



MYTHIC

GAME MASTER EMULATOR

2ND EDITION

**CREATE DYNAMIC ROLE-PLAYING
ADVENTURES WITHOUT A GAME MASTER**

By Tana Pigeon



MYTHIC

GAME MASTER EMULATOR

2ND EDITION

Writing, Design, & Layout
TANA PIGEON

Cover & Interior Artwork
JORGE MUÑOZ

Line Editing
MELODY JAIKES
rainbowquillediting.carrd.co

Playtesters

BEN MCCABE, AUSTIN “DASHER” MELNYK, CRAIG MOLLOY, JOSÉ MANUEL NAVARRO,
SPYRIDON PANAGIOTOPOULOS, DIRECTOR PEOPLEZ (PEOPLZ & DRAGONS)

ACKNOWLEDGMENTS

Thank you to my spouse, Jennifer, for always supporting me no matter how unusual my ideas are. Thank you to my daughter, Alexandra, for being wonderful and encouraging me to launch a Patreon group. Thank you Dochalloween for starting the first Mythic Fan Group back in 2006. Thank you Mythicists, the Patrons of the Word Mill Games Patreon page. Your support has made this book possible. Thank you to all the fans of Mythic, going back decades. You are the ones who brought Mythic to life and continue to do so. You supported and publicized Mythic when I didn't know how to, and you ushered in a solo role-playing revolution in the process. And thank you to Mythic itself. As a game system Mythic has evolved in very much the same way that it fosters adventures to evolve, as if with a mind of its own. I think Mythic evolved me more than I evolved it.

Word Mill
GAMES

5055 Canyon Crest Dr. • Riverside, CA 92507
www.wordmillgames.com

Mythic Game Master Emulator 2nd Edition is copyright © 2023 by Tana Pigeon and Word Mill Games.
Mythic Game Master Emulator is copyright © 2006, 2021, 2023 by Tana Pigeon and Word Mill Games. All rights reserved.

Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews, is expressly prohibited. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.





A Mythic Journey

Welcome to the Second Edition of *Mythic Game Master Emulator*! This book has been a long time coming, but I'm pleased to present at last a fresh new version of Mythic that reflects nearly two decades of player experience.

Mythic Role Playing was first published in 2003, the result of years spent longing for and experimenting with a solo role-playing method that felt satisfying to me. Having used it for my own solo adventures, I felt Mythic deserved to exist as its own book and not just scattered pages in a folder. My intent was to produce a single copy for my own private collection—surely no one else would be interested in such an unusual endeavor as solo role-playing.

I was pleasantly surprised to find there were many others also wanting an effective solo play strategy.

Fast forward to today, and oracle-style solo role-playing is a standard and accepted part of the tabletop role-playing industry with its own vibrant and creative community. Mythic has inspired many others to create their own solo oracle systems, leaving players with a wide variety of options that suit a gamut of tastes and play styles. Solo rules are even finding their way into published games as an expected element of the rulesets.

I cannot express how proud I am that Mythic has changed the hobby that I love. Where I once assumed no one would be interested in solo role-playing because it went against the grain of what role-playing games were perceived to be—a social experience—I now see it flourishing and growing.

And just like I felt Mythic deserved the respect of being in an actual book back in 2003, today I feel Mythic deserves the respect of being in an updated volume.

This Second Edition of *Mythic Game Master Emulator* is meant to give the system a fresher, cleaner look. The text has been rewritten with an eye towards making Mythic approachable to new players while still giving experienced players plenty to work with. The core mechanics are much the same, with some streamlining based on almost 20 years' worth of Mythic play and feedback from fans. New material has been added, some unique to this edition, some adapted from *Mythic Variations*, *Mythic Variations II*, *The Adventure Crafter*, and *Mythic Magazine*.

The rules and ideas contained in this book are what I believe to be the most essential tools for successful and enjoyable solo role-playing today.

Happy adventuring!

Tana Pigeon, January 2023





Table Of Contents

MYTHIC ADVENTURES7

Mythic, Your Role-Playing Partner.....7
Fate Questions.....9
Chaos Factor.....9
Random Events.....11
Scenes.....11
Lists.....12
Meaning.....12
Expectations & Interpretations.....13
Your Chosen RPG.....15

FATE QUESTIONS17

When To Ask A Fate Question.....17
The Fate Chart.....18
<i>Fate Chart</i>19
<i>Example Odds</i>20
To Answer Your Question.....23
<i>Fate Question Answers</i>24
The Fate Check.....25
<i>Fate Check Modifiers</i>26
<i>Fate Check Answers</i>26
When To Run With Expectations And When To Question Them.....27
Using Fate Questions To Replace RPG Rules.....28
<i>Fate Questions As RPG Rules</i>30
The Big Fate Question Example: Henny In Z Land.....31

RANDOM EVENTS.....35

Generating Random Events.....36
Context.....36
Event Focus.....36
<i>Random Event Focus Table</i>37
<i>Choosing The Event Focus</i>43
Lists As Random Tables.....44
<i>Adventure Lists</i>45
Event Meaning.....46
<i>Meaning Tables: Actions</i>47
<i>Meaning Tables: Descriptions</i>48
<i>Meaning Tables: Elements</i>49
Interpreting The Event.....51
The Big Random Event Example: Weird Times At Wutwo Labs.....54

SCENES.....59

Making A Big Scene.....59
Preparing Lists.....60
Threads & Characters Lists.....60
Scene Structure.....63
The First Scene.....63
Expected Scenes.....67
<i>Testing The Expected Scene</i>67
Altered Scenes.....67
<i>Scene Adjustment Table</i>70
Interrupt Scenes.....72
Playing Out The Scene.....73
<i>Adventure Journal</i>76
Discovering Meaning.....84
<i>Meaning Tables: Elements</i>87
Generating NPC Behavior.....106
<i>NPC Behavior Table</i>109
End Of Scene Bookkeeping.....111
The Big Scenes Example: Guardian Of The Chosen One.....115



Table Of Contents

VARIATIONS..... 123

Getting Prepared For A Solo Adventure	123
Determining NPC Statistics.....	127
<i>NPC Statistics Table</i>	127
Getting The Most Out Of Sourcebooks.....	128
The Thread Progress Track.....	132
<i>Thread Progress Tracks</i>	132
<i>Discovery Fate Question</i>	136
<i>Thread Discovery Check</i>	137
Diversifying Threads.....	140
Resolving Character vs. Player Knowledge ...	141
<i>Player Vs. PC Knowledge</i>	144
Conclusive Adventure Conclusions.....	145
Choose Your Chaos Flavor.....	147
<i>Mid-Chaos Fate Chart</i>	147
<i>Mid-Chaos Fate Check Modifiers</i>	147
<i>Low-Chaos Fate Chart</i>	148
<i>Low-Chaos Fate Check Modifiers</i>	148
<i>No-Chaos Fate Chart</i>	148
What Is "A Session" In Solo Play?.....	148
Control Your Adventures	
With Keyed Scenes	149
<i>Keyed Scenes Record Sheet</i>	153
Using Mythic With Prepared Adventures.....	156
<i>Adventure Features List</i>	160
<i>Prepared Adventure Event Focus Table</i>	164
Handling Complicated Campaigns.....	166
Peril Points.....	170
Using The Adventure Crafter With Mythic ...	171
<i>Using The Adventure Crafter With Mythic</i>	175
Where To Get More Support	175

THE BIG EXAMPLE..... 177

RULES SUMMARY..... 186

COLLECTED TABLES & SHEETS..... 192

<i>Adventure Journal</i>	192
<i>Adventure Lists</i>	193
<i>Fate Chart</i>	194
<i>Fate Question Answers</i>	194
<i>Fate Check Modifiers</i>	195
<i>Fate Check Answers</i>	195
<i>Fate Questions As RPG Rules</i>	196
<i>Random Event Focus Table</i>	197
<i>Choosing The Event Focus</i>	198
<i>Meaning Tables: Actions</i>	199
<i>Meaning Tables: Descriptions</i>	200
<i>Meaning Tables: Elements</i>	201
<i>Testing The Expected Scene</i>	216
<i>Scene Adjustment Table</i>	216
<i>NPC Behavior Table</i>	217
<i>NPC Statistics Table</i>	217
<i>Thread Progress Tracks</i>	218
<i>Discovery Fate Question</i>	219
<i>Thread Discovery Check</i>	219
<i>Player Vs. PC Knowledge</i>	220
<i>Mid-Chaos Fate Chart</i>	221
<i>Low-Chaos Fate Chart</i>	221
<i>No-Chaos Fate Chart</i>	221
<i>Mid-Chaos Fate Check Modifiers</i>	222
<i>Low-Chaos Fate Check Modifiers</i>	222
<i>Keyed Scenes Record Sheet</i>	223
<i>Adventure Features List</i>	224
<i>Prepared Adventure Event Focus Table</i>	225
<i>Using The Adventure Crafter With Mythic</i>	226

COVER ART..... 227





Mythic Adventures

The Mythic Game Master Emulator replaces a live Game Master (GM) with a set of rules that emulate a GM's creative decision-making, allowing you to play any role-playing game (RPG) solo or in a group without a designated person to run things. Mythic becomes your GM, answering your questions and progressing the adventure one step at a time. While the system is based in your expectations and interpretations, it's designed to periodically subvert those expectations and introduce surprises to keep the narrative exciting. This may sound complicated, but Mythic's core

mechanics are deceptively simple, and once you put them into practice it won't be long before it all starts to click.

Let's go over the various ways that Mythic can be used as well as the individual components that make it all work.

MYTHIC, YOUR ROLE-PLAYING PARTNER

There are a number of ways you can use the Mythic Game Master Emulator. Here are a few to get you started.

HOW DOES IT WORK?

How does Mythic emulate and replace a living human being who would otherwise be running your game?

Mythic uses a few concepts to achieve this end:

- » A Yes/No question and answer mechanic
- » Random Events that add surprises
- » Meaning Tables that offer inspirational prompts for important details
- » Lists tracking important goals and characters which are randomly selected when called for
- » A Scene structure to give your adventure form and order
- » A Chaos Factor that changes the tempo of the adventure as you play

Everything above is guided by your expectations and interpretations based on the ongoing Context. This makes sure the adventure continues in a coherent fashion while still allowing for twists and subversions that keep things exciting.

Solo Role-Play

Mythic is designed primarily for solo role-playing, where you play alone with your RPG system of choice and use Mythic to answer questions, resolve the action, and guide the narrative along.

Group Role-Play With No GM

The same rules that allow you to play solo can also be used by a group of Players referring to Mythic for answers instead of a GM. Group play like this requires Players to agree on when to ask questions, what questions to ask, and how to interpret results. Exactly how you arrange to play will depend on your particular group's dynamics; see the sidebar "Mythic With a Group" on page 8 for some suggestions.

Co-GM

The tools that allow you to generate adventures on the fly also allow a GM to run a traditional role-playing group using Mythic behind the scenes. This gives you the freedom to decide how much you want to come up with yourself and how much you want to discover in play.

You could start your adventure with no prep and use Mythic to come up with everything as you go, leaving you almost as surprised as your players, or you could generate the adventure in advance and tweak things to your liking before you hit the table with your group. If you'd rather split the difference, Mythic can be used to come up with "adventure seeds" that act as a springboard for your own ideas without you having to start from scratch.

If you'd prefer to do most of the prep work yourself, you could use Mythic to fill in the gaps of your outline or shape anything you hadn't counted on once the adventure is live. Mythic can easily become your advisor, suggesting twists or alternatives to what you already have that you can run with or discard as you see fit.

... And Another Thing ...

Above are the most common ways Mythic can be used. However, imaginative players can find other ways to use Mythic as well.

For example, Mythic can be used as a writing tool to help you craft fictional stories. Since Mythic is, at its heart, a narrative constructor, it's only natural that it'd make as good an assistant writer as it does an assistant GM.

If you love being a Game Master, you can flip the script and use Mythic to emulate live Players instead, asking Fate Questions to see what the Player Characters do as you run them through an adventure or published module.

Speaking of published modules, Mythic can also be used to run yourself through a published



MYTHIC WITH A GROUP

A group of players using Mythic to guide their adventure should decide ahead of time how decisions will be made, such as what the first Scene will be, how to come up with Expected Scenes, when to ask Questions, what Questions to ask, and how to interpret Mythic's answers and prompts. Here are a few suggestions on how to divvy up this work:

DECIDE AS A GROUP: Have everyone collaborate and make decisions together. This can be efficient if you all work well together; however, it can also slow things down as you pause to reach a consensus at every decision point.

CHOOSE A PRIMARY GUIDE: Pick one person to have the final say after hearing everyone else's suggestions. This has the benefits of group improvisation and moves faster than deciding everything as a group.

ROTATING GUIDE: Choose a Primary Guide, then periodically change who that Guide is, such as every Scene or every dice roll. This is probably the best balance of group input and game efficiency. Everyone gets their chance to be in control, and no one Player bears the full burden of decision-making because responsibility is shared evenly around the table.

The methods above all require Players to cooperate and trust each other. Each of you needs to accept that your ideas won't always prevail, and that's okay. You're a group of storytellers working together in a tradition going back thousands of years. There's also the satisfaction of knowing that none of you are fully in control: Mythic is part of the group as well, acting as the Game Master who ultimately determines whether or not your ideas play out as expected.

adventure solo; you can find guidance for this on page 156.

The possibilities are endless!

FATE QUESTIONS

Fate Questions are the core of Mythic, the mechanism through which the adventure moves forward. The idea behind Fate Questions is that you can ask Mythic anything, posed as a Yes/No Question, just as if you were asking a live Game Master. Is the room occupied? Does the alien attack? Do I find any ammunition after searching the house? Is the treasure chest locked? Does the wizard cast a spell?

When you ask a Fate Question, you decide on the Odds that the answer will be Yes based on your impression of the adventure so far, or the Context. Mythic uses common language for Odds to make them as intuitive as possible, such as Likely, 50/50, or Nearly Certain.

Once you have your Question and your Odds, you consult the Fate Chart to get the percentage chance of a Yes answer, then you roll 1d100. If you roll that percentage or less then the answer is Yes; if you roll above it then the answer is No. Rolling very low or very high will give you Exceptional Yes or Exceptional No, respectively. Once you have your answer you interpret it in the Context of the current adventure and keep playing.

With each Question having four possible answers the narrative of your adventure will shift slightly with every Question you ask, and the answers you receive and how you interpret them will shape the Context. This process of Question, answer, interpretation builds on itself: every new Question adds Context and sends the adventure in a direction, leading to the next Question which does the same, and so on. In this way Fate Questions construct your adventure as you play. The further along you get the more naturally the process flows.

Fate Questions are discussed in the “Fate Questions” chapter on page 17.

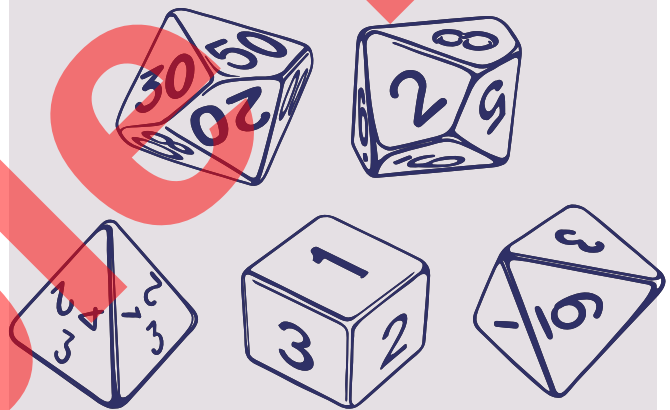


WHAT YOU NEED

You don't need much more than this book to get a Mythic adventure off the ground.

Mythic Fate Questions and tables require the use of two d10 dice. These are usually rolled to get percentile results (1-100). You'll also need a d4, d6, and d8 for rolling on Lists.

Any sheets and forms you may need are included with this rulebook. You can also find downloads for them on the wordmillgames.com website.



CHAOS FACTOR

A good GM knows when to ramp up the tension and when to ease off and let the players catch their breath. This ebb and flow of action is a crucial part of any adventure and it rarely stays the same throughout.

The Chaos Factor is Mythic's way of simulating this changing tempo. It uses a value between 1 and 9 to measure how much control the PC has over the action. The higher the value the more Mythic generates active elements such as Random Events, unexpected Scenes, and Yes answers to Fate Questions.

The Chaos Factor is discussed in the “Fate Questions” chapter on page 17.



WHAT'S CHANGED?

You may be familiar with the first edition of *Mythic Game Master Emulator* and wondering, "What has changed?" While the rules have been completely rewritten most of the core components of Mythic are the same while much has been added or refined. Here is a summary of the biggest changes:

THE FATE CHART: Odds have been slightly simplified and some of their titles changed to hopefully give a more intuitive feel for deciding Odds as you play. The table itself has been redesigned to also make it more intuitive, and some of the percentages have been lowered to add more uncertainty to Fate Question answers.

THE FATE CHECK: This mechanic was brought in from *Mythic Variations II*. It has been refined to make it feel more like the Fate Chart.

RANDOM EVENT FOCUS TABLE: The Focus Table has a new addition to it, "Current Context". The d100 roll values have also been slightly re-balanced.

CHOICES: *Mythic GME Second Edition* gives more power to Player choices. You'll find rules pertaining to choices throughout the book. For instance, choosing an Event Focus instead of rolling is an option.

LISTS: There is more direction in how to handle Lists in a defined way. Lists are also weighted, with elements able to appear more than once on a List. This makes Threads and Characters Lists more dynamic.

MEANING TABLES: Some of the words in the Actions and Descriptions Meaning Tables have been changed to make their meaning more clear.

ELEMENTS MEANING TABLES: In addition to the Actions and Descriptions Meaning Tables there are 45 Elements Meaning Tables that are more specifically themed. This gives you the option to choose a Meaning Table that is most relevant to the current Context.

OPTIONS: There are a lot of options throughout Second Edition, more ways for you to customize your Mythic experience. These run a wide gamut, from choosing how you want to start and end Scenes to mechanics like Keyed Scenes to guide your adventure.

DISCOVERING MEANING: Referred to as "Complex Questions" in *Mythic Variations*, Discovering Meaning is about generating adventure details by rolling on a Meaning Table. This takes on greater significance in Second Edition with the wider range of Meaning Tables.



RANDOM EVENTS

Although most of your adventure is built upon Fate Questions, Mythic will periodically interject new elements at random. These Random Events allow Mythic to add surprises and plot twists that aren't based in your expectations, guaranteeing that you'll never know for sure what's going to happen next.

Random Events can occur when you ask a Fate Question or when you start a new Scene. They are generated using the Event Focus Table and the Meaning Tables. The Event Focus tells you which aspect of the adventure the Random Event involves, while the Meaning Tables give you a pair of words meant to inspire an interpretation of what the Random Event is. If the Event Focus Table gives you "PC (Player Character) Positive", and the Meaning Tables give you the words "attainment" and "travel", you might interpret these words to mean that your post-apocalyptic PC has found a working vehicle, or that your high-fantasy PC has found a possible means of escaping the dungeon they're trapped in.

Random Events are discussed in the "Random Events" chapter on page 35.

SCENES

To keep your unfolding adventure within a structured narrative Mythic divides the action into Scenes. What constitutes a Scene is up to you, but just like in a movie a Scene should be a discrete portion of your adventure that encapsulates an important moment or event. A Warrior searching through a cave system and battling lizardmen or a space-traveler walking through a market and buying supplies for his ship can both be a Scene.

When the important action in that Scene is over the Scene ends and we move on to the next Scene.

MYTHIC ADVENTURE ELEMENTS

FATE QUESTIONS

CHAOS FACTOR

RANDOM EVENTS

SCENES

LISTS

MEANING

EXPECTATIONS & INTERPRETATION

YOUR CHOSEN RPG

The end of a Scene is when Bookkeeping takes place: updating the Threads and Characters Lists and adjusting the Chaos Factor.

Scenes are discussed in the “Scenes” chapter on page 59.

LISTS

Mythic uses a simple List system to keep track of important goals and characters in your adventure. The Threads List is for adventure objectives while the Characters List is for important Non-Player Characters (NPCs). These Lists are adjusted at the end of each Scene with Threads and Characters being added or removed. (You can also add Threads and Characters as they appear if you’d prefer.) Lists come into play with Random Events which use the Lists as random tables that you roll on to select which Thread or Character the Random Event is referring to.

Lists are discussed in the “Scenes” chapter on pages 60 and 111.

MEANING

Meaning Tables serve a purpose beyond Random Events: they can also be used to add detail to your adventure without asking a Fate Question.

Asking a Yes/No Question assumes that you have some expectation for the outcome. You might ask the Question “Is there a mushroom person in the cavern?” because you’ve encountered mushroom people in your adventure before and have come to expect seeing them. However, there will be Questions for which you have no expectations, and times when you want detail that doesn’t fit easily into a Yes/No framework. Questions about what something looks like or what someone does can fall into this category. In cases like these, you can get the information you need through Meaning Tables

USING THIS BOOK

The core rules for using Mythic Game Master Emulator to run solo role-playing adventures are spelled out in three main chapters: **Fate Questions**, **Random Events**, and **Scenes**. These chapters tell you everything you need to know to run exciting and effective Mythic adventures.

If you want to add more to your Mythic experience check out the **Variations** chapter. This section has additional rule supplements, variations on the core mechanics that might better suit your play style, and discussions on how to use the Mythic system in different ways.

If, on the other hand, you’re unfamiliar with solo role-playing or unsure of how the rules in this book are used in play, **The Big Example** offers a detailed demonstration of Mythic in action that will hopefully shed some light on the system’s ins and outs.

You’ll find a quick reference guide to the core rules in the **Rules Summary** chapter. This is handy for when you need a brief refresher on Mythic’s mechanics.

The final portion of this book is a collection of all the tables and charts found throughout, gathered in one place for easy reference during play. These pages have had the top and bottom borders removed for cleaner printing so that you can make copies for your own personal use.

or through one or more Fate Questions. Both options can achieve the same narrative end, and the one you use in a given situation may simply depend on your preferences.

The Player Character (PC) encounters a new Non-Player Character (NPC) in an alternate dimension, and the Player has no idea who or what the Character could be. They could ask a Fate Question like, “Is this person hostile?”, or they could go to the Meaning Tables to get inspirational words for what the NPC looks like and how they initially act. Maybe they roll

“ruin” and “mundane” and interpret this to mean that when the NPC is encountered he is vandalizing a building.

You can consult the Meaning Tables at any time to get a pair of words to use for inspiration and learn more about your adventure world.

Meaning is discussed in the “Random Events” chapter on page 46 and in the “Scenes” chapter on page 84.

EXPECTATIONS & INTERPRETATIONS

The rules above are all tied together by two things that come from you: expectations and interpretations. The mechanics for generating adventures on the fly while still forming a cohesive narrative hinge on you following your expectations, testing those expectations with Questions as you see fit, and interpreting the results of those tests. Your interpretations then become narrative fact, which feeds into your ever-evolving expectations of what happens next.

Expectations

Most Mythic play is done improvisationally: you decide in the moment what your PC does and how they respond to a given situation. You also improvise any details and circumstances in the adventure world that you don’t feel the need to test. This is you following your expectations about the adventure.

For example, let’s say a sci-fi PC is walking through a crowded market on a space station. His Player doesn’t feel the need to randomly generate the details of the market, so they decide that the market is what they expect.

Your expectations are used in Mythic to determine what is happening in the adventure much of the time. Just like with the space station



COMING TO TERMS WITH TERMS

This book uses a lot of phrases and terms you may or may not be familiar with. Here are the most frequently used terms and their abbreviations:

Chaos Factor (CF): A value between 1 and 9 used to control how much activity Mythic throws at you during an adventure.

Characters: Important people (and sometimes non-people) who populate your adventure. Player Characters (PCs) are characters controlled by you, the Player(s). Non-Player Characters (NPCs) are the characters your PCs interact with during an adventure which are mostly controlled by Mythic.

d100: Shorthand for a pair of ten-sided dice rolled together. You’ll see other dice types mentioned as well, such as d4, d6, d8, d10, and 2d10 (rolling two ten-sided dice and adding them together instead of treating them as a “tens” die and a “ones” die like you do for d100).

Fate Questions: Mythic’s central mechanic for generating information about your adventure as you play.

Game Master (GM): The person in charge of running an RPG. When playing solo, you and Mythic share the role of GM.

Lists: When capitalized, this refers to the Threads List and Characters List of a Mythic adventure.

Random Events: These are unexpected occurrences in your adventure that Mythic uses a special procedure to create.

Role-Playing Game (RPG): An organized system of rules for playing out engaging, immersive stories. While Mythic can be played on its own, it’s most commonly paired with a separate RPG, which the rules refer to as your “chosen RPG”.

Scenes: Basic units of in-game time. When you see the rules refer to Scenes with a capital S, they’re referring to a Mythic Scene in your adventure.

Threads: Tracked goals your PC is pursuing in an adventure.



SOLO PLAY EXAMPLES

This book assumes you're familiar with table-top role-playing; however, even seasoned role-players may not be familiar with playing solo. If you're new to this style of play, one way to get accustomed is to see others doing it. I've peppered this book with italicized examples that illustrate various Mythic concepts, and one of the later chapters is an extended example that demonstrates how all of these concepts work together.

There are also many talented solo role-players online who make videos and podcasts documenting their adventures. Not only are these episodes fantastically entertaining, they also serve as excellent examples of how to solo role-play. Each host runs their games in their own ways, which gives you the opportunity to see a variety of play styles. You can find these shows through a Google search or by asking around online role-playing communities; I've compiled a list of some in the "Resources" section of wordmillgames.com.

example, we often have expectations about what's going on and what will happen next: how something looks, how a creature acts, what's inside a treasure chest, whether the damaged vehicle will operate, and so on. These expectations will change throughout the adventure based on the events that unfold.

Everything that happens in your adventure which you establish as narrative fact is Context, and Context is what you base your expectations on. As the Context grows through play, your expectations become more developed.

You follow your expectations when you are sure of them. In the example above, the Player felt they understood what the space station was like because they had come across other space stations earlier in the adventure. There was plenty of Context to build these expectations on, so the

Player decided that their expectations did not need to be tested.

While your expectations will often be sufficient, you may choose to test them at any time. Usually you'll do this when you aren't sure exactly what to expect or when you have multiple possible expectations.

Our sci-fi PC wants to hire more crew for his ship, so he goes to a bar because he's had success in picking up crewmembers in such places before. After buying a drink, he asks the bartender if she knows of anyone looking for work. The Player thinks the bartender would know, but they aren't sure. It's time to test this expectation and see what the bartender says.

Testing an expectation in Mythic is done through Fate Questions. You pose your expectation as a Yes/No Question, assign it Odds based on your confidence in getting a Yes answer, and roll on the Fate Chart.

If you get a Yes, then events unfold as you expected; if you get a No, then something else happens instead.

The Player poses their expectation as a Fate Question by asking, "Does the bartender direct me to a possible hire?" with the chosen Odds of Very Likely. A Yes would mean the bartender does know of a hire and directs the character to them; a No would mean she doesn't know of anyone looking for work.

Interpretation

Once you've tested your expectations with a Fate Question you then interpret the answer you receive. Mythic provides a general framework of four possible answers to your Questions: Yes, No, Exceptional Yes, and Exceptional No. Just as your expectations guide you through developing detail in your adventure, they also form the basis of your interpretations.



TUNING YOUR IMAGINATION

Playing an RPG by yourself can take some getting used to, particularly if you're accustomed to the traditional dynamic between yourself, your GM, and your fellow gamers. There is a dynamic to solo role-playing as well, but it's one you have to discover on your own because it will be unique to your style of play and what you enjoy most about the gaming experience.

My suggestion is to try one or two "practice" adventures with Mythic to get a feel for how it works. Don't try to force anything; let yourself experiment and make mistakes. You'll probably hit a few sticking points, but as you work past them, you'll develop a sense of how everything works. Once you get past those initial hurdles, solo role-playing becomes much easier and much more exciting, and you'll find your adventures flowing smoothly as you find your groove.

While a solo role-playing experience loses the social aspects of RPGs, it gains whole new aspects that aren't possible with group play. You can explore any theme or adventure in any way you wish, make your adventures as big or as small as you like, as epic or as personal. Solo role-playing really is an experience like no other.

You may find that playing solo makes you a better player or Game Master in a traditional group setting. The solo experience gets you to think about characters and adventures in ways you may not have before, and these perspectives and experiences can easily carry over into social role-playing.

An interpretation of a Yes answer from the bartender could be this: The bartender smiles and nods. "Oh yeah, there's a few hungry people around here looking for work. See that guy in the corner booth? Go talk to him."

An Exceptional Yes might be interpreted this way: The bartender taps the bar top, and a monitor inside it lights up. "Check the board—it's full of people looking for work. Dozens, maybe hundreds. You should have no problem."

An interpretation of a No answer could be this: The bartender shakes her head. "Sorry, you're not the only captain looking for crew. I don't know of anyone looking for work right now."

An Exceptional No might be interpreted this way: The bartender gives him a serious look. "This station is corporation owned; it's illegal for independents to try and hire crew here. I'll pretend I didn't hear you."

All of the interpretations above were informed by the Context of previous encounters: crewmembers often hang out in bars on stations; there are other ship captains on this station; corporations are a force in this adventure; their influence is stronger in some places than others.

Putting It All Together

When you interpret an answer Mythic gives you, that interpretation becomes narrative fact and part of the Context for future Questions and expectations. Mythic adventures proceed in this fashion from one interesting moment to the next, building your adventure detail by detail.

YOUR CHOSEN RPG

Mythic is meant to fill the role of Game Master for your role-playing adventures. It can be used with just about any RPG out there, allowing you to play the game while Mythic answers your questions just like a Game Master would.



Fate Questions

Asking and answering questions is the heart of a Mythic adventure, your principal tool for learning about the game world and moving the narrative forward.

Mythic handles this process of inquiry using Fate Questions: ask a Yes/No Question, determine the Odds of the answer being Yes, consult the Fate Chart to get the percentile chance, and roll 1d100. Your roll will determine whether the answer is Yes, No, Exceptional Yes, or Exceptional No. Interpret the result within the Context of your adventure and continue playing.

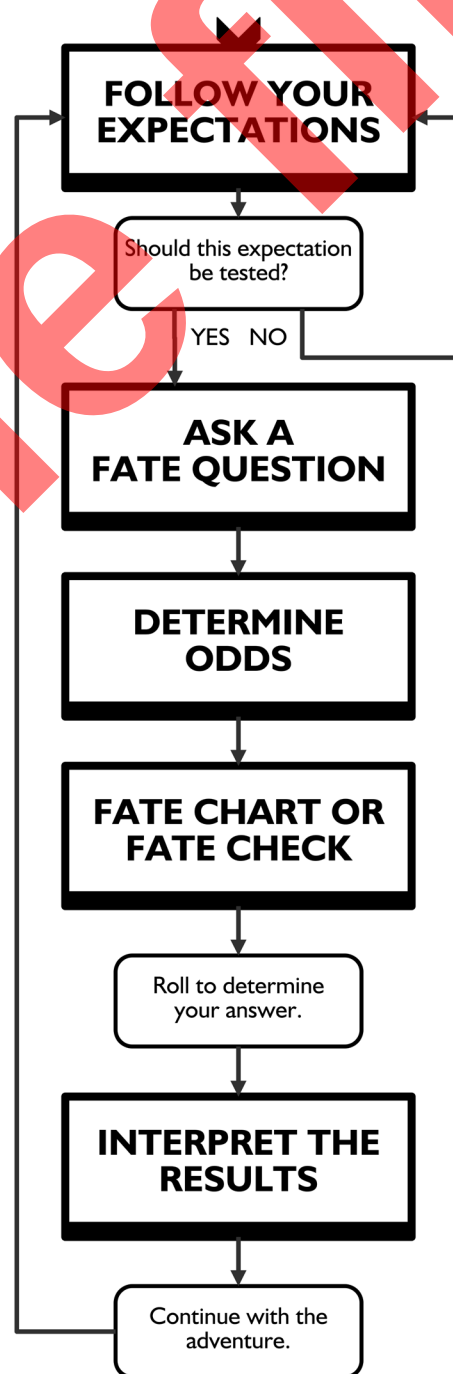
All of your Questions about the adventure can be resolved in this manner. “Are there monsters in this room?” “Is the door locked?” “Is it raining today?” Anything you would ask your Game Master in a social role-playing game you can ask Mythic in a solo game.

WHEN TO ASK A FATE QUESTION

As you play through an adventure, you improvise the details based on what you expect your Character to experience. You can pause your improvisation at any time to test an expectation with a Fate Question; usually, you do this during a moment of narrative tension or when you’re unsure of what will happen next.

The Player Character is on a distant planetary colony, trapped in a building overrun by aggressive alien creatures. They find themselves in the building’s control room, where they plan to activate the blast shields on all the windows and doors in the structure. Everything seems to

FATE QUESTIONS



be functioning fine, so The Player expects the blast doors to respond, but they aren't sure. What if the aliens damaged something? The Player decides to ask the Fate Question, "Do the blast shields go up?"

Later in that same adventure, the PC is searching for weapons and has made their way to the colony's armory. The Player doesn't know if there are any weapons left. Maybe the original colonists cleaned out the armory when they first faced the alien invasion. Since the Player is unsure, they ask Mythic, "Are there weapons here?"

THE FATE CHART

The Fate Chart on the following page is used to determine the percentile chances of your Fate Questions receiving a Yes answer. Along the left side are probability descriptors (Impossible, Likely, Nearly Certain, etc.), and along the bottom is the Chaos Factor.

When asking a Fate Question, decide what you think the Odds are of the answer being Yes. This is a gut decision based on the Question you're asking and the Context you're asking it in. The Fate Chart's Odds uses common language such as Likely or Impossible to judge probability.

Let's say the Player Character is an occult investigator searching a library for tomes of magic. The Player decides to make this search into a Fate Question: "Does he find any tomes?"

Maybe at this point in the adventure the PC has come across strange magic and supernatural events, and he knows that the library he's searching through once belonged to a sorcerer and occultist. Given this Context the Player assigns this Question the Odds of Likely.

On the other hand, maybe the original owner of the library is unknown but the Player suspects they might have been involved in magic. This



ASKING THE RIGHT QUESTIONS

Mythic relies on Fate Questions to construct the narrative of the adventure as you play; what you ask and how you ask it will influence your game. While it's best to phrase Fate Questions as naturally as possible, there are a few guidelines you should keep in mind.

Action Oriented

The Chaos Factor assumes that Yes answers are typically more active than No answers, so you'll get the best results if your Fate Questions focus on active and interesting elements. "Are there zombies outside?" is better than "Is it all clear outside?"

Guided By Expectations

It's generally best to let your Questions be guided by your expectations rather than your desires. A party of adventurers prowling down a dungeon hall might easily ask, "Do we hear anything?" but it would make little sense to ask, "Do I look down and see a Vorpall Blade of Instant Murder at my feet?" The current Context offers no logical expectation to prompt the second Question, but it does for the first.

Context is different from the previous one: there's less evidence that books of magic would be present. Given this Context the Player assigns the Odds of 50/50.

Choosing Odds

Who determines the Odds of a Fate Question? Well, if you're playing solo, then you do. If you're playing with a GM, then they do. If you're playing with a group then the Players must all reach a consensus on how the Odds are chosen.