A MONTHLY EZINE WITH TIPS, RULES, AND MORE GOODIES FOR
THE MYTHIC ROLE-PLAYING SYSTEM, MYTHIC GAME MASTER EMULATOR, AND CRAFTER SERIES

MYTHIC MAGAZINE

Getting Prepared For A Solo Adventure

Mythic & Crafter Flowcharts

VOLUME 4

MYTHIC MAGAZINE

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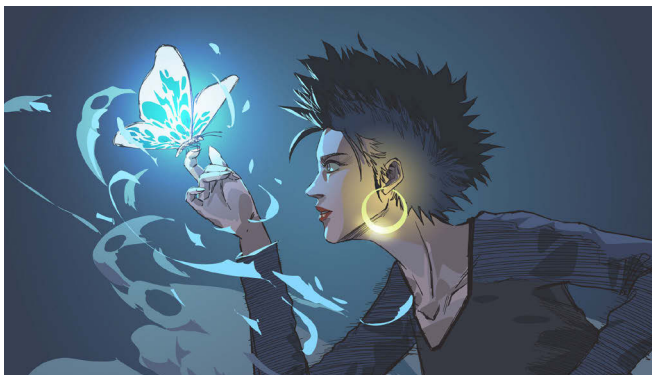


What If

Getting Prepared For A Solo Adventure

Tool Box

Mythic & Crafter Flowcharts

Getting Organized

Greetings everyone! This month's issue of Mythic Magazine is all about getting our act together. Solo role-playing is exciting and fulfilling, but it can also entail a good deal of work since you don't have fellow players to help you.

This issue includes two articles to help you get organized and spend more time actually playing. The first article, Getting Prepared For A Solo Adventure, is a collection of tips from my own game-playing as well as wisdom I gleaned from others online. The topics are wide-ranging, from advice on how to put together your First Scene to practical materials that can help you keep yourself organized. You likely already have your own favorite way of getting prepared, but this article lays out lots of ideas that may inspire you for new ways to approach your games.

I've also included in the back of this issue a collection of commonly used sheets from the Mythic and Crafter books so you have them all in one easy to find location.

The second article is a collection of flowcharts for various rules systems in Mythic and The Adventure Crafter. These are useful for printing and keeping close at hand at your gaming table if you want help remembering how certain mechanics work. It's also a handy way to introduce new players to the games, with core rulesets layed out visually at a glance. Flowcharts are something players have been requesting of me for some time. I hope this article provides enough to work with, and I plan to include flowcharts as a standard element in future books.

Happy adventuring!

WHAT IF

Discussion of some aspect of solo, Mythic, or Crafter play for you to chew on.

Getting Prepared For A Solo Adventure

Getting your act together to run a solo role-playing session can be just as varied and individual as the game itself. What kind of resources do you bring to the table? Do you even use a table? Do you role-play entirely in your head or do you write the game down as you go? If you do write it down, how do you go about it?

And on and on. You probably have your favorite way of getting prepared. In this article I'm going to discuss solo play preparations and maybe you'll find some ideas in here that will change, and even improve, the way you play!

I'd like to thank the members of the Solo_Roleplaying Reddit for their suggestions and help in writing this article. If you haven't discovered this community I highly recommend it!

GETTING STARTED

Ideas on getting your adventure going.

Papers Please

Being organized helps make a solo gaming session more enjoyable. It's just you, probably sitting at a table, surrounded by your books and sheets. If everything is in a jumble the game can become a misery as you shove books aside to find a relevant chart or misplacing your Character sheet because it got lost under a big rule-book.

Get yourself setup just so. This is an individual thing, everyone is different, but find the way that you like to play. Maybe organize your sheets into binders, one for rulesets and another one for Character related items. Make sure you have plenty of room. Collect all the books and materials you'll need ahead of time and lay them out on the surface you're using. Make sure you have room to write down anything you need to, and enough empty space so you can shift things about as you have to without moving too many items at once.

Don't forget any resources that aren't necessarily RPG materials but are still relevant. For instance, maybe you have a book about a historical period for a game being run in a certain era, or a generic sci-fi book about cinematic spaceships that you're using to model ships in your game after.

Make sure everything you need is within easy grasp. If the table in front of you isnt' enough room, maybe set up a small folding table beside you for extra room.

Sometimes I'll pull a chair over beside me and use that as reserve space to put books that aren't as important but may still be needed.

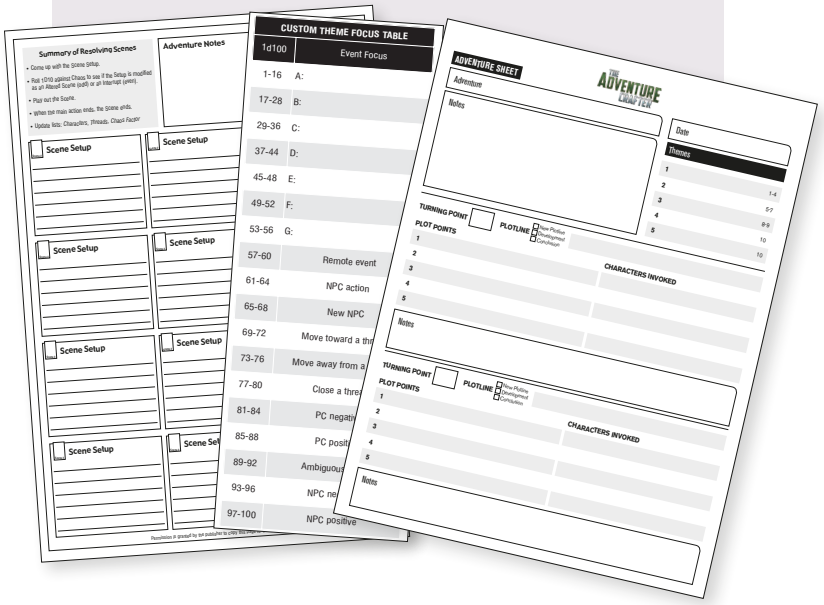
I make a habit of taking all the books and resorces I use and stacking them so I can put them on a bookshelf in between my advenutes. Then when it's time to play, I simply grab the stack, array it out on the table in front of me, and play. When I'm done, I restack them and put them back on the shelf. Keeping loose sheets such as Character sheets and reference notes in a folder or binder makes your entire adventure "stackable" and easy to pull out and put away.

Getting organized like this before your adventure will make the experience more enjoyable. It ruins the flow of your narrative if you have to get up and walk into the other room to retrieve a book you realize you need.

If you are new to solo role-playing it may take several game sessions before you hit upon what the ideal setup is for yourself. While you play, try to keep in mind the organizational strategies you used that help, and frustrations that should be resolved for your next session.

A GATHERING FORM

I've included at the back of this issue of Mythic Magazine some of the most common sheets from the Mythic and Crafter books that you may need to print out and use. They're provided here so you have a single PDF containing them, making them easier to find and print.



Sourcing An Idea

Going it alone with role-playing also means all the ideas come from you, including the concept behind your adventure. I'll get into some ways to help generate a First Scene a little later, but aside from that opening Scene you may also be fishing for a general concept for your adventure.

You may be going solo, but you can still get help with ideas. I often take inspiration from shows I'm currently watching, or movies I've seen. Using the basic storyline of the last episode of a show you watched is a good way to get an adventure concept. Maybe the show was about the main Characters accidentally mistaken for smugglers and arrested. Or, maybe it was a storyline about transporting an important NPC with a lethal disease and trying to get them to a doctor in time to save their life.

You can take inspiration from TV shows, movies, books, comics, anime, ... anything you enjoy. Maybe you just take the basic concept of the idea ... the Player Characters mistaken for smugglers ... and you generate a First Scene as you normally do but with this idea in mind. Or, you can run further with it and populate your Threads and Characters Lists with ideas from the sourced material, creating adventure goals and cast before you event start the opening Scene. You can create the First Scene by using the source material too, framing it in much the same way.

Sourcing for an idea is a good way to get off to a fast start. You can even randomize it if you like: look at five seasons of a show you like and pick an episode at random, then see what it's about.

FIRST SCENE 4W: WHERE, WHAT, WHO, WHY

Coming up with the First Scene of an Adventure can be a problem sometimes if you aren't feeling inspired with an idea. The default method in Mythic for making an opening Scene is to generate a Random Event.

Here's an alternate way to generate a First Scene using the Description and Action Meaning Tables (found at the back of this book).

This is a Where, What, Who, and Why approach to creating the First Scene. Starting with the Where, roll on the Description Meaning Tables for inspiration on a location where the Adventure begins.

Next, generate a What: what is going on at this location? Roll on the Action Meaning Tables for inspiration for an activity taking place.

Don't worry if you are having a hard time coming up with an interpretation yet. You likely have ideas forming, but it'll all come together better when you're done with the other elements.

Generate the Who: what Characters are in this location engaged in the activity? Again, roll on the Description Meaning Tables. This is to give you a rough idea of who it could be, feel free to run with any interpretation that makes sense. The Who can be Characters you already know, such as your own Characters or NPC's they've previously encountered, or this can inspire you to create new NPC's for this Adventure.

Finally, come up with a Why: a motivation for why the Characters are doing what they are doing in that location. Again, roll on the Action Meaning Tables to determine what their goal is. The What you generated earlier are the actions they are currently taking in the Scene, the Why is the end goal they hope to achieve with those actions.

Consider all of these elements and come up with the best and most logical interpretation that you can. Ask Fate Questions to refine ideas you aren't

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I like to source ideas sometimes to get an adventure that starts off like my source material, then the adventure itself is a replaying of that idea to see if it turns out like the original or takes new twists and turns.

Sandbox

I think there is a tendency for many of us to approach our adventures in a linear fashion. It's just second nature to us, we're used to consuming narratives with a start, a middle, and an end. The Scene structure of Mythic seems to encourage this as well, taking you step by step through an adventure until you reach its conclusion.

However, taking a sandbox approach to your solo session may eleviate some problems you might face with a more linear approach. For instance, a straight forward linear adventure relies on a meanginful First Scene. It's also helpful to have a Thread established right away and to build on that.

A sandbox approach to an adventure can start off much lighter. All you need to know are some basic facts: what kind of world is this, where is your Character, what are they doing at the moment. Other than that, you can just make the First Scene plopping your Character into this setting and see what happens.

These kinds of adventures, in my experience, start off slow but quickly build to something interesting. The first Scene or three may involve very little action other than your Character going from one place to another. A sandbox adventure is highly guided by your actions and what you decide your Character does.

For instance, you may have a Character who flies a starship and ferries goods from planet to planet. She has a small crew. You know the setting well, a portion of the galaxy with trade routes, governments, and a couple of warring factions. And that's it ... no immediate important Threads, no mission other than what your Character decides. You may start with a basic Thread item like "Complete the current shipment" and a Characters List

made up of your crew and maybe the most common ports you put into. The First Scene might just be your Character making sure the ship is secure and there are no threats in the vicinity.

Sandbox adventures require a little different mentality than a standard adventure. More emphasis is put on your actions, and there is less going on often. That is, until your Character gets drawn into something. The advantage to a sandbox approach is you can start it with little to no story ideas, knowing that eventually it will lead you into a more active adventure.

Rules Study

Before you play a session it's not a bad idea to do a quick review of the ruleset you're using along with your solo oracle. A five minute tour through sections you expect to come up, such as combat or task resolution, can save you time later and won't interrupt your adventure as you look for the relevant rules.

You might also want to copy or print important rules and have them ready. For smaller charts and tables, go at the sheets with a pair of scissors and reduce the page to card size that just has the information you need right at hand.

FIRST SCENE 4W: WHERE, WHAT, WHO, WHY

CONTINUED

sure of and to clarify.

This approach is a "meatier" approach than generating a single Random Event that will give you a stew of elements that will likely spark some interesting interpretations.

As you generate the First Scene idea, you can record any new Characters and Threads it creates into your Threads and Characters Lists. This gives you a little more of a start to your Adventure.

Let's try it out!

The Character is a modern mage living in Los Angeles. The Player has no idea what this Adventure will be about and wants to be surprised.

Starting with the Where, the Player rolls on the Descriptions Meaning Tables and gets Nicely and Festive. This sounds like a party or festival.

For the What, rolling on the Actions Meaning Tables gives us Failure and Portals. A failure of portals. The Player is going to think about this after getting more results.

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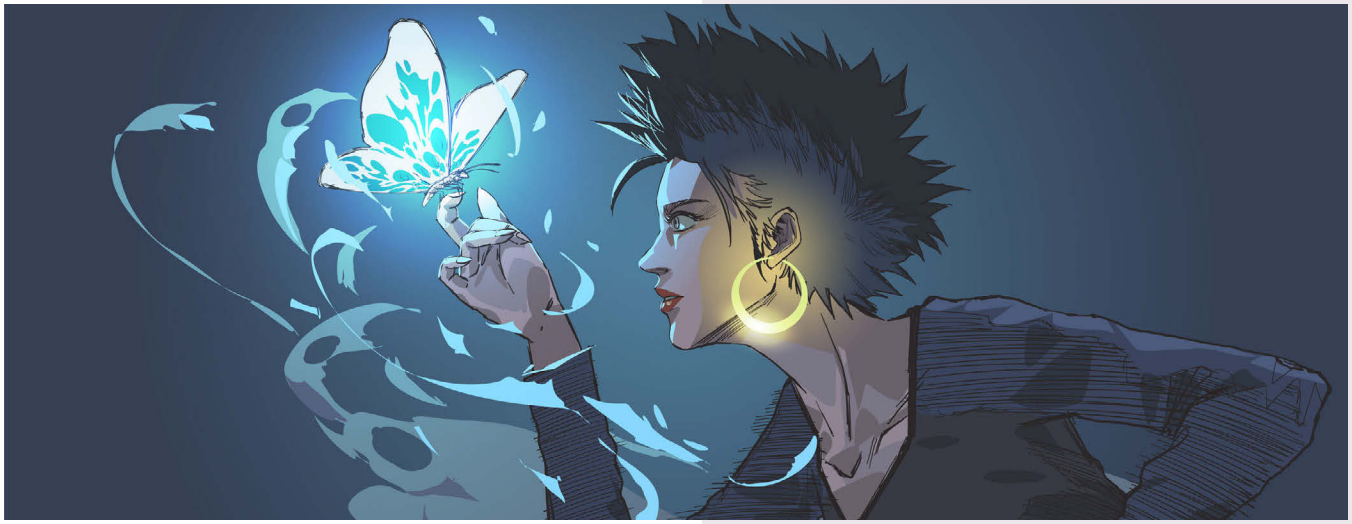


FIRST SCENE 4W: WHERE, WHAT, WHO, WHY

CONTINUED

The Who on the Descriptions Tables gives us Awkwardly and Rotten. That sounds interesting. We'll get back to that one too.

The Why on the Action Tables is Travel and Project.

So we have a Where of Nicely Festive, a What of Failure of Portals, a Who of Awkwardly Rotten, and a Why of Travel Project.

The Player thinks about this for a moment and decides on this interpretation: The Player Character has been invited to a special Day of the Dead Festival. The partygoers are ... dead. They are a community of undead living quietly in Los Angeles who were all beings who got summoned by spellcasters over the years and were never returned to the land of the dead. When the Player Character gets to the party, she sees an assortment of undead in varying stages of decay. Nevertheless, it's a tight-knit community that takes care of each other. The festival itself is celebritory (although the PC dares not eat any of the food served). The undead have a goal: to finally and successfully open a portal back to the Underworld so they can all return to peace. The festival is one part celebration of unlife and one part conference, inviting local mages to help them figure out their dilemma.

The Player is happy with this interpretation. Before beginning the Scene she writes onto the Threads List "Help the undead return to the Underworld" and for Characters she adds "Community of undead" and "Other mages at the festival".

The Player decides to ask a few Fate Questions also to flesh this out and determines that the PC was personally invited to the festival by a mage she knows, Terrence. The Player adds "Terrence" to the Characters List.

The Player is now ready to begin her Adventure, a nicely detailed First Scene ready and in place.

MATERIALS

Practical advice for useful aids to make your solo adventure easier to manage.

Book Holder

This is a simple but indespensible tool in my opinion. A book holder is often little more than an adjustable wire frame. You can find them at just about any office supply store. One frustration with playing solo is that you're the only person in charge of the books you're using. Flipping them open when you need to and closing them again can get cumbersome. By having a couple of book holders around, you can prop a book up, open to a section you're likely to refer to. This also reduces the footprint of the book on your table, an area that is likely already cluttered with dice, paper, forms, pencils, drink, snacks, and potentially the random wandering cat. By setting your books upright in a holder you free up some space around yourself.

Sheets And Forms

Before you begin you're going to need any relevant game sheets or forms in front of you. There are various sheets that go along with the Mythic and Crafter books. You can print them out from a PDF file before your game, or maybe print out multiple copies of them and keep them stored in a binder or folder for easy retrieval.

Note Cards

If you can reduce any important charts or character sheets to something smaller than a full sheet of paper, like note cards, that will make tabletop organizing easier. Information can be stored on index cards that are neatly stackable, or you can cut larger sheets of paper down to size to just contain the relevant information you need.

The Binder Of Many Things

A simple tool for getting organized is a three-ring binder. Instead of having loose sheets scattered across a table in front of you, you can organize them in a single binder. You can also copy or print out important pages from your game books, like the Mythic Fate Chart or combat rules from the RPG you're using. Any resource you find useful, such as random name generators or encounter tables, can be included. These can all be placed into the binder with the most important and often reference materials up front. You can get color-coded tabs or slip sheets at an office supply store or online to make flipping to the right sheet quick and easy.

Computer Folders

Virtual binders are useful if you tend to play more off a physical table or you have a lot of resources on your computer. I'll often make a folder on my desktop for a solo Character, with the folder titled by their name. Inside that folder will be more folders, each one a specific adventure with the folder titled by the name I've given to that adventure and a number specifying the order (1 for my Character's first adventure, 2 for the next, and so on).

Inside those folders will go write-ups and adventure summaries, artwork for NPC's, and anything else that's relevant.

The main folder may also contain other folders with useful tidbits, like my Character artwork, random tables I downloaded specifically for this Character's campaigns, and so on.

Eventually when I retire this Character or move on to another one, their folder gets stored away into a more general folder where it's kind of nice to refer back sometimes and see at a glance the campaigns I've been through. It also makes it easy if I start a new Character or adventure later that is similar, I can just copy an older folder and keep the elements I want to re-use.

ONLINE RESOURCES

All of us have cruised the internet looking for resources to help with our solo games. The web is chock full of random generators, name makers, tables, apps and utilities, and more. There are tons of online guides listing resources, so I'll just touch on a few here to help you get started:

- **Roll20.net:** Although this online virtual tabletop is meant for group play, it's also useful for solo play by giving you a place to record your information and its range of visualizing tools.
- **Astraltabletop.com**: Astral is another virtual tabletop.
- **Rolladie.net:** A simple online dice roller.
- **Dieheart.net/solo-rpg-resources:** A good collection of solo role-playing resources, including random generators.
- **Fantasynamegenerators.com:** Tons of name generators and more.
- **groups.io/g/wordmillgames:** The Word Mill Games fan site, with almost two decades worth of discussion about Mythic and player made resources.
- **Reddit.com/r/mythic_gme/:** Mythic Reddit page with tons of good discussions.
- **Reddit.com/r/Solo_Roleplaying/**: Solo role-playing Reddit community with more great discussions.
- **The Mythic Game Master Emulator Discord Group:** discord.gg/DShvzWbqPe An active group with lots of good discussions.

Character Art

This theme will come up multiple times in this article: since you are playing alone, and without the additional support and energy of fellow players, it's a good idea to inject extra energy into your solo game-playing. Another

way of doing this is to come up with artwork for Player and Non-Player Characters. This is something many of us do anyway whether we're playing solo or not, but I find that particularly with solo play having artwork for your own Character helps put me in the frame of mind to play and adventure.

Knowing and understanding my Character goes a long way towards wanting to play and adventure with them. Doing a Google search online for an appropriate piece of artwork to represent your Character is an easy way to generate extra inspiration and immersion.

You might want to consider finding artwork for important NPCs as well, although be careful of interrupting the flow of your Adventure with time-consuming online searches. If you feel a villain or NPC would benefit from artwork then maybe search for something appropriate in between play sessions.

Note-Taking Apps

There are a numer of note-taking programs for desktop and mobile computers that help bridge the gap between physical paper and the digital world. You can import PDF files such as character sheets and use the app to write on them while keeping everything digital. They're useful for any general note-taking that you might otherwise use paper for, like map-making, and keeps all those notes in one convenient, easy to access location.

Apps like this include: Notability, Simplenote, Microsoft OneNote, Google Keep, Bear, Evernote, and Zoho Notebook.

RECORDING YOUR ADVENTURE

Different approachs to how your adventure is recorded as you play.

Theater Of The Mind

Not all of us record our Adventures. I used to record extensively, with novelizing my Adventures being the norm for quite a while. These days, I don't record anything. I play out everything in my head.

I find this works best if you have quiet, undisturbed time without distractions. In my opinion, this is also best if you are playing a one-off as opposed to an ongoing Character in a developing campaign. I think keeping ever a cursory journal of some kind, like Scene summaries and Adventure highlights, is best for long-term campaigns.

Still, I sometimes find in my conversations with people a certain psychological resistance to wanting to play a theater of the mind style of Adventure. There is sometimes this sense that if it isn't recorded in some fashion then it didn't happen. Or, maybe it just seems strange to sit there by yourself, silently rolling dice and consulting charts, while all the action takes place between your ears.

My usual argument regarding this resistance is that this isn't much different from other entertainments. Reading fiction is entirely in our

minds, we watch TV shows and movies sitting passively silent and absorbing what we see and hear, and we are the only witnesses when we play single player video games.

Playing a role-playing game solo, without recording anything, is no different from the above, in my opinion.

Journal

An easy way to record your adventure is to keep a notebook and write it out journal style. Maybe write down the date you're playing and give the adventure a title (I usually leave the title blank then give it a title after the adventure is over).

This can be as simple as writing "Scene 1", recording a summary of what happened, and then moving on to the next Scene. You can also use your notetaking to keep track of pertinent details like the Chaos Factor.

Some people like to journal out more details, right up to almost turning it into a story, and others may just record enough information to remind them of what happened.

A journal is not only useful for allowing you to go back and re-read your adventure, it's also helpful if you are short of time and have to break your adventure into many sessions. Maybe you only have the time to squeeze in a few Scenes before bed and you won't get to play again for a few more days. A quick glance at the journal will remind you of what happened.

Blog

Go public with your adventures and make a blog of it! There are tons of players out there recording their adventures on blogs and not only is it fascinating reading, it's also a window into how others use the same solo tools you're using.

A blog gives you the benefit of having a simple and beautiful way to record your adventures while also exposing them to an audience who will appreciate them. This is a way to help bring the social element back into solo play.

On a psychological note, sometimes presenting your adventures to the public will make your adventure feel more "real", which is a source of satisfaction in and of itself.

Maps

Similar to journaling it's also helpful to sketch out maps of places your Character has traveled. A quickly sketched map can show a rough approximation where important buildings are, or where Characters are located in a battle. Don't worry about the detail or quality of the map too much, it's more to help you place the elements of your adventure spatially to help you understand them. This also makes it easier to come back to an adventure later and recall at a glance the environments your Character is in.

Novelization

This approach is not for the faint of heart, but it can be very satisfying. Novelizing your adventure is what I call it when I play a solo adventure and write out everything that happens as if I'm writing a novel. I'll open a word-processor on my computer, set up the fonts and style the way I want them, then start playing. My books and materials will be to my side. Each Scene is a chapter in the written story.

The way this works for me is to go back and forth between mechanical game elements and writing. For instance, I may resolve through a series of rolls and Fate Questions that my Character is exchanging blows with an enemy. I'll turn to my computer and write out in detail my narrative of how all that actually looks. I'll take a lot of creative license as I write, taking my time, as long as what I write out adheres to what Mythic and the game system I'm using determined. When I've written everything I can to my satisfaction I turn back to what my Character does next and the mechanics of the game and roll for the next series of happenings.

This back and forth produces paragraph by paragraph and chapter by chapter until the adventure has been fully written out.

When I do this I keep the mechanical portions of the game out of the narrative. I don't say what I rolled, I just narrate the story. For instance, a Fate Question may have been "Is the chaos magic in the Orb of Keneton overloading?" and the answer is Yes. I may write this out as: "Jack takes cover as the sorcerer launches a sizzling lighening bolt from his finger, scorching the wall beside him. Absorbing the ambient magic in the room, the Orb of Keneton begins to glow brightly and Jack realizes it's reaching critical mass. Purple and blue filaments of power begin to arc off the crystaline ball, the heat in the room rising fast as the Orb's ability to contain so much power starts to fail. Jack realizes it's time to run before the magical artifact explodes."

Novelizing your adventure will record the action in great detail, but it is also very, very slow. A novelized adventure will take much longer to complete just because you are spending more time on fashioning the words than on advancing the adventure. I think this style of recording works well for those who really enjoy writing and don't find this level of detail to be a chore. This is also good if you have plenty of time and aren't in a hurry to move your adventure along. One aspect of novelizing your adventure that is very satisfying is the ability to come back to it later ... maybe much later, even years later ... and re-read the adventure, transporting yourself back into the frame of mind you were in as you played it.

Note & Edit Method

Maybe you record your adventure by hand on paper or on your computer with a text editor and you want a more complete written account of it but you find writing while playing intrusive to the flow of the adventure, you can try a note and edit approach. You focus on your adventure as you play, making simple summary notes by hand or in an editor app. These are just quick and easy summations stating what happened in a Scene, Characters involved, active Threads, etc. Don't worry about grammar, punctuation, or errors, just get the information down and keep your adventure moving forward.

Then, after your adventure session, you revisit the notes and take the time to write them out in a cohesive narrative in your text editor. You can correct any errors, take more time to flesh out dialog between Characters, add details that make sense that you didn't think about during the adventure, and so on.

Removing the writing from game time can turn this from a chore into a delight. Not only is it no longer getting in the way of your adventure, but sitting down to write it out afterward allows you to relive the adventure and consider what happened as you write it out. How much detail you write is up to you, whether you take ten minutes to just flesh out the summaries or you take an hour to turn it into a story, separating this activity from the actual game-play helps you maintain your focus on the task at hand.

PSYCHOLOGY OF SOLO PLAY

Addressing some of the mental hurdles that sometimes get in the way of enjoying solo role-playing.

Mood Music

Some people like to play their solo games with music playing. Music with lyrics can be distracting, but more subtle music can help set the tone. Youtube is full of videos that are an hour long or more with ambient music for all kinds of moods ... fantasy suspence, starship ambient noise, mysterious melodies, etc. The right mood music can enhance your solo experience by edging up your emotions, getting you in the right frame of mind.

Distraction Shield

Try to time your adventure session to when you are least likely to be distracted. If you can, turn off electronic devices that you aren't using or put them in another room. It can be difficult to truly remove ourselves from distractions but being aware of them going into a solo game can make a big difference. Solo role-playing requires a lot of focus and attention to get the degree of immersion that makes it satisfying. It doesn't take much to wreck that sense of immersion, and after a distraction or two your will to keep playing can go out the window. This article mentions several ways to cancel distractions, such as music and scents. Headphones playing soft, ambient music can also separate you from the rest of the world for an hour or two.

Candles, Scents, & Lighting

Similar to music, a scented candle or wax melter can help set the mood. Maybe turn down the lights in the room enough to make the place feel cozier. All of this together helps create a peaceful bubble around you, tuning your mood just the way you want it so you can maximize the enjoyment of your adventure.

I have a wax melter on a shelf in my office where I play my games. There's a little stack of meltable wax cubes that I can sift through and choose the scent I want at the moment.

Piecemeal Playing

A lot of us play solo because we don't have the time to get together with a playing group. However, even then you may find your time limited. If you can't grab a three hour block of time to play out a full Adventure, then consider breaking it up. As a solo player you only have to please yourself, so there's no one who's going to complain if you stop the Adventure because you have to go pick up the kids or it's time to go to work. I know people who play a few Scenes on the train ride to or from work, using an iPad or their phone for rolling dice and recording what happens. You don't need a lot of materials to play Mythic and you don't need a lot of time.

Breaking your Adventure up into small bites also has the added benefit of giving you time to think about it. When I break up an Adventure I often have as much fun thinking about it in the time between than I do when I'm actually playing. I get ideas for what my Character will do. I get inspiration for Expected Scene ideas. I may even stop the game when I run into a difficult interpretation and instead of invoking the I Dunno rule, I decide to stop playing for the time being and think about it. I might come back a day later with a fresh take on the situation.

Playing your Adventure piecemeal is one of the ways you can lean into the nature of solo role-playing as opposed to fighting it. Old habits run deep, and it may just feel wrong at first to not play for three or hour hours at a time. If you find that time is often against you, however, then breaking your Adventure up can be just the solution you need.

TUMMY TIMER

This is an interesting idea that was mentioned online. Don't eat snacks while playing so that your natural hunger will eventually call you away from the game. This is one way to time your game, maximizing your attention until you organically have to step away. This is another advantage to playing solo, you can time your adventure sessions to suit yourself exactly.

TOOL BOX

Something for you to consider or use

Mythic & Crafter Flowcharts

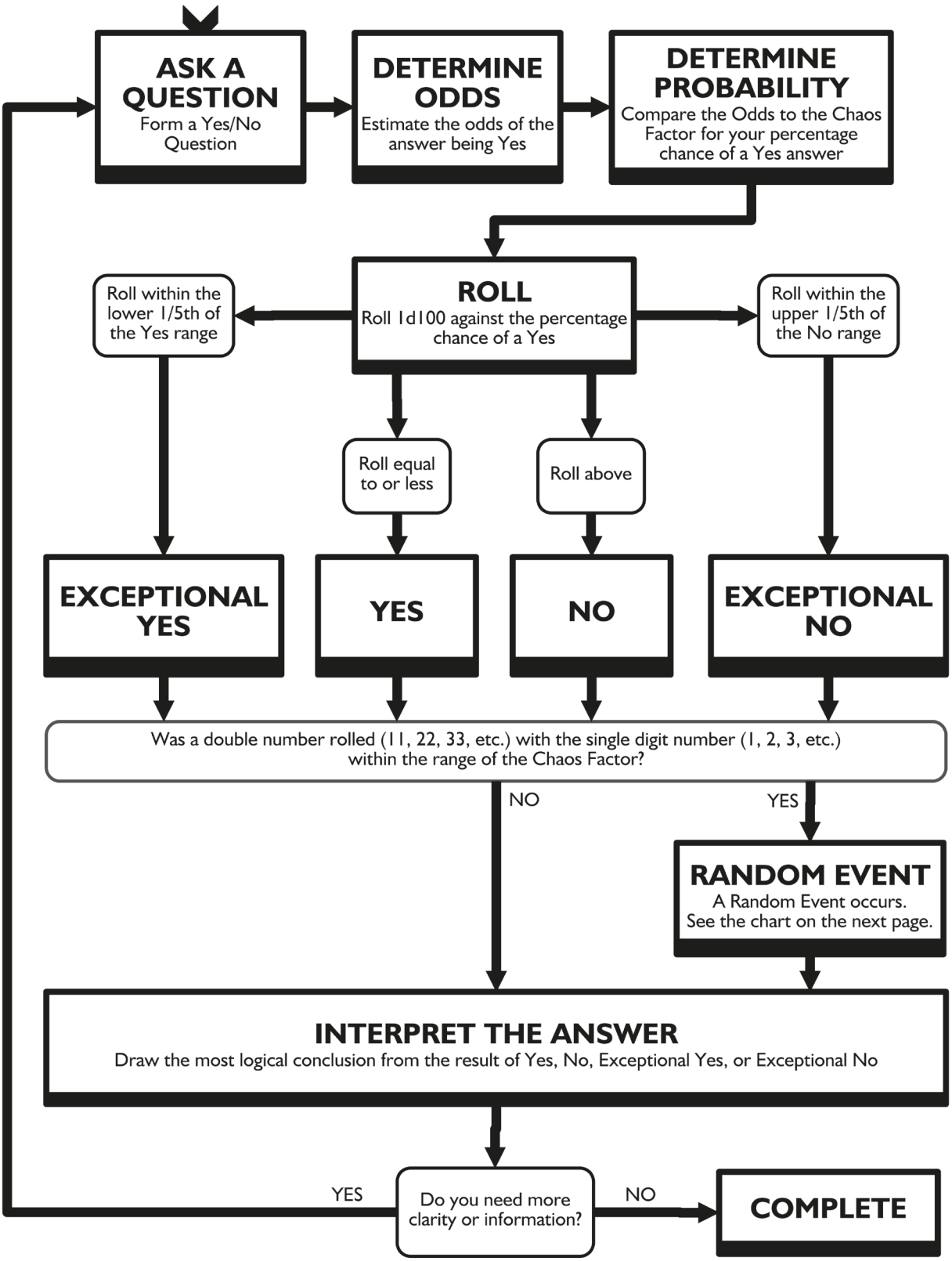
Mythic and Crafter books have lots of text, lots of examples, lots of art, lots of layout ... but not a lot of flowcharts. A flowchart is a visual representation of a process, and seeing that process presented graphical can help show you at a glance what you should do instead of consulting and reading text.

The following pages contain flowcharts for various rules mechanics in the Mythic and Crafter books.

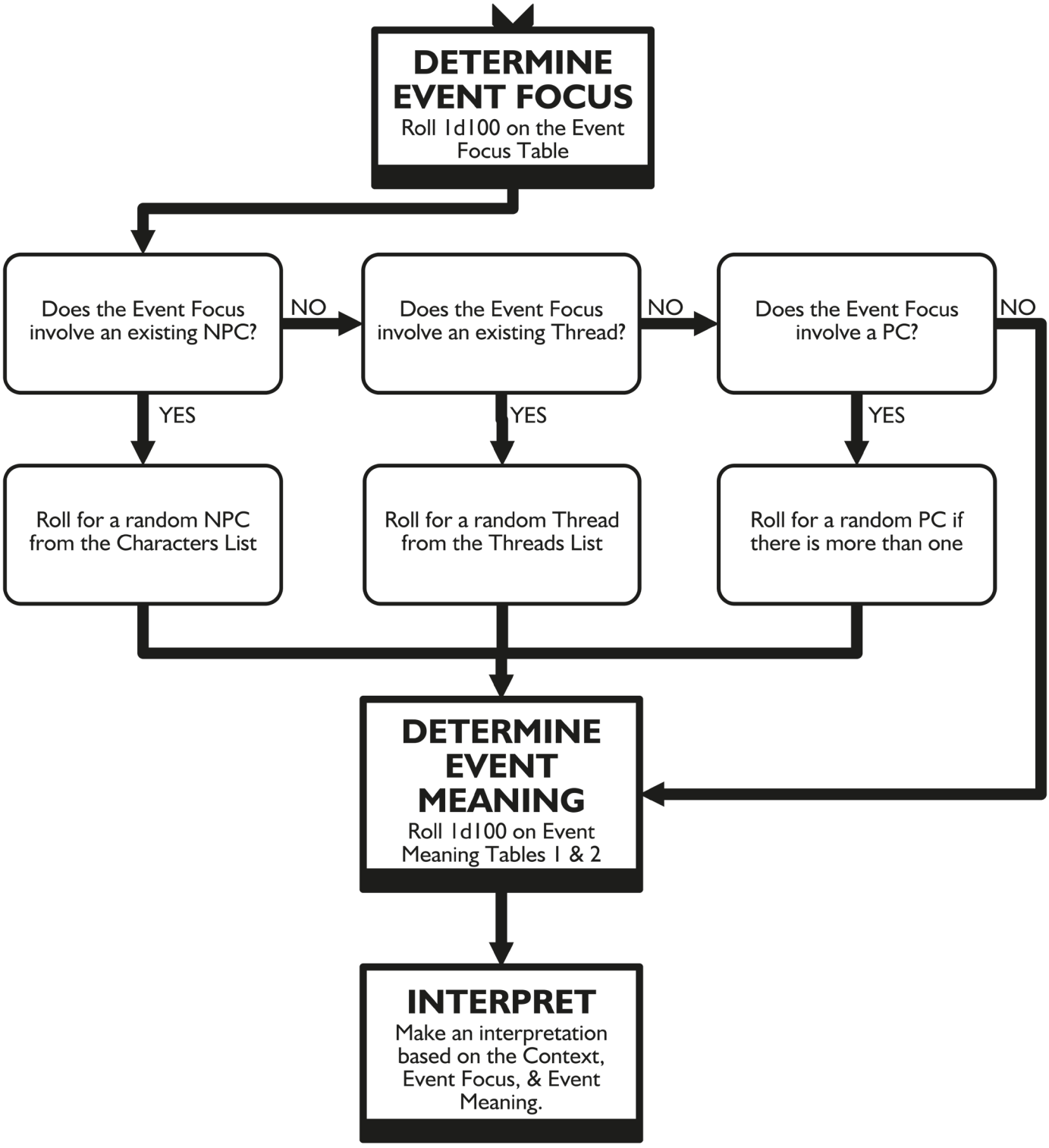
Each flowchart will occupy a page in this pdf by itself so if you choose to print out select flowcharts they will be easy to follow. The pages don't contain any artwork so you have a clean, uncluttered sheet that just focuses on the process the flowchart is detailing. All text and graphical elements are in black and white to be sharp and easy to reference at a glance.

The page numbers and graphic bars at the top and bottom of each page will remain, but you can turn them off if you'd like for cleaner printing. To turn them off in the pdf, look to the left side of the pdf page and look for "Layers". Click that, and you should see a layer titled "Folio". De-select that to turn the folios off.

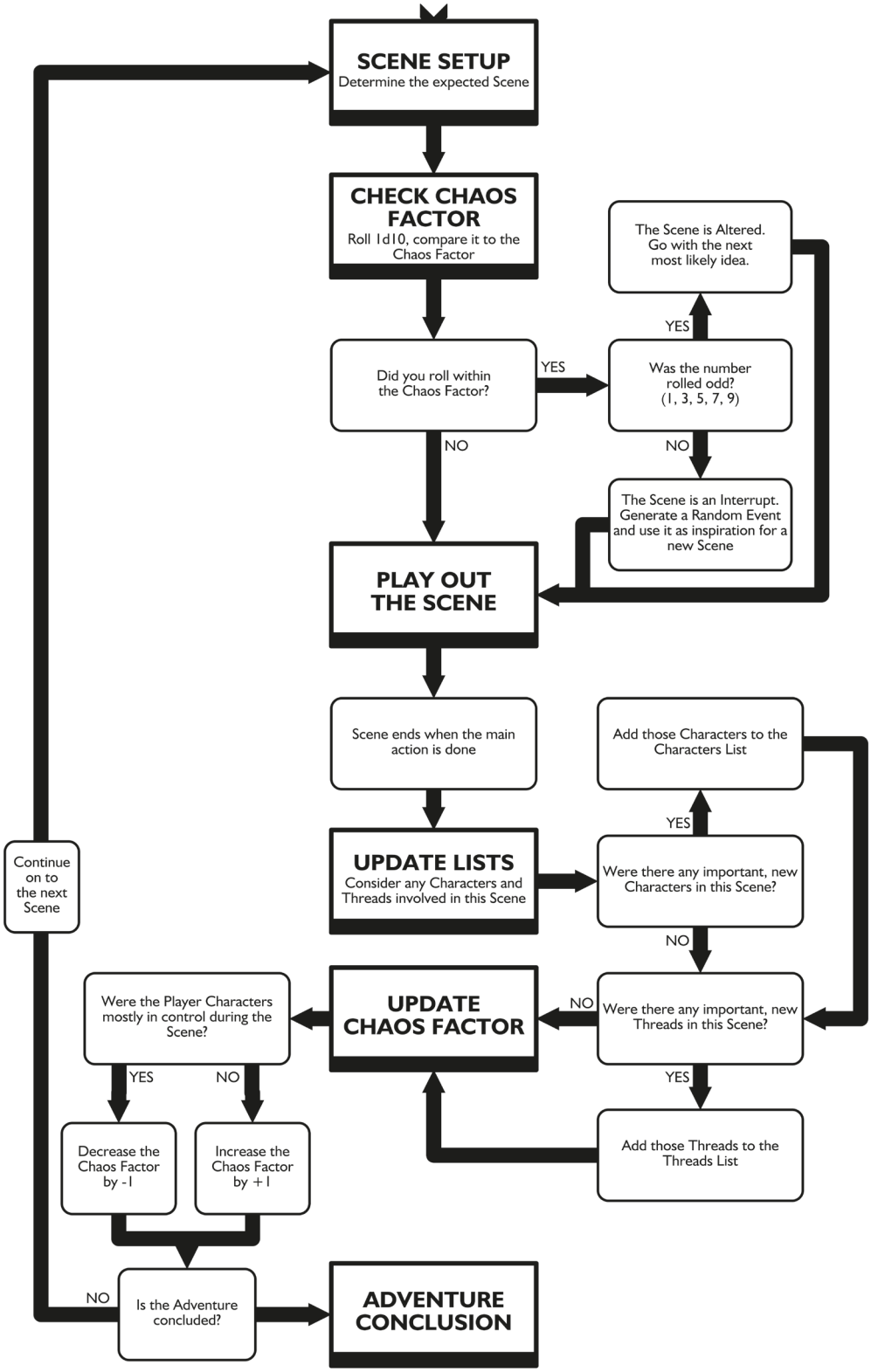
USING THE FATE CHART



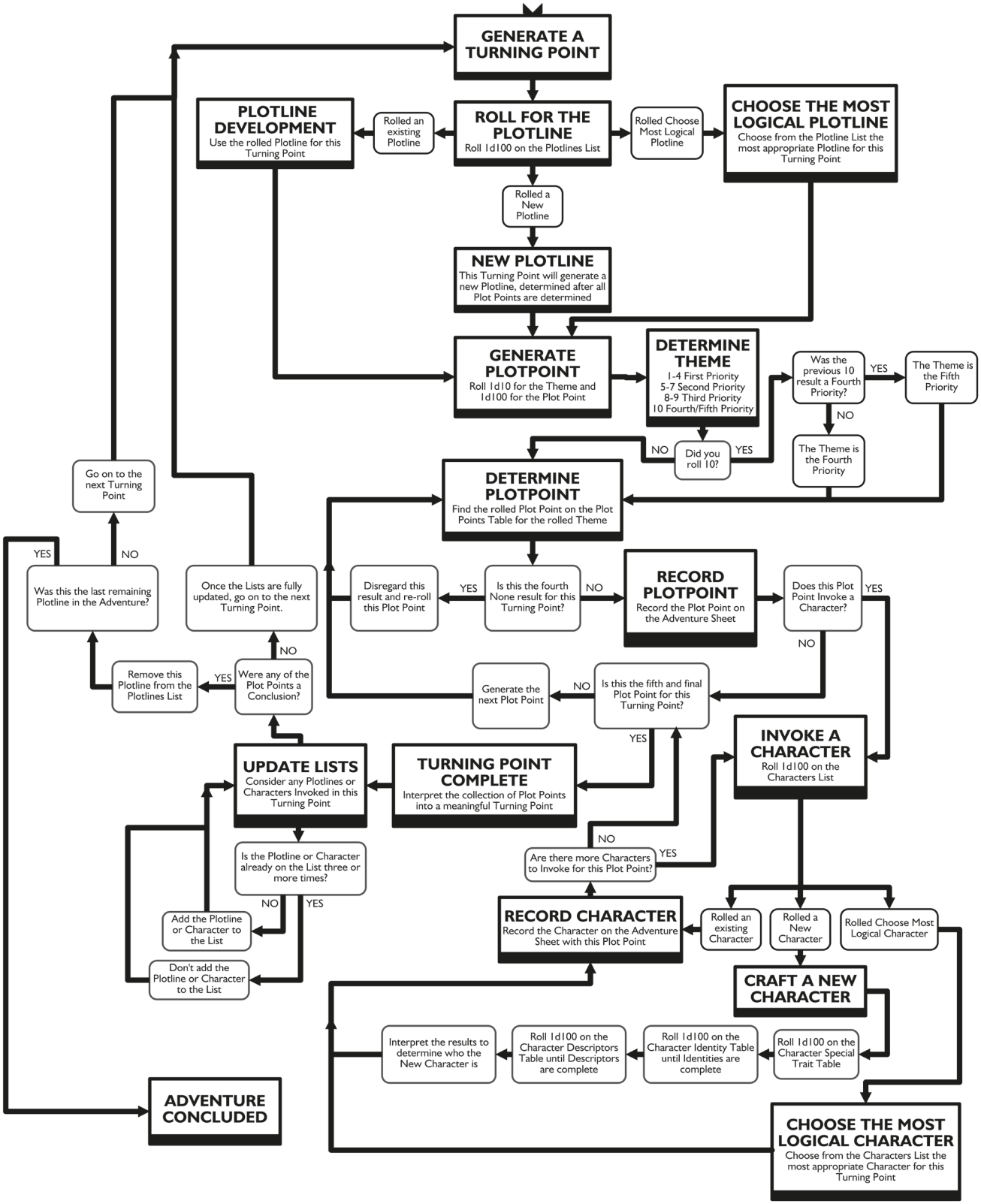
RESOLVING RANDOM EVENTS



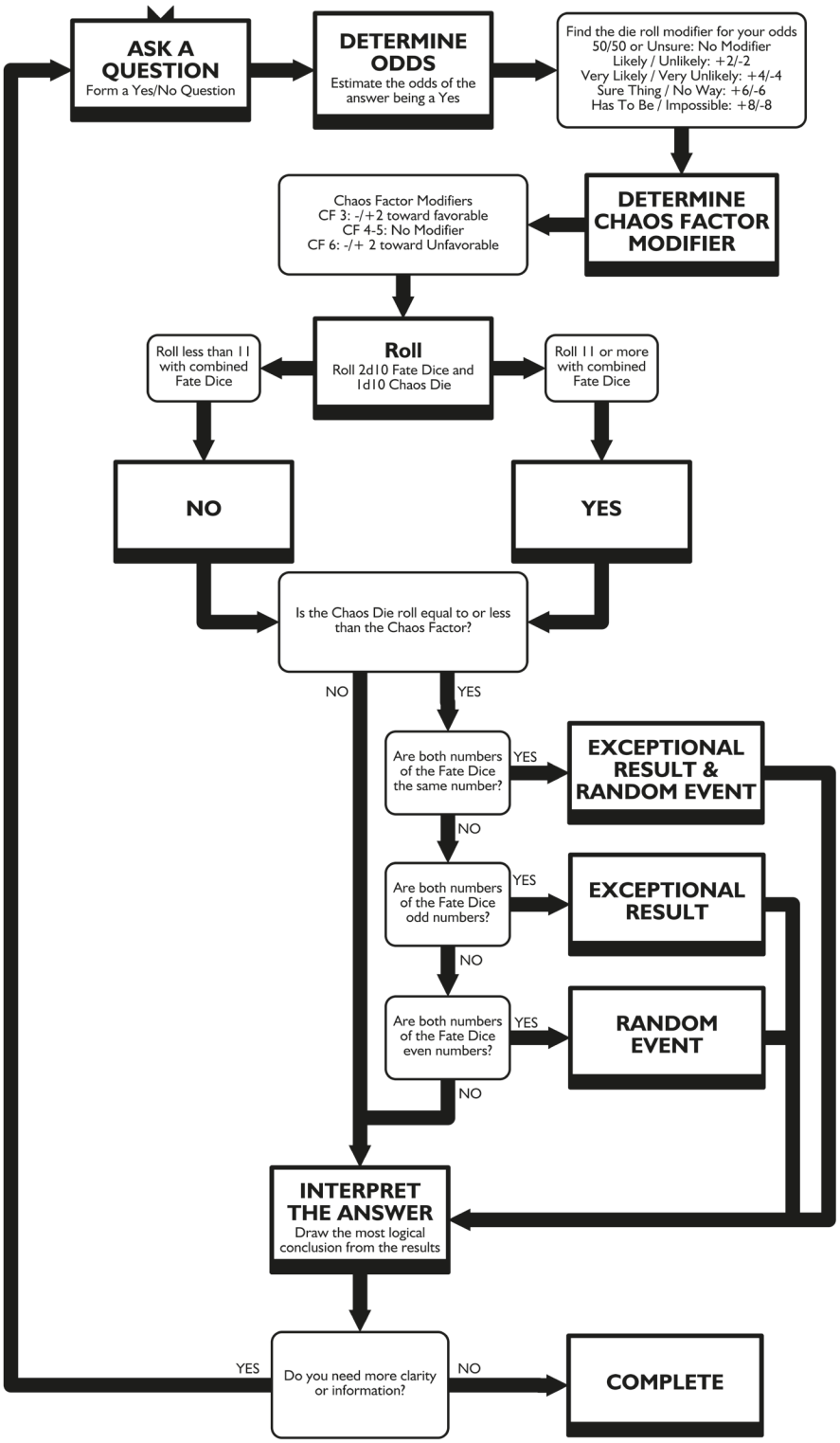
RESOLVING SCENES



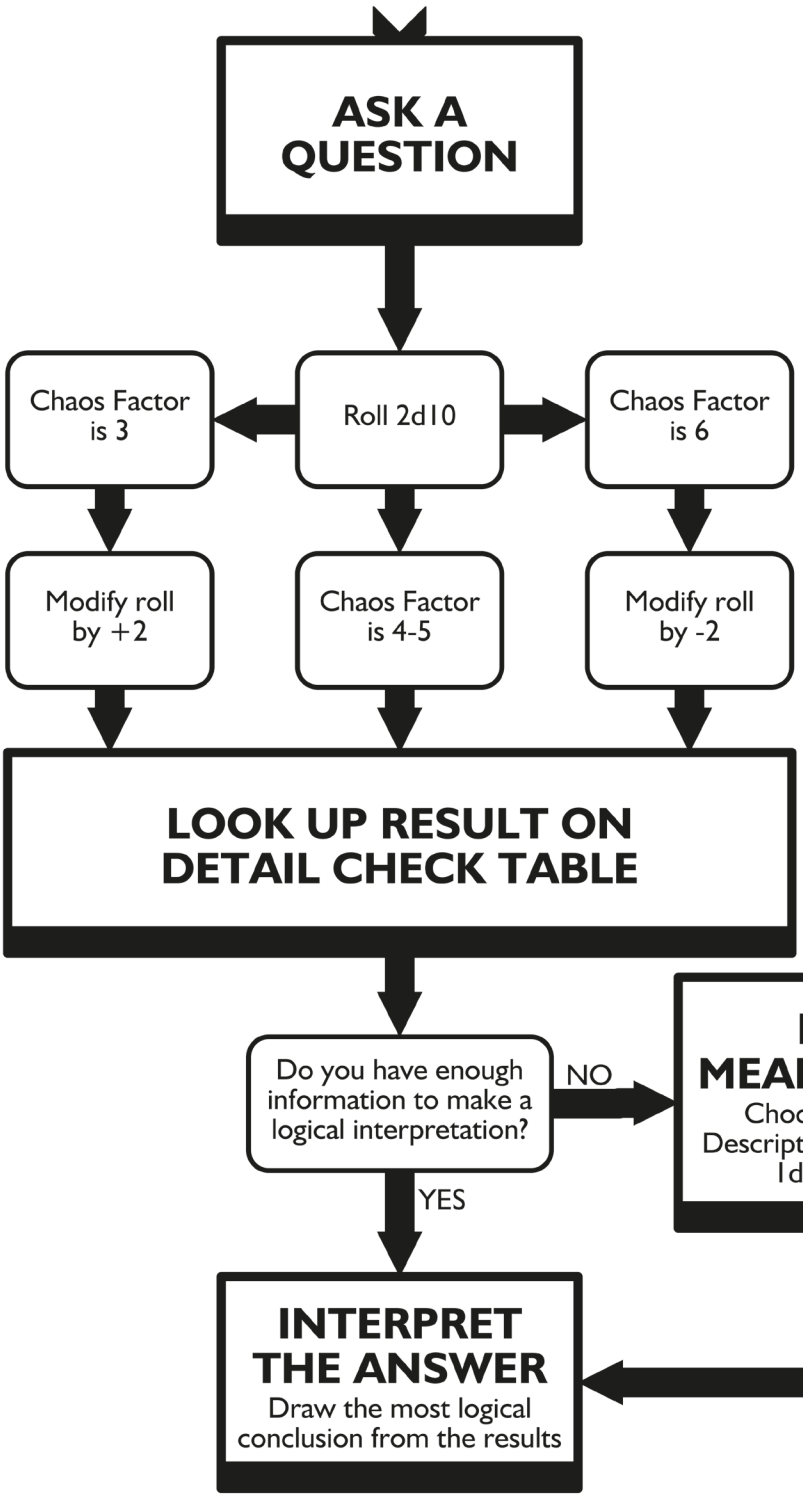
ADVENTURE CRAFTER ADVENTURES



FATE CHECK

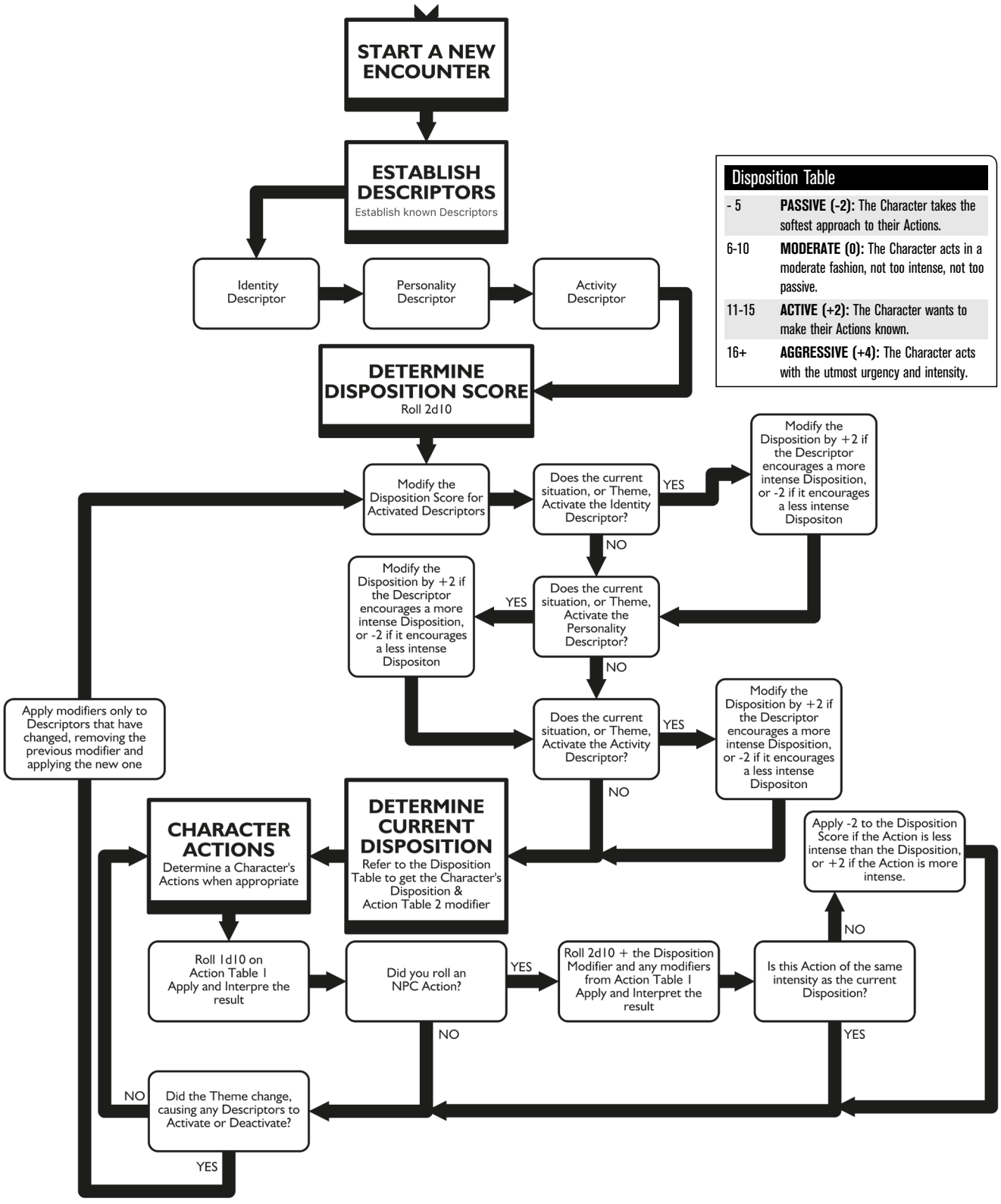

ASK A QUESTION
Form a Yes/No Question
DETERMINE ODDS
Estimate the odds of the answer being a Yes
Find the die roll modifier for your odds
50/50 or Unsure: No Modifier
Likely / Unlikely: +2/-2
Very Likely / Very Unlikely: +4/-4
Sure Thing / No Way: +6/-6
Has To Be / Impossible: +8/-8
DETERMINE CHAOS FACTOR MODIFIER
Chaos Factor Modifiers
CF 3: -/+2 toward favorable
CF 4-5: No Modifier
CF 6: -/+ 2 toward Unfavorable
Roll
Roll 2d10 Fate Dice and 1d10 Chaos Die
Roll less than 11 with combined Fate Dice
Roll 11 or more with combined Fate Dice
NO
YES
Is the Chaos Die roll equal to or less than the Chaos Factor?
NO
YES
Are both numbers of the Fate Dice the same number?
YES
EXCEPTIONAL RESULT & RANDOM EVENT
NO
Are both numbers of the Fate Dice odd numbers?
YES
EXCEPTIONAL RESULT
NO
Are both numbers of the Fate Dice even numbers?
YES
RANDOM EVENT
NO
INTERPRET THE ANSWER
Draw the most logical conclusion from the results
Do you need more clarity or information?
YES
NO
COMPLETE

DETAIL CHECK



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

BEHAVIOR CHECK



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.

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

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

DESCRIPTOR 2

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

THE FORMS

The following pages contain copies of the sheets and forms from Mythic Role-Playing, Mythic Game Master Emulator, Mythic Variations, and The Adventure Crafter. They're included here to put them all in one place. You can keep this PDF handy as a reference for these forms.

MYTHIC ADVENTURE SHEET

Summary of Resolving Scenes

- Come up with the Scene Setup.
- Roll 1D10 against Chaos to see if the Setup is modified as an Altered Scene (odd) or an Interrupt (even).
- Play out the Scene.
- When the main action ends, the Scene ends.
- Update lists: *Characters, Threads, Chaos Factor*

Adventure Notes

Scene # **Scene Setup**

Scene # **Scene Setup**

Scene # **Scene Setup**

Scene # **Scene Setup**

Scene # **Scene Setup**

Scene # **Scene Setup**

Scene # **Scene Setup**

Scene # **Scene Setup**

Lists

Characters

Threads

Chaos Factor

5

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CUSTOM THEME FOCUS TABLE	
1d100	Event Focus
1-16	A:
17-28	B:
29-36	C:
37-44	D:
45-48	E:
49-52	F:
53-56	G:
57-60	Remote event
61-64	NPC action
65-68	New NPC
69-72	Move toward a thread
73-76	Move away from a thread
77-80	Close a thread
81-84	PC negative
85-88	PC positive
89-92	Ambiguous event
93-96	NPC negative
97-100	NPC positive

ADVENTURE SHEET

THE ADVENTURE CRAFTER

Adventure

Date

Notes

Themes

1	1-4
2	5-7
3	8-9
4	10
5	10

TURNING POINT ☐ **PLOTLINE** ☐ New Plotline ☐ Development ☐ Conclusion

PLOT POINTS	CHARACTERS INVOKED
1	
2	
3	
4	
5	

Notes

TURNING POINT ☐ **PLOTLINE** ☐ New Plotline ☐ Development ☐ Conclusion

PLOT POINTS	CHARACTERS INVOKED
1	
2	
3	
4	
5	

Notes

TURNING POINT ☐ **PLOTLINE** ☐ New Plotline ☐ Development ☐ Conclusion

PLOT POINTS	CHARACTERS INVOKED
1	
2	
3	
4	
5	

Notes

TURNING POINT ☐ **PLOTLINE** ☐ New Plotline ☐ Development ☐ Conclusion

PLOT POINTS	CHARACTERS INVOKED
1	
2	
3	
4	
5	

Notes

TURNING POINT ☐ **PLOTLINE** ☐ New Plotline ☐ Development ☐ Conclusion

PLOT POINTS	CHARACTERS INVOKED
1	
2	
3	
4	
5	

Notes

Plotlines List

1-4	CHOOSE MOST LOGICAL PLOTLINE
5-8	NEW PLOTLINE
9-12	CHOOSE MOST LOGICAL PLOTLINE
13-16	CHOOSE MOST LOGICAL PLOTLINE
17-20	CHOOSE MOST LOGICAL PLOTLINE
21-24	NEW PLOTLINE
25-28	CHOOSE MOST LOGICAL PLOTLINE
29-32	CHOOSE MOST LOGICAL PLOTLINE
33-36	CHOOSE MOST LOGICAL PLOTLINE
37-40	NEW PLOTLINE
41-44	CHOOSE MOST LOGICAL PLOTLINE
45-48	CHOOSE MOST LOGICAL PLOTLINE
49-52	CHOOSE MOST LOGICAL PLOTLINE
53-56	NEW PLOTLINE
57-60	CHOOSE MOST LOGICAL PLOTLINE
61-64	CHOOSE MOST LOGICAL PLOTLINE
65-68	CHOOSE MOST LOGICAL PLOTLINE
69-72	NEW PLOTLINE
73-76	CHOOSE MOST LOGICAL PLOTLINE
77-80	CHOOSE MOST LOGICAL PLOTLINE
81-84	CHOOSE MOST LOGICAL PLOTLINE
85-88	NEW PLOTLINE
89-92	CHOOSE MOST LOGICAL PLOTLINE
93-96	CHOOSE MOST LOGICAL PLOTLINE
97-100	CHOOSE MOST LOGICAL PLOTLINE

Characters List

1-4	NEW CHARACTER
5-8	NEW CHARACTER
9-12	NEW CHARACTER
13-16	CHOOSE MOST LOGICAL CHARACTER
17-20	NEW CHARACTER
21-24	NEW CHARACTER
25-28	NEW CHARACTER
29-32	CHOOSE MOST LOGICAL CHARACTER
33-36	NEW CHARACTER
37-40	NEW CHARACTER
41-44	NEW CHARACTER
45-48	CHOOSE MOST LOGICAL CHARACTER
49-52	NEW CHARACTER
53-56	CHOOSE MOST LOGICAL CHARACTER
57-60	CHOOSE MOST LOGICAL CHARACTER
61-64	CHOOSE MOST LOGICAL CHARACTER
65-68	NEW CHARACTER
69-72	CHOOSE MOST LOGICAL CHARACTER
73-76	CHOOSE MOST LOGICAL CHARACTER
77-80	CHOOSE MOST LOGICAL CHARACTER
81-84	NEW CHARACTER
85-88	CHOOSE MOST LOGICAL CHARACTER
89-92	CHOOSE MOST LOGICAL CHARACTER
93-96	CHOOSE MOST LOGICAL CHARACTER
97-100	NEW CHARACTER

Character Sheet

Name

Attribute	Rank
Strength	
Agility	
Reflex	
IQ	
Intuition	
Willpower	
Toughness	

Abilities	Rank

Personal Threads

Personal Characters

Character Summary

Notes

Strengths & Weaknesses

Favor Points

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NPC Worksheets

Name

Strength
Agility
Reflex
IQ
Intuition
Willpower
Toughness

Name

Strength
Agility
Reflex
IQ
Intuition
Willpower
Toughness

Name

Strength
Agility
Reflex
IQ
Intuition
Willpower
Toughness

Scaling Box	
Description	**Mythic rank**
	Miniscule
	Weak
	Low
	Below Average
	Average
	Above Average
	High
	Exceptional
	Incredible
	Awesome

Scaling Box	
Description	**Mythic rank**
	Miniscule
	Weak
	Low
	Below Average
	Average
	Above Average
	High
	Exceptional
	Incredible
	Awesome

Scaling Box	
Description	**Mythic rank**

Scaling Box	
Description	**Mythic rank**

Wounds

Character

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wounds

Character

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wounds

Character

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Wound Description

☐ Lethal ☐ Stunning

Body Area

Wound Rank

Wound Effect

When to check for healing

Question

NOTES

ACTING RANK:

DIFFICULTY RANK:

MODIFIERS

RESULTS

YES

NO

EXCEPTIONAL YES

EXCEPTIONAL NO

Question

NOTES

ACTING RANK:

DIFFICULTY RANK:

MODIFIERS

RESULTS

YES

NO

EXCEPTIONAL YES

EXCEPTIONAL NO

Question

NOTES

ACTING RANK:

DIFFICULTY RANK:

MODIFIERS

RESULTS

YES

NO

EXCEPTIONAL YES

EXCEPTIONAL NO

Question

NOTES

ACTING RANK:

DIFFICULTY RANK:

MODIFIERS

RESULTS

YES

NO

EXCEPTIONAL YES

EXCEPTIONAL NO

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