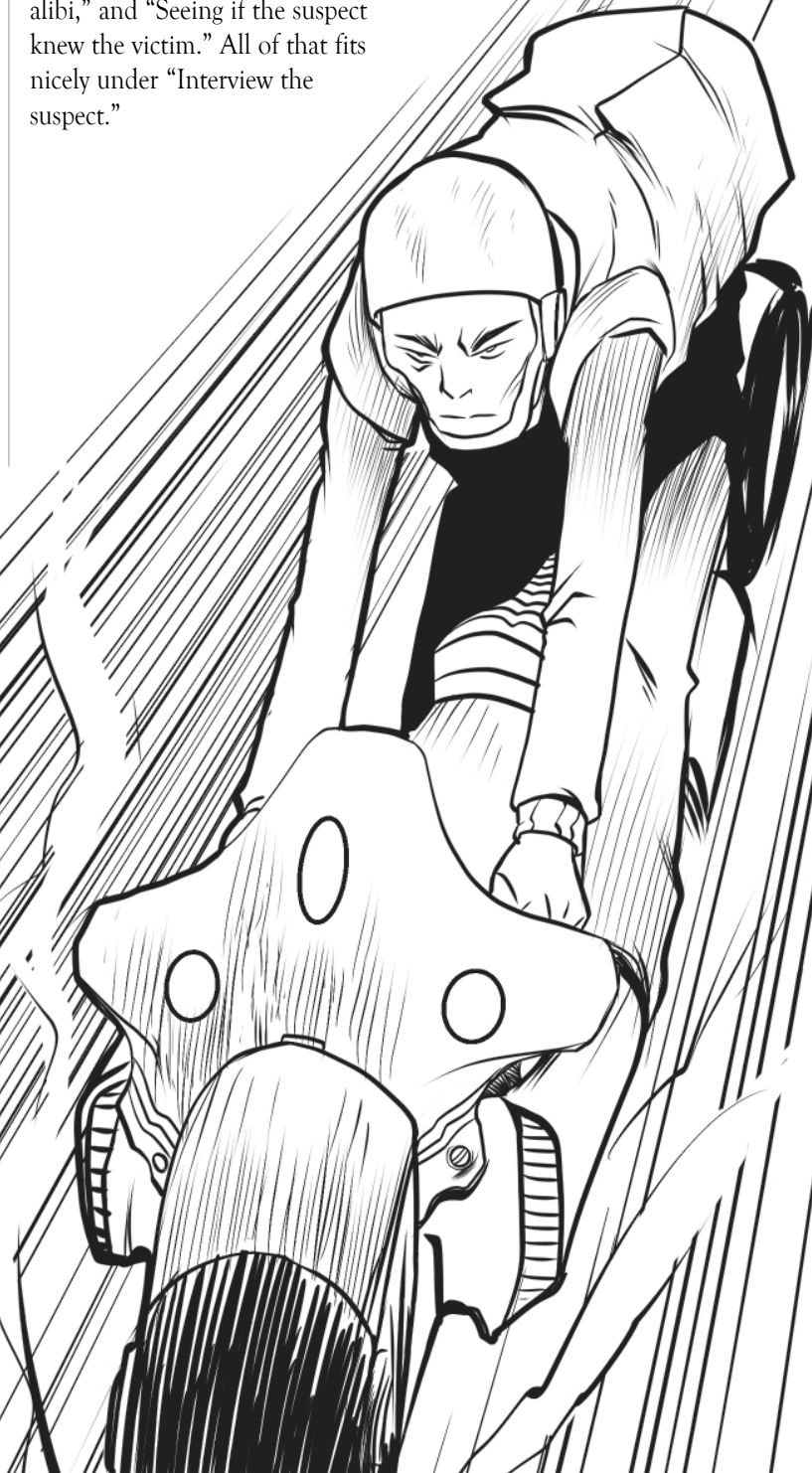
# Statistic Check

Most of the Checks performed in Mythic revolve around advancing the story. However, you are likely not just using Mythic to craft a story, you probably have some role-playing engine operating behind the scenes as well to handle the crunchy game aspects. This means you are handling numbers and data about NPC ability scores, damage from weapons, values needed to resist certain effects, etc. These are normally stats supplied to you by a Game Master, adventure, or rule book. When Mythic takes over those roles for you, you need a way for Mythic to supply that information when it's called for.

Since the Mythic Game Master Emulator is meant to be used with any role-playing system there is no definitive way to generate in-game statistics within Mythic that would match every system short of using Fate Check Questions, however the Statistic Check allows you to ask a meta-game Question that can be applied to any system and give you back an answer that you can interpret, such as: "How many hit points does the monster have?"

There are a myriad of game statistics that you may be juggling, and every RPG system has its own way of dealing with these values. The Mythic Statistic Check gives an interpretative way of answering stat Questions that can be applied to whatever system you're using.

## Check It When You Need It

As with all things Mythic, this Check is only made when you need to know a specific statistic. For instance, lets say your intrepid band of dungeon delvers comes upon an ogre lurking in the dark. As combat breaks out, you need to know the monster's defensive abilities when it's attacked, what it can do offensively when it fights back, what it's initiative is, its movement rate, etc.

You don't need to generate all of the statistics at once. For our ogre, initially it's enough to know that the Characters are facing an ogre. You may have generated a description of it already (using a Detail Check, or some other method). Statistic Checks can be made as you need them, just as you would be looking up specific statistics from a book or supplement as they are necessary.

This doesn't just apply to monsters. Anything in your game that has a value of some kind attached to it can be figured out using a Statistic Check: monster stats, damage from traps, the warp speed of a starship, the size of a treasure hoard, the damage from a firearm, etc.

One of the aims of Mythic Variations II, and the introduction of Checks, is to provide the Mythic player with more options for answering Questions. The Statistic Check is useful for generating stats, although keep in mind that in-game statistics can also be generated using Fate Checks and Detail Checks. It's all in how you ask the Question and what feels most appropriate for the circumstance.

With our ogre, we could generate his hit points by asking the Statistic Check Question, "How many hit points does he have?" Or, we could ask it using a Fate Check Question like, "Does the ogre have 20 hit points?" Or, we could pose the Question as a Detail Check, "How many hit points does the ogre have?" Each method will give you the answer, going about it in a different way. As you become more accustomed to making Checks, you will get a feel for which Check is most appropriate in a given moment for you. The Statistic Check is specialized toward answering Questions about game statistics so is likely your best bet for these types of Questions.

## It's All About The Base

So, you're asking a Statistic Check Question. Where do we begin? To answer your Question, you need to establish a Baseline Score for the Statistic you are checking. There are two Baselines used: what you would reasonably expect the Statistic score to be from guessing, and what the average score is for the Player Characters if they also possess that Statistic or a similar Statistic. These are the Expected Baseline and the PC Baseline. When rolling to get a result for your Statistic, Statistic Check Table 1 will tell you which Baseline to use.

### EXPECTED BASELINE

The Expected Baseline is what you would expect the answer to the Question to be for an average member of the population that the subject is a part of. It doesn't have to be exact, and you should feel free to guess at it to save time, or you can actually figure out what the exact average would be if it doesn't bog gameplay down too much and you have the information handy.

For instance, your space-faring Characters come across an alien plant monster that tries to eat them. The players don't know much about the monster, but they have a general idea about the monster's population ... dangerous creatures on this planet ... so they take a wild guess at how much damage an average member

of that population does when it hits. The guess should be an educated guess as much as possible, using what you already know about the creature and the game-world in general.

A few points need to be made here about the population you are identifying. It is up to you what you define as a "population" for the subject in question. For instance, the plant monster could be part of the overall population of dangerous beasts known on the planet, or it could be a population of carnivorous plants on the planet, or maybe the specific plant is well known and you use that single type of monster as the population. What you determine as the population is up to you, but it should be a general classification that the target fits into it. An evil paladin could be classified as a human, a soldier, a knight, or an evil paladin. Those are all general populations to which the evil paladin you're encountering is a part of.

Knowing which population you are choosing is important as your Expected Baseline guesses are based on that population. The average combat ability of a common human being is going to be much lower than that of a solider, a knight's may even be higher, and evil paladins as a general population higher still.

Choosing the population also colors the modifiers you choose from the Statistic Check Modifiers. If you are thinking of the evil paladin as a member of the general population of human beings, then he will have Strong Attributes in a whole host of areas, such as combat, health, fighting skills, etc., because those are not attributes normally honed by the general population. However, if you were thinking of him as a member of the population of evil paladins in general, his combat skills may be considered average for that population, so whatever you count as a Strong Attribute will only be areas where he is considered exceptional among that group.

It's important you stay consistent when you choose the population the subject belongs to, otherwise you may end up giving their Statistics too much of a boost or hindrance. For instance, if you think of the NPC as part of the population of evil paladins in general, but you count his ability with a sword as a Strong Attribute because he has skills in it, you may be giving him a double boost by first setting the Expected Baseline at that of the evil paladin population, which is higher than that of the general population of humans, and then again when you boost it personally for him as a Strong Attribute.

Defining the population is only used to help determine what the Expected Baseline is (since it's the average for a member of that population) and for determining if an Attribute is Strong, Weak, or Primary, since that depends on comparing the subject in question with the general population they are a member of.

You may sometimes have to assign the subject to more than one population. For instance, what if you consider the evil paladin to be a member of the general population of local humans when it comes to figuring out his combat skills, but how do you assess his ability to summon demons when no one in the general population has that power? There is no Expected Baseline when looking at an ability that the population, as a whole, does not possess. In this case, you would have to consider the evil paladin as part of another population that does have that power, such as evil paladins in general. If this is the only evil paladin you've ever encountered, you may have to think a little more creatively and compare him to the next closest thing, perhaps general practitioners of magic who are capable of summoning demons and then guess at what their average ability at demon summoning is.

In this way, you may end up using different populations to determine the Expected Baseline for different Statistics for the subject.

When explaining it, this all sounds more complicated than it really is. In gameplay these determinations will usually be self evident. The private detective you encounter is a member of the population of the average New Yorker and has a Strong Attribute in firearms. The queen is a member of the population of royalty in the empire and has a Weak Attribute in her diplomacy skill. The Gloomtop Mountain Dragon is part of the population of dragons and his intelligence is a Strong Attribute for him when compared to that population.

The one exception to all of this is the Prime Attribute. Every subject that you may have to roll Statistics for should be allowed to have one Attribute that is considered their Prime, the one thing that most defines this NPC or object. It doesn't matter what population the subject is a member of, although most likely this Attribute at the very least would be considered Strong when compared to that population. The important thing is that subject is most defined by this one Attribute score. You can only assign one Prime Attribute to a subject, and not every subject needs to have a Prime Attribute. It's up to you to decide if a subject has one.

For instance, our evil paladin may be the general of an army, so you decide that his Prime Attribute is leadership ability. The thug of a mob boss may have the Prime Attribute of intimidation. A high tech safe may have a Prime Attribute of security when compared to other safes. A space fairing battleship that's been modified may have the Prime Attribute of the damage of its main gun.

Only assign a Prime Attribute to a subject if the Attribute is remarkable in that subject for some reason. The subject should have something about them that makes them special or unique to invoke them having a Prime Attribute. This is one way in which you can give main villains a leg up when rolling for their stats, as they may have a Prime Attribute when their minions, even exceptional ones, do not.

If you need to do some research to make a Baseline guess, go ahead. For instance, if the Characters run across an ogre and you aren't sure how many hit points an average ogre has, you may want to look it up and figure out what the average hit point roll would be for an ogre. Just remember that you don't need to be exact with your Baseline guess, just being within the ballpark is good enough. When gameplay is moving forward, the need to generate Statistics may come fast and furious, so you don't want to waste time doing more research than necessary.

## PC BASELINE

The second Baseline is the PC Baseline, and is more straightforward to come up with. This uses the Player Characters' scores in the specific Statistic being checked. If you have only one PC, then just go with that Character's score. If there is more than one, take a general average.

For instance, you're trying to determine how much damage a monster does. The Statistic Check Table tells you to find it by comparing it to the amount of damage the PCs can do. There are three Player Characters and, roughly, they can each do an average damage of 4 points, 5 points, and 8 points. This averages out to about 6 points, so you decide to go with that as the Baseline for this Statistic Check.

As with determining the Expected Baseline, don't waste too much time trying to be exact with figuring out the PC Baseline if it's not immediately obvious. A glance at the PC sheets should put you close enough.

If the Statistic you are looking for doesn't exist for the Player Character ... such as the PC is a human detective and the NPC is a telepathic mutant and you're trying to determine the mutant's telepathic ability strength ... you have two options. Your first option is to take the closest related value. Let's say our mutant is trying to damage the detective with a mental blast. The PC doesn't possess that ability, but he does pack a gun and we know how much damage he can do with that. The two Statistics are related in that they are both the peak amounts of damage that both Characters can inflict.

Your second option is to treat the result as referring to the Expected Baseline instead of the PC Baseline, despite what the table calls for. If the mutant is trying to read the detective's mind, and we just can't find an ability close enough to that for the detective to use as a comparison, then we're better off comparing the mutant to another population and getting the Baseline that way.

## Some Baseline Tips

Sometimes coming up with a Baseline value will be simple. The Characters encounter a random person on the street who pulls a gun and shoots at them. They know how much damage a typical gun does in the game, so there's their Baseline. Sometimes determining the Baseline is a little fuzzier. Just what is the Baseline potency of an alien snake monster's venomous bite?

The rule of thumb is to follow expected averages: try to decide what the average value for a Statistic like that would be for an average member of the population of that NPC or thing. You may know nothing about venomous aliens, but you can form some rough guess what the average strength of poisons overall are.

Keeping the target population of the NPC or object in mind is important. The Expected Baseline fighting skill of a bartender is likely going to be lower than that of a soldier, for instance. However, the skill at mixing drinks and perhaps talking with people will be higher for the bartender than for the soldier. The Expected Baseline is just that, expected for the population you are dealing with.

The same goes for PC Baselines, and is usually easier to figure. You have your PC scores and Statistics right in front of you, use the average scores to come up with your Baseline. If there is only one PC, then you don't even need to average it, just go with the score you have.

It's not important that you get the Baseline exactly right. This is often a subjective determination for the most part. Use these rules to help guide you to it, as long as you can determine the Baseline quickly to keep gameplay moving along.

Another thing to keep in mind is Adventure balance. Since Statistics rolled with the Statistic Check are based on Baselines, it gives you some ability to keep NPC scores within a reasonable limit to be something the Player Characters can deal with.

## Make The Check

To determine the final Statistic value, roll 2d10 on the Statistic Check Table, modified by Statistic Check Modifiers. The modifiers revolve around the importance of the NPC being checked for, and the importance of the specific attribute of that NPC being determined.

For instance, the PC's nemesis Nimurul the Warlock is a more important NPC than his minion guard standing at the door. As such, Nimurul will receive Statistic Check modifier benefits when his stats are generated. Likewise, since Nimurul is a wizard, any magical stats will be his strong suit and he'll also receive a benefit there.

Generally, higher die roll values produce higher Statistic values. Unlike many of the other Checks, the current Chaos Factor has no bearing on the Statistic Check roll.

This same process is used to derive Statistics for anything within your Adventure that has a Statistic, from NPC Characters to traps to the strength value of a door to the speed of a flying dragon to the wind force of a storm, etc. If it has an in-game Statistic, you can use the Statistic Check to determine it.

## Statistic Check Modifiers

| NPC ATTRIBUTE | ROLL MODIFIER |
|---|---|
| IMPORTANT NPC | +2 |
| WEAK ATTRIBUTE | -2 |
| STRONG ATTRIBUTE | +2 OR … |
| PRIME ATTRIBUTE | +4 |

## Statistic Check Table

| | |
|---|---|
| 0-2 | VERY WEAK -75% |
| 3-4 | WEAK -50% |
| 5-6 | LESS -10% |
| 7-11 | EXPECTED BASELINE |
| 12-14 | MORE +10% |
| 15-16 | STRONG +50% |
| 17-18 | VERY STRONG +100% |
| 19-20 | PC BASELINE |
| 21-22 | PC MORE +10% |
| 23-24 | PC STRONG +50% |
| 25-26 | PC VERY STRONG +100% |

# Statistic Check Modifiers

## IMPORTANT NPC

This means the NPC you are deriving the Statistic for is important within the Adventure, as opposed to being a minion, mook, or other cannon fodder type of character.

Usually this is an NPC with a name and someone who is likely a recurring Character. If you aren't sure at the time of the encounter if the NPC is important or not, then make your best guess or just decide that they are not important until you discover that they are.

An Important NPC receives a +2 bonus on the Statistic Check Table.

## WEAK ATTRIBUTE

The NPC or object has a number of Statistics associated with it, and the one you are checking is supposed to be among its weakest. For instance, a monster may be known as strong, fast, and tough, but this particular monster is also quite dumb. If it's intelligence is weaker than average for its population, then treat rolling for it as a Weak Attribute.

A good rule of thumb is to think of the NPC or object as a collection of Strong, average, and Weak Attributes. If an Attribute runs against the stereotype of the NPC, then consider it Weak. Examples of potential Weak Attributes might be a street thug's education, the sword wielding skills of a sorcerer, the diplomacy abilities of a barbarian, etc.

A Weak Attribute receives a -2 modifier on the Statistic Check Table.

Remember that a Weak Attribute is considered Weak when this NPC or object is compared to the population you have chosen to associate it with for purposes of determining the Expected Baseline.

## STRONG ATTRIBUTE

In the same way you will look at an NPC or object to identify their Weak Attributes, you will also do that to decide their Strong Attributes. These are traits that are strongly associated with the NPC or object in question that stand them apart from the population you are comparing them to. The fighting skills of a highly trained soldier, the armaments of a battle cruiser, the defensive score of an armor plated robot, etc..

A Strong Attribute receives a +2 bonus on the Statistic Check Table.

Remember that a Strong Attribute is considered Strong when this NPC or object is compared to the population you have chosen to associate it with for purposes of determining the Expected Baseline.

## PRIME ATTRIBUTE

This is a special Strong Attribute of the NPC or object. There can only be one Prime Attribute for an NPC or object, and it is the thing that most defines them. For Nimurul the Warlock this may be his spellcasting ability. For Grog the Barbarian it may be his physical strength. For the pit traps

with spikes at the bottom of it, it might be the damage those spikes cause when you fall on them.

The Prime Attribute receives a +4 bonus on the Statistic Check Table. This is in place of, not in addition to, the bonus as a Strong Attribute. The Attribute cannot be both Strong and Prime as Prime supersedes Strong.

Remember that a Prime Attribute is considered Prime when this NPC or object is compared to the population you have chosen to associate it with for purposes of determining the Expected Baseline. As opposed to Strong Attributes, the Prime Attribute should be even more exceptional. If that spiked pit trap is a typical trap, then it gets no adjustment since it's a typical member of its population. If the spikes are fresh and regularly sharpened, then maybe the damage it does is a Strong Attribute. If the spikes are made of Elven steel and honed with a magical forge, then the damage may be considered Prime.

# Statistic Check Results

The Statistic Check Table will kick back a range of results that will call upon you to modify the Baseline value to give you your final value. These adjustments come in the form of percentage changes, such as -50%, +10%, +100%. These adjustments are meant as suggestions and not necessarily as hard and fast "you must make it exactly X%" values. You may have to take the spirit of the result more than the letter of the result for some game systems that don't use numeric Statistic scores or for values that don't neatly divide into tenths and halves or don't scale up and down linearly.

For instance, if a Character's ability scores in a game are on a scale of 1 to 5, and you get a result of "More +10%", if your Baseline for this Statistic is 2 you can't exactly add 0.2 to the score. In a case like this, you should add a minimum to the value, such as 1 to make it 3.

Following are some suggestions on how to interpret the results of the Statistic Check Table.

## VERY WEAK -75%

Reduce the Expected Baseline value by 75%, making it about a quarter of the original score. Alternately, make the value about as weak as possible. This should represent the lowest possible, reasonable value for this Statistic.

## WEAK -50%

Reduce the Expected Baseline value by 50%, making it about half of the original score. Alternately, make the value significantly weaker than the Expected Baseline value.

## LESS -10%

Reduce the Expected Baseline value by 10%, making it slightly lower than the original score. Alternately, make the value just a little weaker than the Expected Baseline value by a minimum amount.

## EXPECTED BASELINE

Keep the Statistic at the Expected Baseline value. There is no adjustment.

## MORE +10%

Increase the Expected Baseline value by 10%, making it slightly higher than the original score. Alternately, make the value just a little stronger than the Expected Baseline value by a minimum amount.

## STRONG +50%

Increase the Expected Baseline value by 50%, making it about half again stronger than the original score. Alternately, make the value significantly stronger than the Expected Baseline value.

## VERY STRONG +100%

Increase the Expected Baseline value by 100%, making it about twice that of the original score. Alternately, make the value about as strong as possible. This should represent the highest possible, reasonable value for this Statistic.

## PC BASELINE

Keep the Statistic at the PC Baseline value. There is no adjustment.

## PC MORE +10%

Increase the PC Baseline value by 10%, making it slightly higher than the original score. Alternately, make the value just a little stronger than the PC Baseline value by a minimum amount.

## PC STRONG +50%

Increase the PC Baseline value by 50%, making it about half again stronger than the original score. Alternately, make the value significantly stronger than the PC Baseline value.

## PC VERY STRONG +100%

Increase the PC Baseline value by 100%, making it about twice that of the original score. Alternately, make the value about as strong as possible. This should represent the highest possible, reasonable value for this Statistic.

# Deja Vu!

You may be reading this chapter and thinking to yourself, I have seen this someplace before. If you use The Creature Crafter game supplement from Word Mill then you're right. The Statistic Check is the Potency Table from The Creature Crafter adapted to general Mythic use. The method presented in this book is a slightly streamlined version of the method from The Creature Crafter, although if you like the Statistic Check better it's compatible for use with The Creature Crafter method of creating a monster on the go.

# The Thing In The Clock

We're at the end of this chapter which means ... time for a big play example! For this one, we're going with a pair of occult investigators exploring an abandoned house where people mysteriously disappear every ten years. They've determined that it all centers on a mystical looking grandfather clock in the study that they discovered is actually a portal to another dimension. Once every ten years, at the stroke of midnight, the portal opens and out steps a Thing From Beyond.

The investigators are ready to meet the Thing, and as the hour strikes, the clock intones its chimes and the front panel swings open as the creature steps forth.

The investigators, by asking a series of Detail Check Questions, determine that the thing is tall and gaunt with black leathery skin, a whiplike tail, and no facial features. It's skin glistens with an oily residue. They know nothing more about it other than it's dangerous, so as the encounter unfolds the Players begin to determine the Thing's Statistics using Statistic Checks.

The first investigator opens fire on the thing with a shotgun blast. The Players determine with a Fate Check that the creature has damage resistance with natural body armor. They need to know how much protection it receives. They decide that similar creatures with armor like this gain around 4 points, so they decide that's the Expected Baseline. The creature is an Important NPC and is known to be tough, so the Players decide its armor is a Strong Attribute, giving it a total modifier of +4 on the Statistic Check Table. Rolling 2d10, they get 5 and 5, which totals a roll of 14. The result is "More +10%". They decide to bump the score up a point for a damage resistance of 5.

The creature takes a hit, taking some damage beyond it's armor capacity. Now the Players need to determine how many hit points the thing has. Taking an educated guess based on similar creature's they've encountered before, they decide that the Expected Baseline for this thing is 20 hit points. The PC Baseline of hit points between the two investigators is 13. They decide that hit points is a Strong Attribute for the creature, so it still retains a +4 bonus to the Statistic Check Table (the other +2 because it's an Important NPC). They roll 8 and 10, for a total of 22. The

result is "PC More +10%". The PC Baseline is 13, ten percent adds about a point to that, so the Thing's hit points are 14.

It's the creature's turn to fight back. Through a Detail Check, they determine that the creature fights with its claws. They need to determine it's chances of hitting and how much damage it does. They decide that the Expected Baseline chance of clawing someone is 50% (the standard hand to hand hit percentage for that RPG system). The creature is an Important NPC (+2) bonus, but there's no particular reason that it's skill at fighting is either Weak or Strong when compared to the average human being in this adventure universe, so the Players apply no modifier to the roll. Tossing 2d10, they get 6 and 2, for a modified total of 10, for "Expected Baseline". The Thing's chance to hit stands at 50%.

They roll for the monster and it hits the investigator who shotgunned it. Now they need to know how much damage the thing does. The Expected Baseline for a creature like this using claws is 1d6 damage. They decide that its claw damage is a Strong Attribute, for a total modifier of +4. They roll 10 and 3, for a modified die result of 17, "Very Strong +100%". The Players have the option of choosing to have the creature do something like 2d6 in damage, or go higher if they think there could be a higher maximum for a creature like this. Based on what they know of the monster, the adventure so far, and what the Player Character's can handle, they decide to have the damage be 2d6.

The creature hits and does harm to the investigator with the shotgun, who falls back as he's struck. The other investigator picks up a piece of wood and bashes the creature's head in from behind. The thing crumples dead to the floor. However, while generating the creature, a Detail Check of "Does the thing have any special abilities?" ended up with a result that the Players decided meant that it can regenerate when it is killed. It will rise again when it reaches its full hit points.

They need to know how many points per round the creature will regenerate. They decide that the Expected Baseline is 2 points per round. They decide this is the Prime Attribute for this creature, giving it a +6 modifier on the Statistic Check Table. They roll a 7 and 3, for a total modified result of 16, "Strong +50%". Increasing the Expected Baseline by 50% would add 1 point, but that's also what they would have added had they rolled "More +10%". They decide to give the creature a bit more of a boost, to 4 points. Had they rolled "Very Strong +100%" they would have boosted the creature's ability to 5 points.

The investigators flee from the room, trying to use the time bought while the monster heals to find a more final way to dispatch it.

As you can see from the example, generating the Statistics for the creature was sometimes obvious (doubling the amount of damage they expected it could do) and sometimes required interpretation (determining how quickly it regenerates).

The results of the Statistic Check Table end up serving as a guide more than as a hard and fast determination of the final value.

# The Big Check Example

It's that time again for a big game example! This is an extended showcase using all of the Mythic Checks in this book. Our Adventure world is a post-apocolyptic setting with a single Player Character, Randall Winchester: a lone bounty hunter making his way across the forsaken landscape by collecting outlaws and turning them in for goods and services.

The Player has already determined what the scenario entails since it's a continuation of a previous Adventure. Randall's current mission is to apprehend Claw, an assassin who took down a leader of the peaceful community of Freehold. The goal of the Redhawk Faction, whom Claw serves, is to goad Freehold into war. The assassination has stirred anger, and the remaining governing council thinks that if Randall can capture Claw and bring him back for justice then the cries for war within Freehold will die down.

This Adventure will involve a single Player with the action administered by a Game Master using Mythic to create the scenario as they go.

**GM:** The GM needs to determine the opening Scene, so she treats it like an Event Check to find out what's happening. She rolls on the Event Focus and Action Meaning Tables and gets: NPC Action (rolling on the NPC List she gets "Freehold Community Council"), "inquire" and "vehicle." She interprets the result this way:

"The Freehold Community Council is anxious that you capture Claw. None of them want war with Redhawk, especially not a war they think they'll lose. To try and increase your odds of success, several members of the Council have approached you asking you about the fitness of your car. They offer as much fuel as you can carry, but more importantly, they will pay for a local armorer to soup up your vehicle with more advanced weaponry if you desire."

**Player:** "Oh yeah, of course! Randall's machine has been through some rough times lately, it could use a little fixing up. What kind of weaponry are we talking about?"

**GM:** The GM isn't sure what the armorer has to offer. She turns the Player's question into a Detail Check Question and rolls, getting: Disfavors PC. The GM rolled an 8, and with the Chaos Factor sitting at 4, there is no modifier applied.

"You head over to the armorer's shop, which is a large, open air mechanics garage littered with car parts and various bits of weaponry. The armorer, a heavy set man with a beard and covered with oil stains, excitedly shows you a machine gun that he can mount to the hood of your car. Unfortunately, the thing is rusty and isn't even up to the caliber of the one you already have on your car. It doesn't take long talking to the man before you realize that not
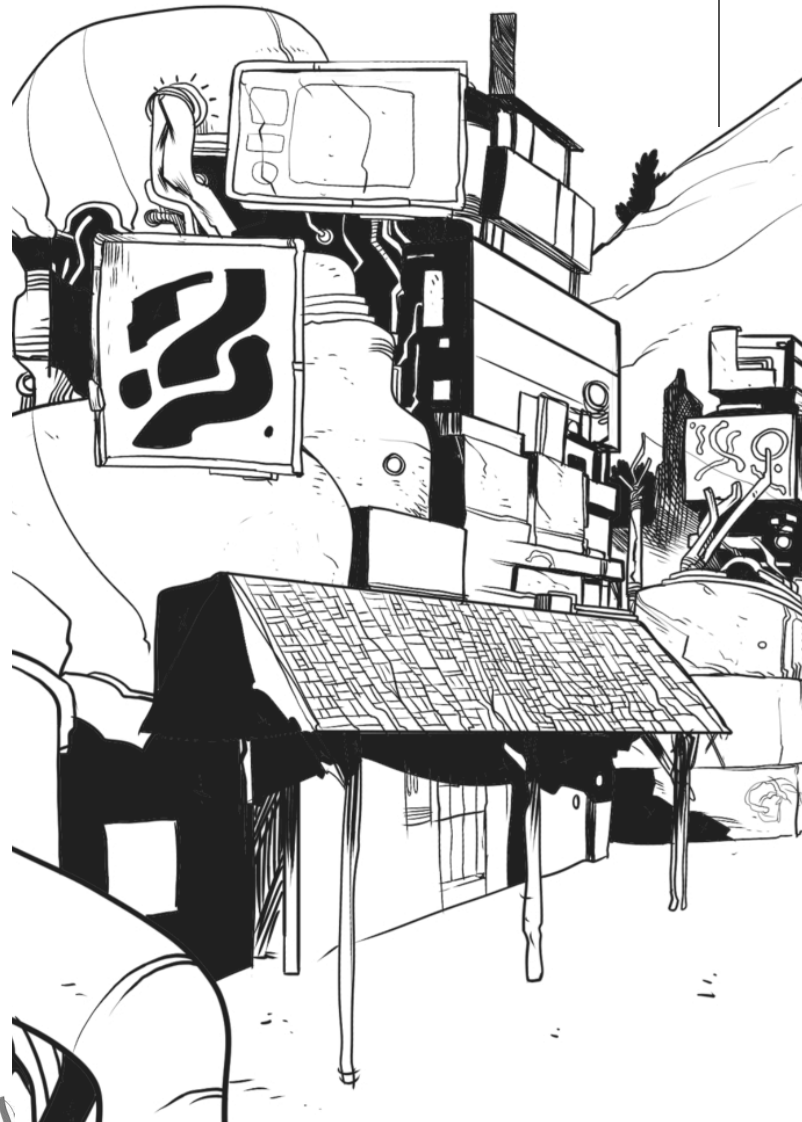
only is the Freehold Community kind of poor, but you are already rigged out better than they can provide for you."

Player: "Well that's a bummer. I hope they can even make it worth Randall's while to capture Claw in the first place. Okay ... Randall thanks the armorer, no sense in offending the guy, but declines his offer. He'll take the fuel they offered, and any ammunition that works with what he has. As long as he's here, he's going to ask the armorer what he thinks about going to war with Redhawk. So far, I only have the Council's opinion on this. I'm curious what the average Freeholder thinks."

GM: The armorer is a new NPC, so the GM doesn't have any Descriptors set up for him for a Behavior Check. She decides to just go with the Identity Descriptor of "Armorer" and not bother generating a Personality or Activity Descriptor yet, since she had no intention of using this NPC again. The Behavior Check Question of "What does the armorer think about war with Redhawk?" activates the Identity Descriptor of "Armorer", the GM decides, since if the community did go to war the armorer would likely find himself with a lot of business. She gives his Disposition Score roll a +2 modifier, rolls 2d10, and gets a final result of 10, giving the armorer a Moderate Disposition. She rolls 1d10 on NPC Action Table 1 and gets "NPC Action -4".  She rolls 2d10-4 on NPC Action Table 2 and gets 6, for "Talks, Exposition".

Since the current Theme of this encounter was already about talking, the GM decides this means the NPC changes the subject. He doesn't want to talk about war. She considers his Activated Identity Descriptor of "Armorer" and the fact that his Disposition is Moderate, and she comes up with the following interpretation:

"He doesn't really have much opinion about the possibility of war. He just wants to talk about guns and cars. This guy has a one track mind. As you ask him about the possibility of war, his eyes kind of glaze over like he's bored, and he starts looking over your vehicle, asking questions about some of the modifications you've made and making suggestions for new ones. I think if you're trying to get a feeling for the pulse of the community, this guy is not your spokesperson."

**Player:** "Okay, that's fine. I'm getting the impression that this community is a little out of touch anyway with what goes on beyond their walls. Randall's been out there and he's met raiders from Redhawk, I think he appreciates how dangerous they are."

**GM:** "Maybe so. The Freehold Community Council also seems to appreciate the danger. I think you're right, though, that the average citizen there has no idea what they're getting into if they march out to fight Redhawk."

Randall collects a few more supplies for his journey out into the wasteland to find Claw. The GM wraps up the Scene, giving a -1 modifier to the Chaos Factor since Randall had things well under control. The new Chaos Factor is 3.

For Scene 2, Randall is heading out of Freehold to search the wasteland for Claw. The assassin has a day head start on Randall, and the bounty hunter has a good idea where the guy is heading: toward Redhawk Nation. He's aware of a small scavenger community along the way called Farstoon where he thinks Claw will stop at for supplies. Randall decides to head to Farstoon and try to pick up the trail there.

The GM uses this as the Expected Scene, and rolls 1d10 to see if there is an Interrupt or an Altered Scene. She gets a 1 for an Altered Scene. She decides not to roll for what the alteration may be since she has an idea; Farstoon has been taken over by Redhawk raiders, who are already preparing for war with Freehold.

"It takes you a few hours of driving on the open road, which is uneventful ... just miles of empty desert passing by ... but when you roll in to Farstoon you can tell right away that something is wrong. You see a couple of Redhawk raiders openly walking the street, and their flag is even flying from a pole at the entrance to town."

**Player:** "Wow, ok. How much of a presence is it? Are we talking a handful of goons or a small army?"

**GM:** The GM treats this as a Fate Check, "Is Farstoon occupied by only a handful of Redhawk raiders?" Farstoon is just a small trading post, not much more than a pitstop off the road, so she decides the Odds are Likely. The Chaos Factor is

at 3, which means the Fate Check will be modified in favor of the Player Character. In this case, it would work in Randall's favor if a smaller force were here. In total, the Fate Check gets a +4 modifier. She rolls 2d10, gets 5 and 2 (Chaos Die of 7), plus 4, for a total of 11, just barely making it to a "Yes".

"As you pull your car into town and look around, you can tell the place has been dominated by just a handful of raiders. Probably no more than four. Farstoon is a small post, it wouldn't take much in the way of a threat of violence to quell these people."

**Player:** "That's good. Honestly, I could probably free this place if I wanted to, but I don't think Randall wants to invite the trouble. He just needs to find Claw. Maybe since the place is occupied by his own people he won't feel the need to hide. I park the car, arm the alarm, and get out, strapping my shotgun to my hip. I look for whatever place serves as a social center here, like a bar or something."

**GM:** "Ok, so Randall's going to explore a little."

The GM secretly asks herself the Fate Check Question, "Is Randall treated with suspicion?" She figures the Odds are Very Likely, giving a +4 modifier, but the Chaos Factor being at 3 moves the modifier down by -2 since it would be in Randall's favor not to attract suspicion. She rolls 9 and 7 (Chaos Die of 2), for a total of 18. Since both of the Fate Dice are odd numbers, and the Chaos Die came in within the Chaos Factor, this means the result of the Fate Check is Exceptional. Not only are the people of Farstoon suspicious of Randall, they're afraid of him.

"Randall is attracting quite a few stares as he walks through town. People look at him and then rush away, as if afraid. The people in Farstoon are terrified. It's clear they want no trouble, and a stranger right now means trouble."

The GM isn't sure what kind of social center this place has, so she turns it into a Detail Check Question, "Where do people hang out in Farstoon?" She rolls 2d10 on the Detail Check Table, +2 for the low Chaos Factor, and gets 7 and 3 for a total of 12, "Disfavors NPC." Her NPC list has a number of names on it, from the Council of Freehold to random travelers on the road. She rolls for which NPC it is and gets Claw. She thinks for a moment what kind of setting would Disfavor Claw, and decides to roll on the Descriptive Meaning Tables to flesh out this answer more. She rolls "cheerfully" and "dull".

"Farstoon is a lazy place. Aside from a string of shops and vendors selling scavenged goods, there's an open air bar at the end of the camp. It only consists of some tables and benches with a large canvas stretched over it for shade, and a small wood bar where a bartender waits to serve drinks. There are a few people here, but it's quiet. However, it's also very exposed. If Claw is here, he would have no place to hide or run to."

**Player:** "You know, I never thought to ask, but does Randall even know what Claw looks like?"

**GM:** The GM decides to make this a Fate Check Question,

with the Odds being Unlikely. The Chaos Factor shifts the Odds of the answer in Randall's favor, giving a +2, which cancels out the -2 of the Unlikely Odds. The GM rolls 10 and 3 (Chaos Die of 4) for 13.

"Yes. Randall had seen Claw in Freehold before he committed the assassination. It was brief, but enough for Randall to recognize the man if he saw him again."

**Player:** "Do I see him here at the bar?"

**GM:** The GM decides that if Claw is currently in Farstoon there is a decent chance he's at the bar area. However, the man had a full day's head start on Randall. It's possible he made it to town and has already moved on. She decides that the Odds of Claw being at the bar are 50/50, so there is no Odds modifier. The Chaos Factor gives a +2 modifier to the roll, since it would be in Randall's favor if he were to find Claw sitting here. The GM rolls a 1 and a 9 (Chaos Die of 4) for a total of 12 for a Yes.

"Yes, actually. He's sitting right there at a table ..." She's not sure if he's alone and makes it a Fate Check Question that she asks herself, "Is Claw alone?" Since Farstoon is occupied by raiders, she gives the Odds as Unlikely (-2 modifier) and the Chaos Factor gives a +2 modifier since it would be in Randall's favor if Claw was alone. She rolls 9 and 3 (Chaos Die of 1) for a total of 12 and an Exceptional Yes.

"He's drinking at a table alone and there are no Redhawk raiders in sight."

**Player:** "Well. Looks like show time. Randall goes to the bar, orders ... whatever swill they serve here ... and goes to Claw's table. He looks at the man and sits down across from him. He sips his drink, eyes on him, to see how he reacts. Below the table, at his hip, he has his right hand on his shotgun, ready to draw it. Can you tell me what Claw looks like and if he's armed?"

**GM:** "Okey dokey." The GM makes a Detail Check Question out of, "What does Claw look like?" She rolls a 1 and a 3, +2 for the low Chaos Factor, for a total of 6, "Fear." She considers making a Fate Check Question out of, "Is he armed?" but she decides that the description of Claw implied by "Fear" includes that, so she doesn't roll for it. The GM interprets the results this way:

"Claw is a large, muscular man. He looks rough, with scars on his bearded face. He has a machete slung on a holster across his back and a pistol dangling from either hip. He is a dangerous looking man, and as you sit down his steely dark eyes drift up from his drink and he looks at you."

The GM decides to see what Claw is going to do, and makes it a Behavior Check Question of, "How does Claw react to Randall sitting down with him?" Claw is an important NPC, so the GM decides to whip up his Descriptors. She already knows his Identity is "Redhawk assassin." She rolls on the Description Meaning Tables for his Personality and gets "Yieldingly" and "Strong." She decides this mean his

Personality Descriptor is, "Tough, but not unreasonable." She rolls on the Action Meaning Tables for his Activity Descriptor and gets "Care" and "Allies." She interprets this to mean his Activity Descriptor is, "Always takes care of his friends."

The Theme at the moment could roughly be described as "Testing Claw." She decides that the Activated Descriptors include his Identity (the man's an assassin on the run, he's going to be suspicious of any stranger sitting down with him suddenly, +2 modifier because this should make his Disposition more intense), and his Personality Descriptor (he's tough but not unreasonable, which means he's going to keep it cool even in a tense situation like this, -2 modifier because this should make his Disposition less intense). She rolls 2d10 for 5 and 10, for a total Disposition Score of 15, Active.

Claw got a high Disposition Score, it's borderline Aggressive, so the GM figures this is going to be an interesting encounter. She asks the Behavior Check Question, "How does Claw react to Randall appearing?" She rolls 1d10 for 6, NPC Continues +2. Normally this would mean the NPC continues whatever Action he was already doing, but since we're just starting this encounter and Claw has not been doing anything, it's treated like a Theme Action result, meaning the GM decides what he's doing based on the Theme ("Testing Claw"), his Disposition (Active), and Activated Descriptors (his Identity as an assassin and his Personality as tough but calm). The +2 bonus shifts his Disposition Score from 15 to 17, shoving it up into the Aggressive category. The GM decides that this shift is significant. The GM interprets all of this in the following way:

"Claw stares at Randall for a long moment, unblinking. He then says, in a low growl, 'Remove yourself from my table or I will remove your head from your shoulders.'"

**Player:** "Nice and friendly. Alright, I guess we're not going to have a long conversation about the weather. Randall stares back at him, then calmly withdraws his shotgun, pointing it at Claw and says, 'I'm taking you back to Freehold with me. You can come dead or alive.'"

**GM:** "I love the testosterone-fest here." The GM decides that the Theme of the encounter has now changed from "Testing Claw" to "Apprehending Claw". Under this situation, she decides that his Identity is still a +2 modifier, that his Activity Descriptor is still not Activated, and that his Personality Descriptor is still Activated but flips from a -2 to a +2. With the previous Theme, his Personality of "Tough but reasonable" kept him calm, but under a direct threat the GM decides that the "tough" part of that Descriptor comes into play. Since the Descriptor flipped from -2 to +2, that's a shift to the Disposition of 4 points, for a total Disposition Score of 21. This guy is deep into Aggressive territory now.

She rolls 1d10 on NPC Action Table 1 and gets a 9, NPC Action -4. This means the GM rolls for a new Action on NPC Action Table 2, applying a -4 modifier in addition to his

Disposition modifier, which is +4 for Aggressive. Whatever the GM rolls, it's a brand new course of Action, diverging from Claw's current Action of threatening to kill Randall, because it's being rolled on NPC Action Table 2 which always calls for a new and maybe unexpected Action. She rolls 2d10 and gets 9 and 7 for a total of 16, Acts Out Of Self Interest. The GM interprets all of this thusly:

"With a quick twist of his body he leans back while slapping at your shotgun to knock it aside. He's rolling to the side and back, trying to avoid a blast to the chest …"

**Player:** "Randall's not going to mess around with a guy this dangerous in a town with his friends close by. He squeezes the trigger and tries to hit him."

**GM:** The GM doesn't know anything about Claw's Character Statistics, so it's time to make a Statistic Check to see what his dodge score is. In the RPG they are playing, skills are represented by percentages. The GM needs to decide what population she is going to base her Expected Baselines on. Claw is a human assassin. The GM can choose to put him in the population of humans, using average scores for ordinary people as the Expected Baseline, or in the population of assassins, using what she would guess would be the average Statistic Scores of a typical assassin as the Expected Baseline. Which population she chooses is important as it will have a bearing on what she considers to be Strong and Weak Attributes. For instance, his ability to do damage would be considered a Strong Attribute when compared to regular people since the average person doesn't cause that much harm. However, compared to what the GM imagines the average assassin to be, Claw's ability to cause damage would be normal so wouldn't be a Strong Attribute. The GM decides to use the population of average humans as the Expected Baseline.

An average dodge ability is 20% for a human being, which Claw is, so she goes with that as the Expected Baseline. He is an Important NPC (+2 modifier) and she figures all of his combat skills are Strong Attributes because he's an assassin, so he gets another +2 modifier for a total of +4. She rolls 2d10 and gets 9 and 2, plus the 4, for a total of 15, Strong +50%. Claw is good at dodging, with a Statistic score of 30%.

The GM, with the RPG they are using with Mythic, makes the appropriate checks for hitting from Randall's attack and Claw's dodge. Claw was quick enough to have the shotgun blast go off beside him. He falls backward off the bench. The GM has decided that the result of Acts Out Of Self Interest means he's going to try and kill Randall. She's not sure if he's going to use his guns or his machete.

She asks the Fate Check Question, "Does he pull his pistols and fire back?" She figures it makes a lot more sense to use firearms in a gun battle than to go to the machete, so she makes the odds Sure Thing (even though she's kind of hoping he goes for the machete because that would be cool). The Chaos Factor is still at 3, which shifts the odds toward

Randal's favor. The GM decides it would be in his best interest if Claw did use the blade instead as it's less damaging, so a -2 modifier for that. The total modifier is +4. She rolls 3 and 2, for a total score of 9. Believe it or not, Claw wants to use the machete. Apparently he was serious about taking Randall's head off.

"Claw whips the machete off his back as he rises up, moving very quickly. Using the same motion as drawing the blade he swings it at you across the tabletop."

Now the GM needs to figure out Claw's attack score. The average attack score for a human being with a machete is 25%, so she uses that as the Expected Baseline. He's an Important NPC (+2) and she decides that he's going for the machete because that is his primary weapon of choice, making his attack skill with a machete his Prime Attribute (+4). She rolls 9 and 7, for a total modified result of 22, PC More +10%. This means Claw's primary attack Statistic is based on Randall's primary attack Statistic. Randall's best skill, the closest thing he has to a Prime Attribute, is his skill with a shotgun, 60%. The GM determines that Claw's machete attack skill is 66%.

The GM rolls some dice, consulting the RPG combat rules, and determines that Claw missed on his swing, but just barely, because Randall dodged it, causing him to take a defensive step back.

**Player:** "I fire again, trying to take this guy down before he cuts me in half."

**GM:** The GM makes more combat checks. "For such a large guy he moves amazingly fast. He's sliding over the table as you fire. You're so close now that he's able to shove the barrel of your shotgun aside him again, the blast missing."

The GM considers making another Behavior Check to see what Claw does this round, but it seems pretty obvious to her that he's going to keep swinging at Randall so she skips the roll. She does more combat rolls. "He swings his machete and you block the blow with your shotgun. Randall's turn."

**Player:** "Randall uses the shotgun as a bludgeon and swings it, trying to knock the machete out of his hand."

**GM:** The GM makes some RPG rolls. "You land a solid blow to his hand with the butt of your gun, causing him to cry out in pain. The machete drops from his grip."

It's Claw's turn to act, but he just lost his weapon, so the GM decides it's time to make another Behavior Check to see what he does. She rolls 1d10 and gets 6, NPC Continues +2. Claw's current Action was attacking Randall with the machete. The GM interprets this to mean Claw keeps attacking with whatever he's got, so he uses his fists. The +2 modifier raises his Disposition Score even higher, to 23.

She needs to determine his brawling combat score. The average for a normal human is 25%, so she uses that as the Expected Baseline. Claw gets his +4 modifiers (Important NPC, Strong Attribute). She rolls a 5 and a 9, for a total of 18,

Very Strong +100%. She decides his brawling Statistic is 50%.

She makes combat rolls. "Even disarmed, he comes at you hard. He swings a big fist, clocking Randall right in the jaw."

Damage from a punch in the RPG they're using is 1-2 plus a modifier for high strength. The GM needs to determine Claw's strength, which runs from a possible 3 to 18 with an average of 10, the Expected Baseline for normal people. Claw gets the +2 bonus for being an Important NPC, and since he was described as large and muscular earlier she decides that strength is a Strong Attribute for him so he gets another +2 modifier. The GM rolls 7 and 3, for a total modified score of 14, More +10%. She makes his strength score 11; Claw isn't as strong as he looks. She rolls for damage.

"The punch stings, but isn't nearly enough to take Randall down."

**Player:** "Wow, this guy. Okay ... Randall's going to answer in kind, using the butt of his shotgun to hit him across the jaw. I'd prefer to take him in alive, if possible."

**GM:** The GM makes combat rolls. "You slam him hard and solid in the jaw with the base of your shotgun."

She needs to determine how many hit points Claw has. The Expected Baseline is 10, since that's the average number of hit points for a human being. She rolls 6 and 9, +2 (Important NPC), for a total of 17, Very Strong +100%.

The GM could double Claw's hit points, but that doesn't make much sense in this RPG where hit point scores don't track upward quite that quickly. She decides that this roll represents the most hit points someone like Claw would have, which she decides is 16.

She rolls damage for the attack, and rolls high. Checking the RPG rules, she determines that Randall knocked Claw out.

"He falls back against the table, growls at you, then collapses unconscious to the ground."

**Player:** "Nice. I fired off my shotgun twice in that battle. Before I try to haul him back to my car, I look around to see if any raiders are coming in response."

**GM:** The GM treats this as a Fate Check Question. Considering how small of an outpost Farstoon is, it's likely that everyone in the camp heard the shotgun blasts. The GM determines that the Odds of raiders responding are Has To Be, +8. The Chaos Factor being low gives a -2 modifier, since no one responding would be in Randall's favor. The total modifier is +6, the GM rolls 3 and 10 (Chaos Die of 3) for a total of 19.

"Yeah, you see one raider running from the street toward you. No doubt more are on the way."

**Player:** "Great. Okay, I raise my shotgun and open fire. I'll take them all on."

# Appendix

## Fate Check Modifiers

| ODDS | ROLL MODIFIER |
|---|---|
| 50/50 OR UNSURE | NONE |
| LIKELY / UNLIKELY | +2 / -2 |
| VERY LIKELY / VERY UNLIKELY | +4 / -4 |
| SURE THING / NO WAY | +6 / -6 |
| HAS TO BE / IMPOSSIBLE | +8 / -8 |

| CHAOS FACTOR | |
|---|---|
| CF 3 | -/+2 TOWARD FAVORABLE |
| CF 4-5 | 0 |
| CF 6 | -/+2 TOWARD UNFAVORABLE |

## Fate Check Chaos Results

| WHEN THE CHAOS DIE IS ROLLED WITHIN THE CHAOS FACTOR AND THE FATE DICE ... | THE FATE CHECK RESULT INCLUDES ... |
|---|---|
| NUMBERS ARE BOTH ODD | EXCEPTIONAL |
| NUMBERS ARE BOTH EVEN | RANDOM EVENT |
| NUMBERS ARE THE SAME | EXCEPTIONAL AND RANDOM EVENT |

## Detail Check Table

| -4 | ANGER |
|---|---|
| 5 | SADNESS |
| 6 | FEAR |
| 7 | DISFAVORS THREAD |
| 8 | DISFAVORS PC |
| 9 | FOCUS NPC |
| 10 | FAVORS NPC |
| 11 | FOCUS PC |
| 12 | DISFAVORS NPC |
| 13 | FOCUS THREAD |
| 14 | FAVORS PC |
| 15 | FAVOR THREAD |
| 16 | COURAGE |
| 17 | HAPPINESS |
| 18+ | CALM |

## Detail Check Modifiers

| CHAOS FACTOR | ROLL MODIFIER |
|---|---|
| 3 | +2 |
| 4-5 | 0 |
| 6 | -2 |

## NPC Action Table 1

| | |
|---|---|
| 1-3 | **THEME ACTION:** The NPC takes an Action in keeping with the current Theme, Disposition, and Activated Descriptors. If the NPC was already performing an Action, the NPC stops that Action and switches to another, expected Action. |
| 4-5 | **NPC CONTINUES:** The NPC will continue their current Action, or take it to the next level, whichever makes the most sense. If the NPC has not acted yet in this Scene, then treat the result as a Theme Action. |
| 6 | **NPC CONTINUES +2:** The NPC will continue their current Action, or take it to the next level, whichever makes the most sense. Apply a +2 adjustment to their Disposition Score, representing a possible shift in their current attitude. If the NPC has not acted yet in this Scene, then treat the result as a Theme Action +2. |
| 7 | **NPC CONTINUES -2:** The NPC will continue their current Action, or take it to the next level, whichever makes the most sense. Apply a -2 adjustment to their Disposition Score, representing a possible shift in their current attitude. If the NPC has not acted yet in this Scene, then treat the result as a Theme Action -2. |
| 8 | **NPC ACTION:** The NPC takes a new, maybe unexpected, Action determined by rolling on NPC Action Table 2 and applying the Disposition Modifier (if any) to that roll. |
| 9 | **NPC ACTION -4:** The NPC takes a new, maybe unexpected, Action determined by rolling on NPC Action Table 2, applying a -4 modifier and the Disposition Modifier (if any) to that roll. |
| 10 | **NPC ACTION +4:** The NPC takes a new, maybe unexpected, Action determined by rolling on NPC Action Table 2, applying a +4 modifier and the Disposition Modifier (if any) to that roll. |

## Disposition Table

| | |
|---|---|
| - 5 | **PASSIVE (-2):** The Character takes the softest approach to their Actions. |
| 6-10 | **MODERATE (0):** The Character acts in a moderate fashion, not too intense, not too passive. |
| 11-15 | **ACTIVE (+2):** The Character wants to make their Actions known. |
| 16+ | **AGGRESSIVE (+4):** The Character acts with the utmost urgency and intensity. |

## NPC Action Table 2

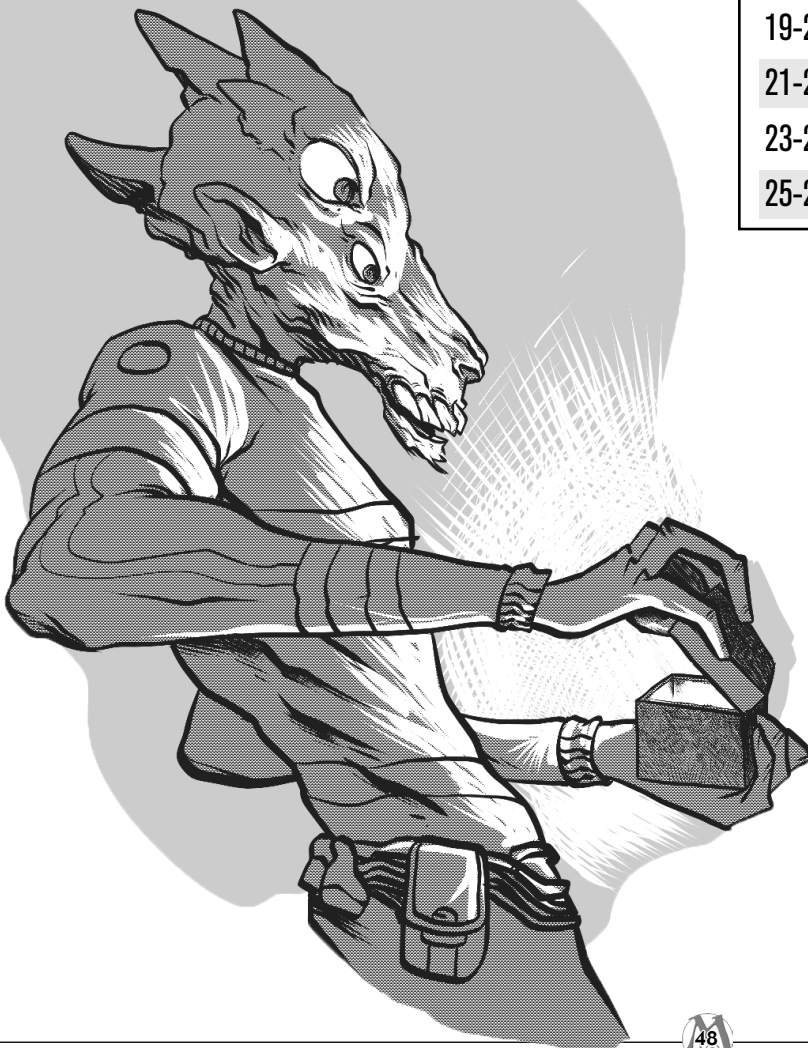| | |
|---|---|
| -6 | **TALKS, EXPOSITION** |
| 7-8 | **PERFORMS AN AMBIGUOUS ACTION** |
| 9-10 | **ACTS OUT OF PC INTEREST** |
| 11 | **GIVES SOMETHING** |
| 12 | **SEEKS TO END THE ENCOUNTER** |
| 13 | **CHANGES THE THEME** |
| 14 | **CHANGES DESCRIPTOR** |
| 15-17 | **ACTS OUT OF SELF INTEREST** |
| 18 | **TAKES SOMETHING** |
| 19+ | **CAUSES HARM** |

## STANDARD EVENT FOCUS TABLE

| | |
|---|---|
| 1-7 | REMOTE EVENT |
| 8-28 | NPC ACTION |
| 29-35 | INTRODUCE A NEW NPC |
| 36-45 | MOVE TOWARD A THREAD |
| 46-52 | MOVE AWAY FROM A THREAD |
| 53-55 | CLOSE A THREAD |
| 56-67 | PC NEGATIVE |
| 68-75 | PC POSITIVE |
| 76-83 | AMBIGUOUS EVENT |
| 84-92 | NPC NEGATIVE |
| 93-100 | NPC POSITIVE |

## Statistic Check Modifiers

| NPC ATTRIBUTE | ROLL MODIFIER |
|---|---|
| IMPORTANT NPC | +2 |
| WEAK ATTRIBUTE | -2 |
| STRONG ATTRIBUTE | +2 OR ... |
| PRIME ATTRIBUTE | +4 |

## Statistic Check Table

| | |
|---|---|
| 0-2 | VERY WEAK -75% |
| 3-4 | WEAK -50% |
| 5-6 | LESS -10% |
| 7-11 | EXPECTED BASELINE |
| 12-14 | MORE +10% |
| 15-16 | STRONG +50% |
| 17-18 | VERY STRONG +100% |
| 19-20 | PC BASELINE |
| 21-22 | PC MORE +10% |
| 23-24 | PC STRONG +50% |
| 25-26 | PC VERY STRONG +100% |

## MEANING TABLES: DESCRIPTIONS

### DESCRIPTOR 1

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

### DESCRIPTOR 2

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

## MEANING TABLES: ACTIONS

### ACTION 1

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1: | Attainment | 21: | Release | 41: | Expose | 61: | Oppress | 81: | Excitement |
| 2: | Starting | 22: | Befriend | 42: | Haggle | 62: | Inspect | 82: | Activity |
| 3: | Neglect | 23: | Judge | 43: | Imprison | 63: | Ambush | 83: | Assist |
| 4: | Fight | 24: | Desert | 44: | Release | 64: | Spy | 84: | Care |
| 5: | Recruit | 25: | Dominate | 45: | Celebrate | 65: | Attach | 85: | Negligence |
| 6: | Triumph | 26: | Procrastinate | 46: | Develop | 66: | Carry | 86: | Passion |
| 7: | Violate | 27: | Praise | 47: | Travel | 67: | Open | 87: | Work |
| 8: | Oppose | 28: | Separate | 48: | Block | 68: | Carelessness | 88: | Control |
| 9: | Malice | 29: | Take | 49: | Harm | 69: | Ruin | 89: | Attract |
| 10: | Communicate | 30: | Break | 50: | Debase | 70: | Extravagance | 90: | Failure |
| 11: | Persecute | 31: | Heal | 51: | Overindulge | 71: | Trick | 91: | Pursue |
| 12: | Increase | 32: | Delay | 52: | Adjourn | 72: | Arrive | 92: | Vengeance |
| 13: | Decrease | 33: | Stop | 53: | Adversity | 73: | Propose | 93: | Proceedings |
| 14: | Abandon | 34: | Lie | 54: | Kill | 74: | Divide | 94: | Dispute |
| 15: | Gratify | 35: | Return | 55: | Disrupt | 75: | Refuse | 95: | Punish |
| 16: | Inquire | 36: | Imitate | 56: | Usurp | 76: | Mistrust | 96: | Guide |
| 17: | Antagonize | 37: | Struggle | 57: | Create | 77: | Deceive | 97: | Transform |
| 18: | Move | 38: | Inform | 58: | Betray | 78: | Cruelty | 98: | Overthrow |
| 19: | Waste | 39: | Bestow | 59: | Agree | 79: | Intolerance | 99: | Oppress |
| 20: | Truce | 40: | Postpone | 60: | Abuse | 80: | Trust | 100: | Change |

### ACTION 2

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1: | Goals | 21: | Messages | 41: | Advice | 61: | Death | 81: | Victory |
| 2: | Dreams | 22: | Energy | 42: | Plot | 62: | Disruption | 82: | Dispute |
| 3: | Environment | 23: | Balance | 43: | Competition | 63: | Power | 83: | Riches |
| 4: | Outside | 24: | Tension | 44: | Prison | 64: | Burden | 84: | Normal |
| 5: | Inside | 25: | Friendship | 45: | Illness | 65: | Intrigues | 85: | Technology |
| 6: | Reality | 26: | Physical | 46: | Food | 66: | Fears | 86: | Hope |
| 7: | Allies | 27: | Project | 47: | Attention | 67: | Ambush | 87: | Magic |
| 8: | Enemies | 28: | Pleasures | 48: | Success | 68: | Rumor | 88: | Illusions |
| 9: | Evil | 29: | Pain | 49: | Failure | 69: | Wounds | 89: | Portals |
| 10: | Good | 30: | Possessions | 50: | Travel | 70: | Extravagance | 90: | Danger |
| 11: | Emotions | 31: | Benefits | 51: | Jealousy | 71: | Representative | 91: | Weapons |
| 12: | Opposition | 32: | Plans | 52: | Dispute | 72: | Adversities | 92: | Animals |
| 13: | War | 33: | Lies | 53: | Home | 73: | Opulence | 93: | Weather |
| 14: | Peace | 34: | Expectations | 54: | Investment | 74: | Liberty | 94: | Elements |
| 15: | Innocent | 35: | Legal | 55: | Suffering | 75: | Military | 95: | Nature |
| 16: | Love | 36: | Bureaucracy | 56: | Wishes | 76: | Mundane | 96: | Masses |
| 17: | Spirit | 37: | Business | 57: | Tactics | 77: | Trials | 97: | Leadership |
| 18: | Intellect | 38: | Path | 58: | Stalemate | 78: | Masses | 98: | Fame |
| 19: | Ideas | 39: | News | 59: | Randomness | 79: | Vehicle | 99: | Anger |
| 20: | Joy | 40: | Exterior | 60: | Misfortune | 80: | Art | 100: | Information |

# Mythic Variations II