

MYTHOS WORLD

Horror Roleplaying



RESOURCES
VOLUME 1

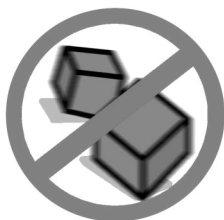
Russell Brown

MYTHOS WORLD

RESOURCES Volume 1

RUSSELL BROWN

Sample file



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Mythos World uses the Apocalypse World roleplaying engine developed by D. Vincent Baker. The movement mechanics, as well as Gamemaster Agenda and Principles are key to a player-driven storytelling experience. This book could not exist without the inspiration of the Mythos authors,



PROFESSION

ATHLETE

You are adept at most forms of sports and individual athletics. A climb or leap that may seem daunting to others may be barely a challenge for you. If your physical prowess isn't enough to accomplish your goal, you can always rely on your teammates.

Name (choose one)

Milton Door, Johnny Amazing, Becky Bloom,
Doralena Mendelova.



Look (choose one from each line)

Strong chin, expressive eyebrows, deep dimples
Pimples, small mustache, black eye
Crew cut, short pony tail, dark wavy hair, tight braid

Wealth

1+MGT or 1+SPD=

Passion (choose one)

I must constantly prove I'm physically superior, even to the point of stupidity
Competition is good in all situations
Nothing is more important than the bond between friends and teammates

Equipment

Choose one: bicycle, painkillers (5 uses)

Choose one: bow, brass knuckles, baseball bat, golf clubs

Choose one: athletic clothes and shoes, white pants and sweater, sport coat.

Choose one: baseball cap, headband, chewing tobacco, sunglasses

Connections

I must beat _____ at his own game.

_____ inspires me to try harder at what I do.

I suspect _____ of unsportsmanlike cheating.



Starting Moves

Adrenaline Rush

When you Defy Danger in a situation that requires athletic prowess and roll 7+, choose of the following effects in addition to the other results of the move.

- You discover a trick to success (reduces threat level for others)
- You impress everyone watching
- You carry someone with you through the danger
- Reduce the cost if you rolled 7-9

Hail Mary Play

Once per session, when you come up with a nearly impossible plan that uses your physical prowess, the GM will let you carry out that plan with a chance of success. The GM may still require a normal Defy Danger move.

Profession Moves

Me Mates!

Once per session, if you need help and are in a location where you have competed in sports, you may randomly run into, or fall upon, one of your old teammates or competitors and they will help you if possible.

Glory Days

You are famous, or at least you were for awhile. When you acquire this move, explain what you are famous for and increase your Wealth by 1. When you try to convince someone who knows your achievements, you may use your celebrity as leverage by telling them about one of your great moments.

Constitution

You are physically tougher than the average human. When you Rest, you may reduce the level of two physical injuries. Once per session, when you acquire a disease or are poisoned, you may Defy Danger using Might to reduce the maximum threat of the disease or poison to one level below its normal maximum.

One Too Many Blows to the Head

You have had enough head injuries to reduce your ability to comprehend new situations. When you acquire this move, if your Intelligence bonus is +1 or higher, reduce it to +0. When you Overcome Fear, treat the threat level as if it were one level lower.



Equipment Checkout

Once per session, when you need a sports or athletic item of Value 7 or less, you have a local connection that will loan it to you. Explain how you know this person.

Pugilist

You have special skills in boxing, martial arts, wrestling or other unarmed combat. When you are unarmed and roll a 10+ on an Attack Up Close move, chooses on of the following.

- The opponent is knocked down or incapacitated by your blow
- You disarm your opponent
- You escape to a safer location nearby
- You discover a weakness of your opponent

Sample file