

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

MYTHIC MAGAZINE



Meaning
Table
Collections
Horror & Mystery

Rules & Tools For
Science Fiction
Adventures

VOLUME 40



MYTHIC MAGAZINE

EACH MONTH MYTHIC MAGAZINE PRESENTS NEW RULES AND COMMENTARY ON SOLO ROLE-PLAYING
AND GETTING MORE OUT OF YOUR MYTHIC AND CRAFTER ADVENTURES.

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Collected Meaning

Greetings, and welcome to issue #40! This issue covers a variety of adventure genres, with horror, mystery, and science fiction. Let's enter the multigenre!

The first article takes a different approach to presenting Meaning tables with "Meaning Table Collections". Instead of a single Meaning Table covering a topic, this article presents a number of Meaning Tables grouped under a topic so that each table can hone in on very specific aspects of the overall topic. This issue features collections for horror and mystery elements. I'm hoping to do more collections in this future!

The second article aims to level up your sci-fi Scenes with "Rules & Tools For Science Fiction Adventures". Whether you use Mythic alone or in conjunction with other RPGs, these guidelines provide a simple framework for introducing your own sci-fi content as you play, making it easy to determine how it works in your adventure. And, of course, there are rules for starship battles too because I love a good ship to ship combat encounter!

Happy adventuring :)

Nava R.



TOOL BOX

Something for you to consider or use

Meaning Table Collections

It's been a while since a group of new Meaning Tables have made their way into *Mythic Magazine*. The last time was in issue #22, a few months before *Mythic Game Master Emulator Second Edition* came out.

In this article I have for you a fresh batch of Meaning Tables! This time, I'm approaching the tables as themed groups. For instance, there is a set of horror themed tables. Instead of one table geared toward horror, there is a collection of them that could all fit a horror adventure. These collections are meant to be used together so that they enhance an adventure that fits the theme of the collection.

Since the Meaning Tables are grouped in collections the idea is that they can get more specific than most Meaning Tables, taking Discovering Meaning one step toward more granular detail. I offer some explanation for each table as well as examples showing them in use.



Now, let's get to crafting some Meaning!

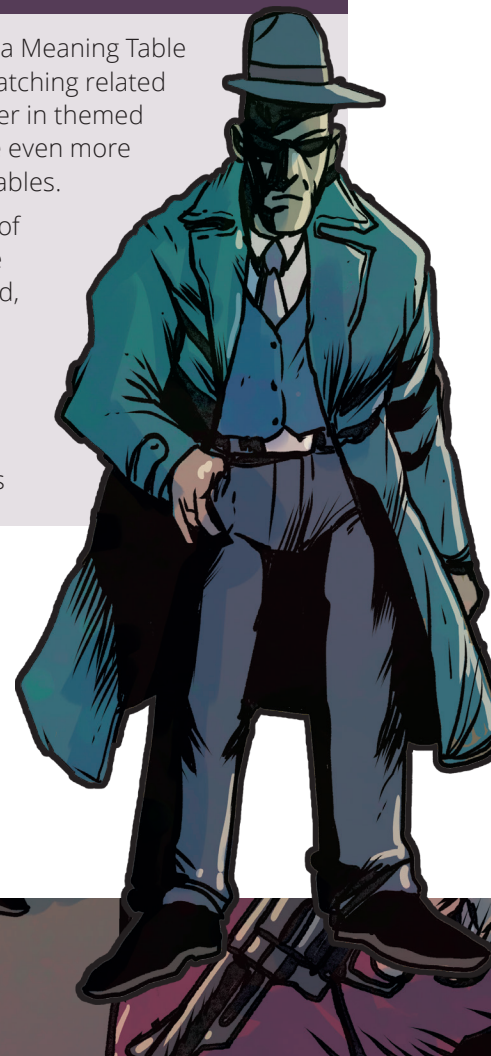


AN EXPERIMENTAL COLLECTION

This article represents a Meaning Table experiment, to see if batching related Meaning Tables together in themed collections can provide even more specific and targeted tables.

I'm hoping to do more of these collections in the future. To get us started, this issue of *Mythic Magazine* contains two collections:

-  Horror Genre
-  Mystery Adventures



HORROR GENRE MEANING TABLES

We dive into the world of horror and the macabre with the first set of Meaning Tables. This collection includes:

AWFUL MONSTER DESCRIPTORS

This table is a variation of the “Creature Descriptors” Meaning Table from MGME2e, but with less emphasis on fantasy elements and slightly more focus on scary elements.

CURSES & UNDEAD DESCRIPTORS

These tables are from MGME2e, because no collection of horror themed Meaning Tables would be complete without them.


DARK HINT

A common trope in the horror genre is the protagonist coming upon a clue or hint reflecting what they are about to face. Maybe it's claw marks on a tree that foreshadow the werewolf, or hostile glances from the locals of a small, isolated town.



CAN'T KEEP THEM SEPARATED

With *Mythic Game Master Emulator Second Edition* having more than 45 Meaning Tables, it's inevitable that when making collections of themed tables there will be some overlap with tables already existing.

To try and keep the collections in this article as complete as possible, I've copied some of the tables from MGME2e to here. To make it clear which tables are drawn from there, I've included this icon at the top of the table: 



AWFUL MONSTER DESCRIPTORS

- | | |
|-------------------|------------------|
| 1: Acidic | 51: Mechanical |
| 2: Aggressive | 52: Messy |
| 3: Alien | 53: Mighty |
| 4: Amphibian | 54: Mindless |
| 5: Ancient | 55: Mouth |
| 6: Angry | 56: Multitude |
| 7: Animal | 57: Mutant |
| 8: Aquatic | 58: Mysterious |
| 9: Armed | 59: Natural |
| 10: Artificial | 60: Night |
| 11: Beautiful | 61: Odd |
| 12: Bizarre | 62: Old |
| 13: Blob | 63: Oozing |
| 14: Ceaseless | 64: Pale |
| 15: Claws | 65: Plant |
| 16: Cold | 66: Powerful |
| 17: Colorful | 67: Predator |
| 18: Colorless | 68: Prehistoric |
| 19: Confused | 69: Protector |
| 20: Creepy | 70: Purposeful |
| 21: Dark | 71: Quiet |
| 22: Defensive | 72: Reptilian |
| 23: Demonic | 73: Robotic |
| 24: Dirty | 74: Rotten |
| 25: Elemental | 75: Rustic |
| 26: Elusive | 76: Ruthless |
| 27: Enormous | 77: Seeking |
| 28: Equipment | 78: Senses |
| 29: Fairy | 79: Shape |
| 30: Ferocious | 80: Shapechanger |
| 31: Gaseous | 81: Slow |
| 32: Ghostly | 82: Small |
| 33: Hideous | 83: Spiderlike |
| 34: Hooves | 84: Stealthy |
| 35: Horns | 85: Sticky |
| 36: Horrific | 86: Strange |
| 37: Humanoid | 87: Supernatural |
| 38: Hungry | 88: Swift |
| 39: Insectlike | 89: Tail |
| 40: Insubstantial | 90: Tall |
| 41: Intelligent | 91: Teeth |
| 42: Invisible | 92: Tentacled |
| 43: Large | 93: Undead |
| 44: Leader | 94: Vengeful |
| 45: Legend | 95: Violent |
| 46: Lethal | 96: Vocal |
| 47: Limbs | 97: Warm |
| 48: Loud | 98: Wild |
| 49: Manufactured | 99: Wings |
| 50: Markings | 100: Young |



CURSES

- | | |
|-----------------|-----------------|
| 1: Abandon | 51: Home |
| 2: Age | 52: Illness |
| 3: Attract | 53: Illusions |
| 4: Bad | 54: Imprison |
| 5: Beauty | 55: Incapacity |
| 6: Betray | 56: Information |
| 7: Bizarre | 57: Intellect |
| 8: Block | 58: Irony |
| 9: Body | 59: Jealously |
| 10: Break | 60: Joy |
| 11: Burden | 61: Legal |
| 12: Business | 62: Lethal |
| 13: Change | 63: Liberty |
| 14: Compel | 64: Limit |
| 15: Condemn | 65: Lonely |
| 16: Conflict | 66: Love |
| 17: Create | 67: Luck |
| 18: Creepy | 68: Malice |
| 19: Cruel | 69: Meaningful |
| 20: Danger | 70: Miserable |
| 21: Death | 71: Misfortune |
| 22: Decrease | 72: Mistrust |
| 23: Delay | 73: Mock |
| 24: Disrupt | 74: Move |
| 25: Divide | 75: Mundane |
| 26: Dominate | 76: Mysterious |
| 27: Dreams | 77: Nature |
| 28: Elements | 78: Neglect |
| 29: Emotions | 79: Old |
| 30: Enemies | 80: Oppress |
| 31: Energy | 81: Pain |
| 32: Environment | 82: Passion |
| 33: Evil | 83: Peace |
| 34: Failure | 84: Permanent |
| 35: Fame | 85: Possessions |
| 36: Family | 86: Punish |
| 37: Fate | 87: Pursue |
| 38: Fear | 88: Riches |
| 39: Feeble | 89: Ruin |
| 40: Fight | 90: Senses |
| 41: Friends | 91: Separate |
| 42: Frightening | 92: Start |
| 43: Goals | 93: Stop |
| 44: Good | 94: Strange |
| 45: Gratify | 95: Struggle |
| 46: Guide | 96: Success |
| 47: Happiness | 97: Temporary |
| 48: Harm | 98: Vengeance |
| 49: Health | 99: Violence |
| 50: Helpless | 100: Weapon |

DARK HINT

- | | |
|-----------------|-------------------|
| 1: Abandoned | 51: Letter |
| 2: Aggressive | 52: Locals |
| 3: Animal | 53: Location |
| 4: Anxious | 54: Lonely |
| 5: Attack | 55: Malice |
| 6: Behavior | 56: Manipulation |
| 7: Betray | 57: Markings |
| 8: Block | 58: Meaningful |
| 9: Blood | 59: Message |
| 10: Book | 60: Misfortune |
| 11: Broken | 61: Mysterious |
| 12: Building | 62: Needs |
| 13: Catastrophe | 63: Neglect |
| 14: Communicate | 64: News |
| 15: Conceal | 65: Object |
| 16: Conflict | 66: Obscure |
| 17: Creepy | 67: Observe |
| 18: Crisis | 68: Odd |
| 19: Cruelty | 69: Old |
| 20: Damage | 70: Opposition |
| 21: Danger | 71: Path |
| 22: Death | 72: People |
| 23: Deceive | 73: Personal |
| 24: Distrust | 74: Place |
| 25: Dream | 75: Plans |
| 26: Emotion | 76: Portal |
| 27: Environment | 77: Problem |
| 28: Event | 78: Protection |
| 29: Evil | 79: Refuse |
| 30: Fear | 80: Relic |
| 31: Foreboding | 81: Riddle |
| 32: Frightening | 82: Ritual |
| 33: Goal | 83: Ruin |
| 34: Group | 84: Sounds |
| 35: Guide | 85: Strange |
| 36: Harm | 86: Struggle |
| 37: Hasty | 87: Surprise |
| 38: Helpless | 88: Tension |
| 39: Hindrance | 89: Threat |
| 40: Historical | 90: Trap |
| 41: Horrible | 91: Trouble |
| 42: Hostility | 92: Uncertain |
| 43: Important | 93: Unpleasant |
| 44: Incomplete | 94: Unsettling |
| 45: Information | 95: Unusual |
| 46: Inquire | 96: Victim |
| 47: Inspect | 97: Violence |
| 48: Instruction | 98: Vision |
| 49: Leadership | 99: Vulnerability |
| 50: Legal | 100: Warning |

DARK MOTIVATION

- | | |
|-----------------|----------------|
| 1: Activate | 51: Justice |
| 2: Anger | 52: Kill |
| 3: Approval | 53: Location |
| 4: Assist | 54: Loss |
| 5: Attack | 55: Love |
| 6: Bargain | 56: Loyalty |
| 7: Block | 57: Lure |
| 8: Break | 58: Mundane |
| 9: Change | 59: Mysterious |
| 10: Character | 60: Needs |
| 11: Collect | 61: Object |
| 12: Communicate | 62: Obligation |
| 13: Complete | 63: Oppose |
| 14: Conceal | 64: People |
| 15: Connect | 65: Place |
| 16: Conquer | 66: Plan |
| 17: Consume | 67: Pleasure |
| 18: Control | 68: Portal |
| 19: Convert | 69: Power |
| 20: Create | 70: Pride |
| 21: Defend | 71: Prison |
| 22: Deny | 72: Punish |
| 23: Destroy | 73: Pursue |
| 24: Dominate | 74: Recruit |
| 25: Elements | 75: Release |
| 26: Enemy | 76: Repair |
| 27: Environment | 77: Return |
| 28: Escape | 78: Reveal |
| 29: Expose | 79: Revenge |
| 30: Family | 80: Riches |
| 31: Fight | 81: Ritual |
| 32: Find | 82: Ruin |
| 33: Freedom | 83: Rule |
| 34: Friend | 84: Safety |
| 35: Fulfill | 85: Search |
| 36: Game | 86: Serve |
| 37: Goal | 87: Spread |
| 38: Group | 88: Strange |
| 39: Guilt | 89: Survive |
| 40: Harm | 90: Take |
| 41: Hate | 91: Technology |
| 42: Heal | 92: Terrorize |
| 43: Help | 93: Tradition |
| 44: Hide | 94: Transform |
| 45: Home | 95: Trap |
| 46: Hunt | 96: Travel |
| 47: Imprison | 97: Triumph |
| 48: Information | 98: Usurp |
| 49: Invade | 99: Vehicle |
| 50: Jealousy | 100: Weapon |

EVIL DEED

- | | |
|-----------------|-------------------|
| 1: Abandon | 51: Nature |
| 2: Ambush | 52: Needs |
| 3: Attack | 53: Neglect |
| 4: Bargain | 54: Object |
| 5: Betray | 55: Oppose |
| 6: Block | 56: Overthrow |
| 7: Body | 57: Pain |
| 8: Break | 58: Path |
| 9: Building | 59: People |
| 10: Change | 60: Person |
| 11: Cheat | 61: Personal |
| 12: Community | 62: Plot |
| 13: Conceal | 63: Portal |
| 14: Conflict | 64: Possession |
| 15: Conquer | 65: Power |
| 16: Control | 66: Prison |
| 17: Corrupt | 67: Proceed |
| 18: Create | 68: Protect |
| 19: Danger | 69: Punish |
| 20: Deceive | 70: Pursue |
| 21: Destroy | 71: Recruit |
| 22: Disrupt | 72: Refuse |
| 23: Divide | 73: Release |
| 24: Elements | 74: Replace |
| 25: Environment | 75: Resources |
| 26: Experiment | 76: Return |
| 27: Fear | 77: Riches |
| 28: Fight | 78: Ruin |
| 29: Group | 79: Sabotage |
| 30: Harm | 80: Separate |
| 31: Hinder | 81: Start |
| 32: Home | 82: Steal |
| 33: Hope | 83: Stop |
| 34: Imitate | 84: Strange |
| 35: Imprison | 85: Struggle |
| 36: Individual | 86: Suffering |
| 37: Injustice | 87: Suppress |
| 38: Innocent | 88: Surprise |
| 39: Intimidate | 89: Take |
| 40: Invade | 90: Technology |
| 41: Kill | 91: Terrorize |
| 42: Leave | 92: Threaten |
| 43: Legal | 93: Transform |
| 44: Location | 94: Trap |
| 45: Lure | 95: Usurp |
| 46: Manipulate | 96: Valuables |
| 47: Military | 97: Vulnerability |
| 48: Mind | 98: Waste |
| 49: Misuse | 99: Weapon |
| 50: Mysterious | 100: Wound |

HIDEOUS POWER

- | | |
|-----------------|--------------------|
| 1: Absorb | 51: Imprison |
| 2: Acid | 52: Indestructible |
| 3: Ambush | 53: Infect |
| 4: Animate | 54: Insubstantial |
| 5: Armed | 55: Invade |
| 6: Armor | 56: Invisible |
| 7: Attach | 57: Lure |
| 8: Bite | 58: Magic |
| 9: Burrow | 59: Manipulate |
| 10: Change | 60: Matter |
| 11: Charge | 61: Mental |
| 12: Chase | 62: Move |
| 13: Chemical | 63: Mutate |
| 14: Claw | 64: Mysterious |
| 15: Cold | 65: Object |
| 16: Conceal | 66: Observe |
| 17: Confuse | 67: Pain |
| 18: Control | 68: Paralyze |
| 19: Create | 69: People |
| 20: Damage | 70: Plants |
| 21: Death | 71: Poison |
| 22: Deceive | 72: Possess |
| 23: Defense | 73: Psychic |
| 24: Destroy | 74: Radius |
| 25: Detect | 75: Ranged |
| 26: Devour | 76: Reflect |
| 27: Disappear | 77: Regenerate |
| 28: Disrupt | 78: Repel |
| 29: Drag | 79: Resistance |
| 30: Duplicate | 80: Sense |
| 31: Electricity | 81: Shapechange |
| 32: Elements | 82: Sight |
| 33: Emission | 83: Skill |
| 34: Emotion | 84: Sonic |
| 35: Energy | 85: Stealth |
| 36: Enhance | 86: Strange |
| 37: Environment | 87: Strong |
| 38: Escape | 88: Summon |
| 39: Fast | 89: Suppress |
| 40: Fire | 90: Surprise |
| 41: Flee | 91: Technology |
| 42: Flight | 92: Telekinesis |
| 43: Heal | 93: Telepathy |
| 44: Hear | 94: Teleport |
| 45: Heat | 95: Time |
| 46: Hide | 96: Transform |
| 47: Illusion | 97: Trap |
| 48: Imitate | 98: Travel |
| 49: Immunity | 99: Wall-crawl |
| 50: Impale | 100: Weapon |

PERILOUS SITUATION

- | | |
|------------------|-------------------|
| 1: Abandoned | 51: Isolated |
| 2: Accident | 52: Leave |
| 3: Acquire | 53: Limited |
| 4: Adversity | 54: Location |
| 5: Ambush | 55: Lonely |
| 6: Attack | 56: Lost |
| 7: Bargain | 57: Lure |
| 8: Battle | 58: Malfunction |
| 9: Betray | 59: Misfortune |
| 10: Block | 60: Move |
| 11: Broken | 61: Mysterious |
| 12: Building | 62: Nature |
| 13: Carry | 63: Needs |
| 14: Chaos | 64: Neglect |
| 15: Communicate | 65: News |
| 16: Conceal | 66: Object |
| 17: Conflict | 67: Objective |
| 18: Confusion | 68: Obligation |
| 19: Creature | 69: Observe |
| 20: Danger | 70: Open |
| 21: Deceive | 71: Opposition |
| 22: Defend | 72: Path |
| 23: Demands | 73: People |
| 24: Dependent | 74: Plot |
| 25: Depletion | 75: Poison |
| 26: Desperate | 76: Portal |
| 27: Destroy | 77: Prison |
| 28: Disadvantage | 78: Protection |
| 29: Distrust | 79: Pursuit |
| 30: Enemy | 80: Quest |
| 31: Energy | 81: Refuse |
| 32: Enter | 82: Resources |
| 33: Environment | 83: Reward |
| 34: Escape | 84: Risk |
| 35: Failure | 85: Sabotage |
| 36: Fight | 86: Separate |
| 37: Flee | 87: Strange |
| 38: Freedom | 88: Struggle |
| 39: Friend | 89: Suppress |
| 40: Goal | 90: Surprise |
| 41: Group | 91: Technology |
| 42: Harm | 92: Threaten |
| 43: Health | 93: Time |
| 44: Help | 94: Trap |
| 45: Hindrance | 95: Travel |
| 46: Home | 96: Trust |
| 47: Hunted | 97: Vehicle |
| 48: Illness | 98: Vulnerability |
| 49: Information | 99: Weather |
| 50: Invade | 100: Wounded |

SECLUDED LOCATION

- | | |
|-----------------|-----------------|
| 1: Abandoned | 51: Legendary |
| 2: Average | 52: Locked |
| 3: Base | 53: Lonely |
| 4: Beautiful | 54: Magnificent |
| 5: Bizarre | 55: Majestic |
| 6: Bleak | 56: Mansion |
| 7: Boat | 57: Messy |
| 8: Building | 58: Military |
| 9: Business | 59: Miserable |
| 10: Camp | 60: Mobile |
| 11: Castle | 61: Modern |
| 12: Cave | 62: Mountain |
| 13: Cluttered | 63: Mundane |
| 14: Cold | 64: Mysterious |
| 15: Colorful | 65: Nice |
| 16: Colorless | 66: Normal |
| 17: Confusing | 67: Occupied |
| 18: Creepy | 68: Ocean |
| 19: Crude | 69: Odd |
| 20: Damaged | 70: Official |
| 21: Dangerous | 71: Old |
| 22: Dark | 72: Open |
| 23: Decrepit | 73: Plain |
| 24: Desert | 74: Protected |
| 25: Dirty | 75: Purposeful |
| 26: Empty | 76: Quiet |
| 27: Enclosed | 77: Remarkable |
| 28: Enormous | 78: Remote |
| 29: Fancy | 79: Road |
| 30: Farm | 80: Rough |
| 31: Foreboding | 81: Ruins |
| 32: Forest | 82: Rural |
| 33: Forlorn | 83: Rustic |
| 34: Frightening | 84: Sewer |
| 35: Frozen | 85: Ship |
| 36: Hills | 86: Simple |
| 37: Historical | 87: Spacious |
| 38: Horrible | 88: Station |
| 39: Hotel | 89: Strange |
| 40: House | 90: Stylish |
| 41: Important | 91: Suspicious |
| 42: Impressive | 92: Temple |
| 43: Inactive | 93: Threatening |
| 44: Interesting | 94: Tunnel |
| 45: Intriguing | 95: Unpleasant |
| 46: Island | 96: Unusual |
| 47: Jungle | 97: Warm |
| 48: Lake | 98: Warning |
| 49: Large | 99: Welcoming |
| 50: Lavish | 100: Winter |

SUPERNATURAL INFLUENCE

- | | |
|-----------------|-----------------|
| 1: Aggressive | 51: Meaningful |
| 2: Alien | 52: Mechanical |
| 3: Angelic | 53: Medicine |
| 4: Aquatic | 54: Mighty |
| 5: Artifact | 55: Military |
| 6: Artificial | 56: Mocking |
| 7: Barrier | 57: Modern |
| 8: Betrayal | 58: Monster |
| 9: Bizarre | 59: Moon |
| 10: Book | 60: Mysterious |
| 11: Building | 61: Nature |
| 12: Cave | 62: Object |
| 13: Cemetery | 63: Odd |
| 14: Clothing | 64: Official |
| 15: Corruption | 65: Old |
| 16: Cosmic | 66: Painting |
| 17: Creepy | 67: Possession |
| 18: Curse | 68: Power |
| 19: Damaged | 69: Powerful |
| 20: Dangerous | 70: Psychic |
| 21: Dark | 71: Rage |
| 22: Death | 72: Rare |
| 23: Deity | 73: Religion |
| 24: Demon | 74: Ritual |
| 25: Dimensions | 75: Ruined |
| 26: Disease | 76: Ruthless |
| 27: Emotion | 77: Scary |
| 28: Energy | 78: Science |
| 29: Entity | 79: Simple |
| 30: Experiment | 80: Spell |
| 31: Fairy | 81: Spirits |
| 32: Family | 82: Stars |
| 33: Fierce | 83: Statue |
| 34: Frightening | 84: Stone |
| 35: Future | 85: Stories |
| 36: Ghost | 86: Strange |
| 37: Hate | 87: Strong |
| 38: Historical | 88: Stylish |
| 39: History | 89: Summoning |
| 40: Horrible | 90: Swamp |
| 41: House | 91: Swift |
| 42: Hunger | 92: Temple |
| 43: Infection | 93: Threatening |
| 44: Jewelry | 94: Tradition |
| 45: Legend | 95: Undead |
| 46: Lethal | 96: Vampire |
| 47: Love | 97: Vengeance |
| 48: Mage | 98: Violent |
| 49: Magic | 99: Wild |
| 50: Mask | 100: Young |



UNDEAD DESCRIPTORS

1: Active	51: Leadership
2: Aggressive	52: Lethal
3: Angry	53: Light
4: Animal	54: Limited
5: Anxious	55: Lonely
6: Attract	56: Love
7: Beautiful	57: Macabre
8: Bestow	58: Malice
9: Bizarre	59: Message
10: Bleak	60: Messy
11: Bold	61: Mighty
12: Bound	62: Mindless
13: Cold	63: Miserable
14: Combative	64: Misfortune
15: Communicate	65: Monstrous
16: Control	66: Mundane
17: Create	67: Odd
18: Creepy	68: Old
19: Dangerous	69: Pain
20: Dark	70: Pale
21: Deceive	71: Passive
22: Dirty	72: Possessions
23: Disgusting	73: Possessive
24: Elements	74: Powerful
25: Enemies	75: Powers
26: Energy	76: Purposeful
27: Environment	77: Pursue
28: Evil	78: Quiet
29: Fast	79: Resistant
30: Fear	80: Rotting
31: Fight	81: Scary
32: Floating	82: Seeking
33: Friendly	83: Shambling
34: Frightening	84: Slow
35: Glad	85: Small
36: Glow	86: Smelly
37: Goals	87: Strange
38: Good	88: Strong
39: Guide	89: Threatening
40: Harm	90: Tough
41: Helpful	91: Transform
42: Helpless	92: Travel
43: Historical	93: Trick
44: Horrible	94: Vengeful
45: Hungry	95: Violent
46: Imitate	96: Weak
47: Information	97: Weakness
48: Insubstantial	98: Weapons
49: Intelligent	99: Wounds
50: Large	100: Young

DARK MOTIVATION

A Meaning Table to help give motive for the actions of horror adventure villains. Why did the sorcerer cast the curse? What is the risen zombie looking for?

EVIL DEED

This table is geared towards words that can be associated with the kinds of actions creatures or villains in a horror adventure may do. This could be used to help describe a crime scene, for instance, where a monster killed a victim. Or, it could be used to help explain an historical event that started a curse, a wicked task that must be completed to perform a ritual, etc.

HIDEOUS POWER

This table is for creature and monster powers, with a horror emphasis placed on it. General words are included for flexible interpretations, but also some specific powers are listed such as telekinesis and invisible.

PERILOUS SITUATION

This table can help you create a dangerous moment for a Character in a horror adventure. For instance, it may indicate that the PC is cornered by the creature, or that a vital resource has run low.

SECLUDED LOCATION

What would the horror genre be without out of the way, secluded places for our Characters to get into trouble like a desolate cabin in the woods or a remote desert research station? This table helps create inspiration for such places.

SUPERNATURAL INFLUENCE

This table can be used as inspiration for when you know something supernatural is afoot, but you're not sure where it's coming from. This table can inspire a wide range of results, such as spells run amok to ancient family heirlooms giving off evil energy.

BIG HORROR GENRE EXAMPLE: MYSTERY OF THE LOST EIDEREN

This example takes us to an arctic wasteland, where the Player Character is trying to locate a lost ship and finds a supernatural mystery.

In this horror adventure, the Player is using the Horror Genre Meaning Tables to help generate narrative details. The PC is a private investigator, hired by a wealthy client to locate an oil tanker, the Eideren, that disappeared years ago while traversing an arctic channel. The client heavily implied that it was not merely an industrial or shipping accident, that something more was at work.

The Player knew this would be a horror adventure, and established a few details early on. For instance, they wanted this adventure to lead to a secluded location. Rolling on the Secluded Location Table, they got Bleak and Ship. They interpreted this into an abandoned oil tanker trapped in arctic ice.

During the investigation, the PC discovers they are not the first to try and find the missing Eideren. Apparently, a crew member survived. The PC learns this by locating the man's daughter, who plays the last message she got from him on her phone.

The Player determines through a Fate Question that the phone call was placed during a moment of danger. Wanting to push the horror genre narrative, the Player rolls on the Perilous Situation Table and gets Environment and Quest. The Player interprets this to mean that the surviving crewman took it upon himself to return to the place the ship was lost. While there, he placed his final call through a satellite phone, the message was picked up by a nearby weather station, and it eventually found its way to the man's daughter.

To get an idea what the phone message says, the Player rolls on the Dark Hint table. They get



THANKS KEITH!

This Big Example, "Mystery Of The Lost Eideren", is inspired by a contribution from **Keith Malinowski** from the Word Mill Games Patreon. Lost ships, a frozen wasteland, and horrors beneath the ice, what is there not to love about this Lovecraftian tale of woe?!

Instruction and Lonely. This inspires some ideas for the Player, but they want more inspiration so they roll for an additional pair of words and get Anxious and Manipulation. The Player comes up with this ...

The Player Character takes the recording the daughter provided back to his car and plays it. The audio is grainy, but Acon's voice can be heard distinctly.

"I ... didn't have much trouble finding my way back to the Eideren. Here it is, and she has to be near. Even after all these years, the old wreck looks the same.

"I was a member of its crew. Work hard, head back to port, enjoy the fruits of my labor. That was my life. But then she came and changed everything. Cost me everything. Life was never the same.

"I promised myself I would never return, yet here I am. Maybe it's just all in my head. Was I ever really a crewman on the ship? Have I gone mad? Maybe the tanker simply ran aground and was left behind when it got trapped in the ice. Maybe the captain scuttled the ship in a drunken rage to avoid the consequences of his actions.

"Madness. Madness indeed, because there she is, calling to me again, from beneath the ice. The same call I heard for so many years. Yet this time,

I'm here. Back here. Somehow. I don't remember how I got past the Eideren. Past ... the memories of that ghastly ship, the crew, the faces! I will never forget their faces.

"She calls. I don't know why I heed, but I do. I have to. Just down the slope now, across the ice.

"Here. My God! I have broken the ice! I must leave, now! But She calls! She calls! She is here!!!"

Over the course of the next few Scenes, the PC makes their way to the arctic location where they discover the Eideren. This leads to the revelation that there is a cave nearby with a temple half buried in the ice.

While surviving a partial cave-in, the PC discovers relics. The PC is able to piece together that something, an ancient god of some sort, supposedly lives under the ice. The PC eventually comes into contact with the creature.

To describe what it looks like the Player rolls on the Awful Monster Descriptors Table and gets Angry and Tentacled. The Player interprets it this way ...

The creature rears up through the shattering ice. Tentacles wave in the air, grasping and reaching into the cave as the PC desperately tries to dodge them. The monster thrashes about, knowing he is near.

The encounter leads to a battle, where the Player needs to know what the thing can do. Rolling on the Hideous Power



Table gets Duplicate and Travel. The Player interprets this to mean that individual tentacles can detach from the main body of the monster, and move on their own.

The PC successfully dodges the creature's initial attack and retreats deeper into the cave. However, this doesn't place him out of harm's way. Several large tentacles detach themselves from the beast and begin squirming their way into the cave in search of him.

The PC escapes, barricading himself in the ruins of the Eideren. There, the PC discovers notes left from the crew, some of whom had figured out portions of the story behind the creature they simply called "She". The Player rolls on the Supernatural Influence Table for inspiration on the origin of the creature, and gets Psychic and Future. The Player makes this interpretation ...

The temple was constructed many years earlier by a mad London mystic who claimed he could reach his mind into the future to contact gods at the end of time. He believed this location in the arctic to be a powerful spot where his abilities would be increased.

The Player determines that the psychic did something to draw the creature to this location. The Player rolls on the Evil Deed Table to see what they did. They get Refuse and Technology. The Player wants more inspiration so rolls for another pair of words, getting Overthrow and Nature. The Player makes this interpretation ...

The mystic's ritual to reach out to the gods required the complete absence of modern technology so his psychic powers wouldn't be interfered with, making this isolated patch of the world perfect. The ritual also required suffering,



DETAILS, DETAILS

The Meaning Tables in this article represent a departure from previous tables. The Elements Meaning Tables are more specific than the general Action and Description Meaning Tables, which helps to generate easier to interpret word pairs.

The tables in this article are even more specific than most other Elements Meaning Tables. For instance, Dark Hints are meant to convey clues and evidence that may be discovered during a horror adventure.

Of course, you don't have to stick with using these tables only for what is listed as the subject. Like any Meaning Table, they can be used for just about anything you think they could apply to.

For example, the Perilous Situation Table could work for any action moment in an adventure where you need to generate a crisis. The Hideous Power Table is a slight variation of the Powers Table in MGME2e, focusing more on words that are horror focused.

In other words, don't let the title of the collections keep you from using these tables in any situation you think they could be useful and fun!

with pain serving as the energy to attract the entities he sought, and slowly freezing to death accomplished it.

Whatever energies the mystic stirred up, it worked, and She was summoned. She had lain dormant ever since, until the Eideren came along. The ship became befouled in ice, stopping it near the temple. When its engines ran out of fuel and the electricity failed, it fulfilled the ritual's condition of no technology functioning nearby. As the crew began to suffer from the effects of the cold, that produced the energy required to wake She from her slumber.

MYSTERY ADVENTURE MEANING TABLES

This collection of tables emphasizes the kind of details your Player Characters may look for in relation to a mystery or crime. The tables favor traditional mystery narratives, like murder mysteries or any situation with need for a criminal motivation or clues.

CAUSE OF DEATH

This table, useful for a murder mystery, provides inspiration for how a victim died. This could be used after the fact, when investigating a murder, or even used to determine what an attacker plans to do.

CLUES

This table is full of objects and rationales that can serve as bread crumbs of a trail of clues leading from a crime to a suspect. Tracks Nature ... ahh, I think we've found footprints in the garden!

CRIMES

This is a Meaning Table for inspiration on generating crimes to get your mystery started. After all, it doesn't always have to be a murder, right? Maybe ... Arson Art ... someone burned down the art museum.

MOTIVE FOR CRIME

Your PC may have stumbled upon a crime, discovered clues, and located a suspect. This table helps you determine why they did what they did. Why did they burnt down the art museum? Concealment Success ... because they were trying to cover up the actual crime, of stealing a valuable painting.

CAUSE OF DEATH

1: Accident	51: Illusion
2: Accompany	52: Imitate
3: Activate	53: Impaled
4: Adversity	54: Imprisoned
5: Ambush	55: Industrial
6: Animal	56: Information
7: Arrive	57: Inspect
8: Assist	58: Invade
9: Attack	59: Leave
10: Battle	60: Location
11: Betray	61: Lure
12: Bite	62: Misfortune
13: Bludgeon	63: Mistake
14: Boat	64: Mundane
15: Building	65: Mysterious
16: Business	66: Nature
17: Change	67: Neglect
18: Cliff	68: Object
19: Cold	69: Open
20: Collision	70: Path
21: Competition	71: People
22: Conceal	72: Personal
23: Conflict	73: Plot
24: Crash	74: Poison
25: Crushed	75: Portal
26: Cut	76: Possession
27: Danger	77: Power
28: Disadvantage	78: Pushed
29: Distraction	79: Sports
30: Domicile	80: Stabbed
31: Drop	81: Starvation
32: Drowned	82: Strange
33: Drugs	83: Strangled
34: Electricity	84: Struggle
35: Elements	85: Suffocation
36: Enemy	86: Surprise
37: Energy	87: Take
38: Environment	88: Technology
39: Explosion	89: Transform
40: Fight	90: Trap
41: Fire	91: Travel
42: Flee	92: Trust
43: Food	93: Use
44: Friend	94: Vehicle
45: Group	95: Vulnerability
46: Hanging	96: Water
47: Harm	97: Weapon
48: Home	98: Weather
49: Hostage	99: Work
50: Illness	100: Wound

TOOL BOX

CLUES

- | | |
|-------------------|----------------|
| 1: Animal | 51: Locked |
| 2: Artificial | 52: Loose |
| 3: Bizarre | 53: Meaningful |
| 4: Bold | 54: Mechanical |
| 5: Broken | 55: Message |
| 6: Careless | 56: Missing |
| 7: Cautious | 57: Money |
| 8: Change | 58: Motive |
| 9: Clean | 59: Mundane |
| 10: Clothing | 60: Mysterious |
| 11: Code | 61: Nature |
| 12: Communication | 62: Neat |
| 13: Concealed | 63: Object |
| 14: Confession | 64: Odd |
| 15: Connection | 65: Open |
| 16: Container | 66: Outside |
| 17: Creepy | 67: Paper |
| 18: Crude | 68: Partial |
| 19: Curious | 69: Personal |
| 20: Damaged | 70: Possession |
| 21: Deactivated | 71: Replaced |
| 22: Defense | 72: Residue |
| 23: Deliberate | 73: Resource |
| 24: Distant | 74: Riddle |
| 25: Document | 75: Ruined |
| 26: Domestic | 76: Rumor |
| 27: Empty | 77: Shocking |
| 28: Entry | 78: Simple |
| 29: Equipment | 79: Small |
| 30: Event | 80: Smell |
| 31: Expended | 81: Stolen |
| 32: Extra | 82: Strange |
| 33: Fibers | 83: Surprise |
| 34: Flora | 84: Suspect |
| 35: Fluid | 85: Technology |
| 36: Food | 86: Testimony |
| 37: Furniture | 87: Time |
| 38: Garbage | 88: Timing |
| 39: Group | 89: Tool |
| 40: Hair | 90: Tracks |
| 41: Hasty | 91: Unusual |
| 42: Helpful | 92: Valuables |
| 43: Important | 93: Vehicle |
| 44: Individual | 94: Victim |
| 45: Information | 95: Warning |
| 46: Interesting | 96: Weapon |
| 47: Intriguing | 97: Weather |
| 48: Jewelry | 98: Wet |
| 49: Lethal | 99: Witness |
| 50: Liquid | 100: Words |

CRIMES

- | | |
|-----------------|-------------------|
| 1: Ambush | 51: Lure |
| 2: Animal | 52: Misfortune |
| 3: Arson | 53: Mislead |
| 4: Art | 54: Misuse |
| 5: Attack | 55: Money |
| 6: Battle | 56: Murder |
| 7: Betray | 57: Mysterious |
| 8: Break | 58: Nature |
| 9: Bribery | 59: Night |
| 10: Building | 60: Object |
| 11: Business | 61: People |
| 12: Change | 62: Personal |
| 13: Communicate | 63: Plot |
| 14: Conceal | 64: Possession |
| 15: Conflict | 65: Power |
| 16: Conspiracy | 66: Property |
| 17: Control | 67: Punish |
| 18: Counterfeit | 68: Pursue |
| 19: Damage | 69: Recruit |
| 20: Danger | 70: Riches |
| 21: Deceive | 71: Ruin |
| 22: Decrease | 72: Sabotage |
| 23: Deny | 73: Safety |
| 24: Depletion | 74: Separate |
| 25: Destroy | 75: Start |
| 26: Domicile | 76: Stealth |
| 27: Environment | 77: Stop |
| 28: Extortion | 78: Strange |
| 29: Fake | 79: Struggle |
| 30: Fight | 80: Suppress |
| 31: Flee | 81: Surprise |
| 32: Friend | 82: Tactic |
| 33: Goal | 83: Take |
| 34: Goods | 84: Technology |
| 35: Government | 85: Theft |
| 36: Group | 86: Threaten |
| 37: Harm | 87: Time |
| 38: Heist | 88: Transform |
| 39: Home | 89: Trap |
| 40: Illness | 90: Travel |
| 41: Illusion | 91: Trick |
| 42: Imitate | 92: Trust |
| 43: Imprison | 93: Valuables |
| 44: Individual | 94: Vandalism |
| 45: Information | 95: Vault |
| 46: Inspect | 96: Vehicle |
| 47: Invade | 97: Vulnerability |
| 48: Leadership | 98: Weapon |
| 49: Legal | 99: Work |
| 50: Location | 100: Wound |

MOTIVE FOR CRIME

- | | |
|------------------|-----------------|
| 1: Accident | 51: Information |
| 2: Advantage | 52: Insanity |
| 3: Ambition | 53: Inspect |
| 4: Anger | 54: Jealousy |
| 5: Benefits | 55: Justice |
| 6: Business | 56: Legal |
| 7: Change | 57: Loss |
| 8: Character | 58: Love |
| 9: Communicate | 59: Loyalty |
| 10: Competition | 60: Lure |
| 11: Concealment | 61: Malice |
| 12: Conflict | 62: Mission |
| 13: Control | 63: Mistake |
| 14: Cooperation | 64: Mysterious |
| 15: Deceive | 65: Needs |
| 16: Decrease | 66: News |
| 17: Defense | 67: Obligation |
| 18: Delay | 68: Official |
| 19: Deny | 69: Oppose |
| 20: Diminish | 70: People |
| 21: Disadvantage | 71: Perception |
| 22: Dispute | 72: Personal |
| 23: Disrupt | 73: Plot |
| 24: Distraction | 74: Politics |
| 25: Divide | 75: Power |
| 26: Emotion | 76: Pride |
| 27: Environment | 77: Profit |
| 28: Escape | 78: Property |
| 29: Expose | 79: Protection |
| 30: Failure | 80: Punish |
| 31: Fame | 81: Recover |
| 32: Fear | 82: Rejection |
| 33: Find | 83: Religion |
| 34: Freedom | 84: Revenge |
| 35: Gain | 85: Riches |
| 36: Goal | 86: Rival |
| 37: Greed | 87: Ruin |
| 38: Group | 88: Safety |
| 39: Guilt | 89: Search |
| 40: Harm | 90: Serve |
| 41: Hate | 91: Strange |
| 42: Heal | 92: Success |
| 43: Help | 93: Suffering |
| 44: Hide | 94: Suppress |
| 45: Hinder | 95: Surprise |
| 46: Hope | 96: Take |
| 47: Increase | 97: Transform |
| 48: Individual | 98: Triumph |
| 49: Indulge | 99: Victory |
| 50: Inform | 100: Wealth |

BIG MYSTERY ADVENTURE EXAMPLE: A MURDER AT MURKMAPLE

This Big Example focuses on the sleuthing skills of Sylvian Mooncaster, a high-fantasy paladin Player Character who works as an investigator for her warrior order, the Shintar Cavaliers.

In this adventure, Sylvian has been sent to the hamlet of Murkmaple, where a high ranking member of her order has been slain while traveling through town.

Upon arriving, Sylvian examines the remains of the victim, which is being stored at the town hall. The Player needs inspiration for how the man died. Rolling on the Cause of Death table gives Food and Take. The Player interprets it this way:

The Murkmaple magistrate anxiously stands by while Sylvian looks the body over.

"No wounds. No markings at all," Sylvian says, glancing up. "And you claim he died at the Murkmaple tavern?"

"Yes!" the magistrate answers immediately, nervous to have his town under the scrutiny of the paladins.

"And he was eating at the time?" she asks, the magistrate nodding. "I'm thinking then that someone poisoned his food."

Sylvian visits the Murkmaple tavern, searching for clues. The Player asks a Fate Question to see if a clue is discovered, and Mythic says Yes.

Rolling on the Clues table for inspiration, the Player gets Flora and Distant.

While examining the tavern's kitchen, Sylvian looks through a barrel where rubbish is tossed. There she finds a curious leaf.

Her wilderness survival skills inform her that the leaf is not from this area, but from a toxic plant located on a distant continent. The leaf of such a plant has only one use: to serve as a poison when crushed and sprinkled into food.



Sylvian has her cause of death. Now, she has to discover who would do such a terrible thing!

Talking with the proprietors of the tavern doesn't yield much useful information. The kitchen isn't a very private area, with patrons commonly moving freely throughout the whole tavern. Anyone could have poisoned the paladin and discarded the leaf in the barrel.

Over the next several Scenes, Sylvian questions the denizens of Murkmaple. She learns that the paladin wasn't just passing through town, but seemed to linger longer than he had to. It was as if he was looking for something.

Sylvian talks with patrons of the tavern, any of whom could have committed the crime.

While sharing a tankard of mead with one gregarious patron, he tells Sylvian that he had seen the paladin arguing with a local a few nights before the murder. The local was a hunter who was also a known smuggler.

Sylvian sneaks into the hunter's cabin late at night while he is out to search for clues that may link him to the killing. The Player asks a Fate Question to see if she finds anything, and she does.

Rolling on the Clues table, the Player gets Outside and Food. The Player interprets it this way:

The hunter seems ambitious, he has a small library of geographic books detailing the game not just of this region but of distant locales as well.

One curious book, the pages heavily dog-eared from use, is a guide to finding food outside while braving the jungles of

distant Sharongroon. One page warns of the striction plant, the leaves of which if eaten will stop your heart. This page has hand scrawled notes on it, indicating that the hunter has taken a voyage to the jungles and obtained his own samples of the dangerous plant.

Sure that she has her killer, Sylvian continues to search the cabin for a clue as to why the hunter poisoned the paladin. A Fate Question informs the Player that a motive had been found. Rolling on the Motive For Crime table, the Player gets Perception and Indulge. The Player makes this interpretation:

Sylvian discovers a diary that the hunter keeps. In it, he expresses his disdain for the Shintar Cavaliers. He views the organization as over-reaching and indulging too much in the tithes and restrictions placed over the kingdom.

The Player wants to expand on this idea further, rolling again on the Motive For Crime table for additional meaning and getting Guilt and Advantage.

Sylvian discovers a recent passage in the diary where the hunter recounts meeting the paladin in the tavern, where they got to talking. The hunter expressed his outrage at the privileges taken by the Shintar order, to which the paladin actually agreed. He expressed his guilt at how his compatriots took advantage of small towns, such as Murkmaple.

Sylvian surmises that the hunter was not impressed with the paladin's remorse, and decided to take his frustration out on him with a few crumbled pieces of the deadly leaf in his meal.

Now, Sylvian just needs to confront the hunter and see if he confesses. She also would be very careful of eating anything in front of him. 🍄





VARIATIONS

New rules and twists on current rules

Rules & Tools For Science Fiction Adventures

Starships locked in battle as laser beams criss-cross across the black void, robots walking undetected among human beings, weird technologies from long lost civilizations making their mark on the modern world ... science fiction is rich with ideas for roleplaying. There certainly is no shortage of sci-fi focused RPGs out there, showing that this genre may only be second to fantasy when it comes to the desire to play in it.

This article provides useful rules and tools to enrich your Mythic adventures with sci-fi content. Whether you play with Mythic alone, or use it in conjunction with a favored sci-fi RPG, the mechanics in this article can help you create content as you play. This can make it easier to generate new adversaries or hi-tech situations for your Player Character, give you the framework to build entire science fiction settings from scratch, or just help you fill in some gaps in your adventure quickly and easily.



RANK CONVENTIONS

The rules in this article make use of Mythic Ranks to assign strength and power levels to science fiction elements. This is similar to how Ranks work in *Mythic Roleplaying* as well as how they've been presented in previous issues of *Mythic Magazine*. You don't have to be familiar with those sources, however, to make use of Ranks. Everything will be explained in this article.

The rules here will assume you are using them with *Mythic Game Master Emulator Second Edition*. Fate Questions determine the outcomes of Ranks versus other Ranks. If you prefer using *Mythic Roleplaying* and its Fate Chart, you can treat these Ranks the same way they are handled there.

IT'S ALL FUN AND GAMES UNTIL THE LASERS COME OUT

The rules in this article can come in handy when you want to quickly and simply generate science fiction content in your adventure and need a simple way to represent it and figure out what happens.

Maybe the laser battle on deck 9 gets serious when the invaders pull out a shoulder mounted plasma cannon. Even if the sci-fi RPG you're using doesn't feature such a weapon, you can quickly represent it using the rules in this chapter and Mythic Fate Questions to determine outcomes of its use.

These rules probably shine the most when you're just using Mythic by itself for an adventure, building sci-fi elements as you play.

Assign Ranks

When introducing a sci-fi element into your adventure using these rules, assign it any Ranks you think it should have. Ranks are used to determine how powerful something is. For instance, how much damage it does or how fast it can go. That plasma cannon could use a damage Rank. The vault of an alien tomb may need a material strength Rank to determine how difficult it'll be to crack open. Hacking a computer system may require a complexity Rank.

You can also assign Ranks to things that are already represented by other values. For instance, maybe you're using a sci-fi RPG with a fully started out Player Character, but you create a new element in your adventure



using Ranks from these rules. When your PC interacts with this element, you can either convert the relevant trait on your character sheet to a Rank, or convert the Rank of the thing they're interacting with into a value consistent with your RPG.

You can use Ranks for Fate Questions instead of Odds when you can compare one Rank to a resisting Rank. For instance, your Player Character in a spacesuit may be walking through the ruins of a moon colony that exploded when their fusion reactor melted down. You need to know if the suit is protecting your Character from the leftover radiation. You could assign Odds and make it into a Fate Question, or you could assign a Rank to the protective value of the suit and another Rank to the strength of the radiation and use that for the Fate Question.

Once you've assigned a Rank to an element in your adventure, you can make a record of it so you use the same Rank again later in another situation. In this way, your sci-fi adventure builds more detail and more Ranked elements, helping to maintain consistency.

Ask A Fate Question

The outcome of one Rank competing against another Rank is determined with a Resisted Ranks Fate Question. For instance, in the situation above, the Question could be: "Does the suit block the radiation?" This Fate Question involves the Rank of the suit versus the Rank of the radiation.

ACTING RANK VERSUS DIFFICULTY RANK

The Acting Rank is the Rank of the adventure element that is trying to accomplish something. This is the Rank that is trying to get a Yes. In the example above, that would be the protective



CHOOSING RANKS

The Science Fiction Rank Examples table on page 21 are guidelines to choosing Ranks for elements in your game. When selecting a Rank, you can use the examples in the table to help get started, and adjust the final Rank as you see fit.

For instance, if you're trying to decide how fast a shuttle craft is that's transporting your PC off the surface of a planet you may notice that the table lists shuttle craft at Rank 10. In your setting, however, spaceship technology is new so you want the sci-fi elements to feel less powerful. You decide to bump the speed down to Rank 9.

You can also build chance into Rank selection if you like. Instead of choosing the Rank damage an enemy weapon does, select the Rank you think it should be then ask the Fate Question, "Is it this Rank?" Assign the Question Odds then answer it. A Yes means you were right, it is the Rank you thought it would be. An Exceptional Yes means it's even stronger, at one Rank higher than you expected. A No means it's weaker than you expected, at one Rank lower. And an Exceptional No means it's much weaker than you expected, at two Ranks lower.

Rank of the suit. If a PC was trying to decipher a cryptic alien language, the Acting Rank is a Rank you assign to represent the PC's scholarly ability to read alien languages. If a Character fired a rocket at the hull of a starship, the Acting Rank would be the destructive power of the rocket.

The Difficulty Rank is the Rank resisting the Acting Rank, trying to get a No. It is the Rank to overcome. In the examples above, that would be the Rank of the radiation, the difficulty of the alien script, or the strength of the hull of the starship.

In this article, Ranks are represented by a Rank number. The higher the better. Rank 2 is stronger than Rank 1, Rank 6 is stronger than Rank 3.

RESISTED RANKS FATE QUESTIONS

ACTING RANK minus DIFFICULTY RANK

-6 or less	-5	-4	-3	-2	-1	0	1	2	3	4	5	6 or more
x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x

NO ODDS

Fate Questions involving Resisted Ranks don't use Odds. Odds related Fate Questions are meant to resolve story elements in an adventure, while Ranks related Fate Questions are meant to resolve the outcomes of a struggle.

ANSWER THE QUESTION

To determine the chances of a Yes, subtract the Difficulty Rank from the Acting Rank and consult the Resisted Ranks Fate Questions table to find your chances, similar to the standard Fate Chart. Resisted Ranks Fate Questions can be worded as, "Does the Acting Rank overcome the Difficulty Rank?"

SCIENCE FICTION ON THE GO

The rules in this article are meant to provide a simple framework for dropping science fictional elements into your Mythic adventures without a lot of rules, without referring to another RPG, and using Mythic principles that are already familiar to you.

To resolve sci-fi elements that need resolving, assign the elements Ranks and ask Resisted Ranks Fate Questions. For



GUARANTEED RESULT

Some Ranks should just be too overwhelming for a lower Rank to resist. If a warrior wearing battle armor with a protection Rank of 7 is hit with an arrow with a damage Rank of 4, it's unlikely the arrow will have any chance to get through the armor.

When Resisted Ranks are too far apart, consider the result to be an automatic Yes when the Acting Rank is the high one and an automatic No when the Difficulty Rank is.

How much of a disparity in Ranks is too much? You should start considering a Rank to be overwhelming when it's at least 3 Rank Shifts higher than the opposing Rank.

Whether you want to guarantee the result or roll for it depends on the Context and if it would make sense for either Rank to have a chance at winning. For instance, in the battle armor example above, you may decide that a Rank 4 arrow is just going to plink right off the high tech Rank 7 armor. However, a Rank 6 handgun may have a chance of doing real damage.

You can also choose whether a narrative explanation can apply to a lower Rank prevailing over a higher one. See "When The Impossible Happens" on the next page.

If you open the possibility of alternative explanations for improbable Resisted Ranks contests, then you can consider expanding the 3 Rank Shift limit even further. If you'd rather have contests between Ranks depend on the Ranks themselves, without additional explanations, then stay with the 3 Rank Shift limit.

instance, if you decide laser guns are common in your adventure, and so is high-tech battle armor, you need to decide what Rank damage the lasers do, and Rank protection from the suits. You might decide that lasers are Rank 8, and the suits provide protection of Rank 7. When your Player Character blasts an opponent in a battle suit, you might ask a Fate Question such as, “Does the shot take him down?” The Acting Rank is the Rank of the laser gun of 8, the Difficulty Rank is the Rank of the armor of 7. 8 minus 7 is 1, giving you a 65% chance of a Yes according to the Resisted Ranks Fate Questions table.

Assigning Ranks

Since Ranks are important to this process, how do we go about assigning them? You can use the Science Fiction Rank Examples table on page 21 as a guide (also see “Choosing Ranks” on page 18 for additional strategies).

This table provides a range of example Ranks for categories of elements, including Toughness, Damage, Speed, and Complexity. While these categories probably won’t cover everything you encounter, they should be close enough that you can find an example that is comparable to your subject to help you make a decision.

The Player Character is a bounty hunter in a sci-fi setting involving large battle mechs on lawless worlds. The PC is hunting a band of thieves who stole a cache of military hardware.

The PC tracks the thieves to a remote canyon and pilots her mecha into the area cautiously, since the location is ideal as an ambush point. The Player generates a Random Event while asking a Fate Question, and determines that the thieves expected the PC and left a trap.



WHEN THE IMPOSSIBLE HAPPENS

Mythic Game Master Emulator Second Edition's Fate Chart doesn't have any 0% or 100% chances. The lowest chance of a Yes is 1%, and the highest is 99%. That means there is always the possibility, no matter how certain you are of a Question, of the answer going the other way.

When impossible things happen in a Mythic adventure narrative you can explain the result by saying there were variables you were unaware of. For instance, if you're absolutely sure that an NPC teammate won't betray your PC and run off with the Scepter Of Godly Power you just plundered from a dungeon, but you check anyway with Odds of Impossible, and Mythic says Yes, you may then determine that the NPC had only been pretending to be your friend but actually worked for your enemy. The seemingly impossible result reveals a new narrative twist that explains why it was, in fact, quite possible after all.

Resisted Ranks Fate Questions follow a similar procedure. When testing one Rank versus another, you aren't asking a narrative Question, you're asking a “who wins” Question. Odds aren't a factor because this isn't a story situation. Still, the impossible can happen.

Just like with impossible results from narrative Fate Questions, impossible results from a Resisted Ranks Fate Question also needs an explanation. Maybe the higher Ranked element had a weakness, or maybe something unexpected happened that allows the result to occur.

For instance, firing a missile into the starship's one, tiny weak point was an impossible shot, but an ally on board the ship lowered the energy shields just in time for the rocket to hit.

Keep in mind that, just like with narrative Fate Questions where you follow your expectations instead of rolling when the result should be obvious, you don't always need to ask a Resisted Ranks Fate Question. If success or failure should be guaranteed, then you may want to rule it so. Rolling should be used when the outcome is uncertain, or would be dramatic.

See “Guaranteed Result” on the previous page for more about this.

SCIENCE FICTION RANK EXAMPLES

RANK	TOUGHNESS	DAMAGE	SPEED	COMPLEXITY
15	Mega-structure in space	Contact with surface of a sun	Advanced alien ship faster than light speed	Devise and construct a dyson sphere
14	Advanced alien starship hull	Large meteor crashing into planet	Edge of technology faster than light speed	Build a time machine
13	Energy reinforced starship hull	Nuclear warhead	War starship faster than light speed	Create worm holes and jump gates
12	Large meteor in space	Starship energy cannon	Standard faster than light speed starship	Teleporters, instant healing
11	Colossal land animal	High yield conventional explosive rocket	High speed rocket, non-faster than light spaceship	Deep space scanners, large energy shields
10	Advanced mechanized tank armor	Energy cannon, high yield rail gun	Jet aircraft, anti-gravity shuttle craft	Tractor beams, nanotechnology
9	Transformable piloted mech	Energy rifle, Energy sword	Propeller driven aircraft	Cryo stasis, cybertech, nuclear fusion
8	Heavy battle droid, personal energy shield	Energy gun, explosive grenade	Helicopter	Build space habitats or sentient robots
7	Tactical battle armor	Conventional projectile rifle	Automobile, Motorcycle	Create advanced artificial intelligence
6	Sheet metal	Conventional projectile handgun	Fastest land animal in short burst	Create or modify orbital satellite
5	Shark or bull sized animal	Sonic or stunning energy weapon	Bird in flight, light human jetpack	Understand basic use of advanced alien tech
4	Solid wood wall	High velocity arrow, radiation exposure	Fast ocean animal	Create environmental space suit
3	Plate glass	Medium intensity fire	Medium size fast land animal	Hack into computer system
2	Medium sized predatory animal	Prolonged exposure to freezing cold	Small, swift land animal	Disable electronic or mechanical system
1	Small predatory animal	Bite from dog-sized predator	Fast running human	Pick conventional lock
0	Regular human	Punch from a regular human	Regular human running speed	Solve a difficult puzzle
-1	Wood furniture	Bite from a small predator	Human walking speed	Solve an easy puzzle
-2	Small animal	Weak poison	Small, slow animal	Read obscured message

The Player determines that it's a series of explosive charges, enough to collapse a portion of the canyon.

The Player had already previously decided that the mech's armor is Rank 9 protection. Now they need to decide if the explosions cause damage to the mech and the pilot inside. To determine a Rank for the damage from the explosives, the Player looks on the Damage column of the Science Fiction Rank Examples Table. The most comparable entry looks to be "High yield conventional explosive rocket" at Rank 11, but that feels a little bit like overkill. So, the Player lowers it to a Rank of 10.



Using These Rules With Mythic Role Playing

These rules assume you're using them with *Mythic Game Master Emulator Second Edition*. However, the Ranks in the Science Fiction Ranks Examples table work just as well with the *Mythic Role Playing* game (MRPG). To use the Ranks listed in this article with the Rank names in MRPG, check the Mythic RPG Rank Names table for conversions. For instance, Rank 7 is Superhuman 2, Rank 3 is Exceptional, and Rank -1 is Below Average.

MYTHIC RPG RANK NAMES

RANK	RANK NAME
15	Superhuman 10
14	Superhuman 9
13	Superhuman 8
12	Superhuman 7
11	Superhuman 6
10	Superhuman 5
9	Superhuman 4
8	Superhuman 3
7	Superhuman 2
6	Superhuman
5	Awesome
4	Incredible
3	Exceptional
2	High
1	Above Average
0	Average
-1	Below Average
-2	Low

STARSHIP BATTLES

An article on science fiction adventures wouldn't feel complete without including a treatment on starship battles! The following rules provide a simple approach to determining the outcomes of ships in space firing on each other, or any kind of vehicle to vehicle science fiction combat outcomes.

Ship Construction

A spaceship can be just about anything, from a faster than light exploration vessel zipping throughout the galaxy, to a nuclear powered hunk of metal slowly making its way from Earth to Mars.

The concept behind your ship will depend on the Context of your adventure. If you're taking a rules-light approach, and only using Mythic to represent spaceships, then all you need to know are some key features of your ship and their associated Ranks.

If you want to randomize the look or construction of a ship you can take inspiration from the Starship Descriptors table from *Mythic Game Master Emulator Second Edition*. The table is also included here for your convenience.

Starship Descriptors can be used as inspiration for the outside of a ship, the interior details, or a general tone of the ship such as if it's designed for battle or travel.

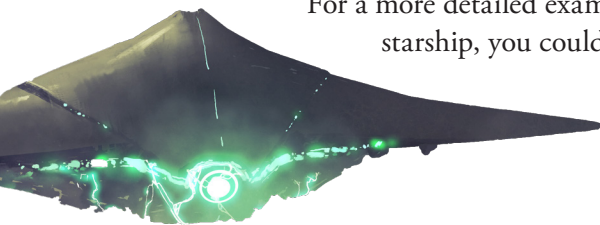
A Player wants to build a ship for their PC to captain. They have no idea what the ship looks like and is open to ideas. Rolling on the Starship Descriptors table for inspiration, the Player rolls Room and Simple. They interpret this to mean that the ship is a simple round saucer shape, dominated by a single large room in the middle that serves as bridge, engineering, and other critical workstations.

Other MGME2e Meaning Tables that could be handy in creating your ship are Descriptions for more general inspiration, and Actions for inspiration on the capabilities and weaponry of the ship.

For a more detailed examination of the interior of your starship, you could use "Randomized Starship Generation" from *Mythic Magazine* #7.

STARSHIP DESCRIPTORS

1: Activity	51: Magnificent
2: Adversity	52: Maintenance
3: Assist	53: Meaningful
4: Automated	54: Mechanical
5: Battle	55: Message
6: Beautiful	56: Messy
7: Bestow	57: Mighty
8: Bleak	58: Military
9: Block	59: Modern
10: Bright	60: Multiple
11: Business	61: Mundane
12: Clean	62: Mysterious
13: Cold	63: Natural
14: Colorful	64: Normal
15: Combative	65: Odd
16: Communicate	66: Portal
17: Computer	67: Possessions
18: Contain	68: Power
19: Control	69: Powerful
20: Creepy	70: Prison
21: Crew	71: Protection
22: Damaged	72: Quiet
23: Danger	73: Rare
24: Dark	74: Reassuring
25: Death	75: Remarkable
26: Defense	76: Resources
27: Elaborate	77: Room
28: Empty	78: Rough
29: Energy	79: Ruined
30: Engine	80: Scary
31: Enormous	81: Security
32: Environment	82: Simple
33: Escape	83: Small
34: Exit	84: Sounds
35: Exterior	85: Start
36: Fear	86: Stop
37: Food	87: Storage
38: Full	88: Strange
39: Hall	89: Supplies
40: Health	90: Survival
41: Helpful	91: System
42: Important	92: Tactics
43: Information	93: Technology
44: Inquire	94: Travel
45: Interesting	95: Unusual
46: Lacking	96: Valuable
47: Large	97: Vehicle
48: Lavish	98: Warm
49: Lethal	99: Weapon
50: Loud	100: Work



Starship Ranks

If you plan to bring your starship into combat, you'll need to determine important Ranks about the ship that are likely to come into play. You'll likely need to determine the following:

SHIP TOUGHNESS

This is a general Rank to determine how tough and resistant to damage the ship is. A look at the Science Fiction Rank Examples table places starship Toughness anywhere from Rank 12 to Rank 14. These Ranks represent advanced ships, probably equipped with energy shields. Lower tech ships may have Toughness Ranks in the 11 to 13 range.

WEAPONS

Designate at least one primary weapon system, and consider adding one or two more specialized weapons. For instance, maybe your ship is equipped with a metal slinging railgun, but it's also armed with three nuclear missiles for when you really want to put the hurt on an enemy vessel.

Ranks for weapons represent how much damage they do when they strike. The Science Fiction Rank Examples table places heavy spaceship weapons generally in the Rank 10 to Rank 13 range.

NAVIGATION

You can assign a Rank to navigation to represent how maneuverable the ship is, how talented its piloting crew is, and how well the ship's systems aid in directing the motions of the ship. Navigation can be used to help determine if you hit another ship with your weapons and if you evade their weapons.

If you want to break this down further, you can make separate Ranks for Battle Navigation to use when trying to hit opponents and Navigation for

NAVIGATION RANK MODIFIERS

SHIP ASSISTANCE TO NAVIGATION	NAVIGATOR CREW RANK + MODIFIER
The ship is damaged or otherwise hinders the navigator's job.	-1RS
The ship doesn't help and it doesn't hurt. It's all up to the skill of the navigator.	NO MODIFIER
Ship systems give the navigator some help.	+1RS
The crew and the ship systems are equally responsible for navigation.	+2RS
Ship systems are instrumental in navigation, the crew mostly oversee its operation.	+3RS

when trying to evade enemy fire.

To determine Navigation Ranks, start with a Rank representing the skill of the crew in charge of controlling Navigation. A talented and veteran crew may be Rank 3 or even 4, while a new or inexperienced navigator may be Rank 0 or 1.

From there, apply a Rank Shift (RS) modifier depending on how much the ship's systems help in navigation. You can use the Navigation Rank Modifiers table as a guide.

Our Player with the saucer ship has a talented and professional crew. The Player determines that Navigation starts at Rank 2. The ship itself is very advanced and mostly automated, providing a +2RS to Navigation for a final Rank of 4.

SENSORS

Sensors are used to detect things, including the presence of other ships that may be trying to be stealthy. Ship sensors can also be used for a wide range of Fate Questions, such as determining if an asteroid belt ahead is dangerous or if there is life on a planet below.

Ship Sensor Ranks can cover a wide gamut, from Rank 5 that is basically equivalent to human line of sight to Rank 11 that can detect things light years away.

SYSTEMS

A Systems Rank can be used as a catchall for any random technological element about the ship. This represents the ship's overall tech level. A Systems Rank could be used to resist an alien intelligence trying to take over your ship, or to represent the accuracy of the teleporter, the data crunching power of the ship's computer, or just about anything.

Like Sensors, System Ranks also have a wide range, from Rank 1 representing a ship that has the most rudimentary systems allowed for it to remain aloft to Rank 14 for the most advanced and impressive starships in the galaxy.

Starships In Action

Use the Ranks you've established for your ship in situations where a Resisted Ranks Fate Question would be appropriate. For instance, our Player with the saucer ship is zooming into an asteroid field as they seek to outrun a pirate vessel that's pursuing them. The ship's Navigation Rank is 4. The Player determines that safely navigating the asteroid field's Difficulty is Rank 3. The Fate Question is, "Do we make it through the field without hitting anything?"

Navigation is used as the Acting Rank versus the asteroid field's Difficulty Rank, for a final



TAKING IT LIGHTLY

The rules in this chapter are meant to provide a general framework for you to create science fiction content as you play. Much of the mechanics boil down to asking Fate Questions like you would with any Mythic adventure.

Instead of assigning Odds and comparing it against the Chaos Factor, you're assigning Ranks to resist each other. Aside from that, the Fate Questions and their results work the same.

This is a rules-light approach, meant to have the narrative flexibility of Mythic's usual systems with a dose of crunch provided by Ranks.

If you want to make it more crunchy, you could add in additional rules, such as the combat rules from *Mythic Magazines* #28 and #33, the rules from *Mythic Roleplaying*, "Mythic GME As A Rules Light RPG" from *Mythic Magazine* #31, the guidance from *Mythic Game Master Emulator Second Edition* for replacing RPG rules with Mythic systems, or you can use these rules in conjunction with another RPG.

You have a lot of options for mixing and matching these rules with other Mythic and non-Mythic systems!

percentage of 65% for a Yes.

Similar Fate Questions can be asked for combat, such as "Do our weapons hit?", "Is the ship damaged?", "Do we evade the missile volley?", "Do we outrun them?", etc.

SHIP DAMAGE

Starship combat can be an exciting, and complicated, experience. These rules keep it simple and narrative focused.

Ask Fate Questions to resolve combat, from who hits whom and which ships take damage. Use the Ranks you've established for your ships to determine the outcomes of these Questions,

STARSHIP DAMAGE

1: Breach	51: Individual
2: Break	52: Interior
3: Bridge	53: Life-Support
4: Cabin	54: Limited
5: Cargo	55: Loss
6: Casualties	56: Medical
7: Catastrophe	57: Military
8: Change	58: Minimal
9: Chaos	59: Misfortune
10: Communications	60: Mysterious
11: Compromised	61: Navigation
12: Computer	62: Needs
13: Continue	63: Normal
14: Control	64: Offline
15: Corridor	65: Open
16: Crew	66: Outside
17: Crisis	67: People
18: Damage	68: Portal
19: Danger	69: Power
20: Death	70: Protection
21: Decompression	71: Quarters
22: Decrease	72: Release
23: Defenses	73: Resources
24: Delay	74: Ruin
25: Deny	75: Rupture
26: Depletion	76: Safety
27: Destroy	77: Science
28: Disable	78: Sensors
29: Disadvantage	79: Separate
30: Disrupt	80: Shields
31: Divide	81: Start
32: Emergency	82: Stop
33: Energy	83: Storage
34: Engineering	84: Strange
35: Engines	85: Strength
36: Environment	86: Structure
37: Equipment	87: Struggle
38: Explosion	88: Suffering
39: Expose	89: Systems
40: Exterior	90: Targeting
41: Failure	91: Technology
42: Fire	92: Threaten
43: Fuel	93: Transportation
44: Hangar	94: Trapped
45: Harm	95: Trouble
46: Health	96: Valuables
47: Hinder	97: Vulnerability
48: Hull	98: Weaken
49: Impact	99: Weapons
50: Impending	100: Wounded

including when you are hit by an enemy and if damage is taken. Once damage occurs, roll on the Starship Damage table for inspiration about what the damage entails.

The Player Character, Rickon Ivers, is having a bad day. His small fighter ship is being fired upon by Imperion ground cannons. He needs to reach the upper atmosphere to escape the big guns.

The Player asks a Resisted Rank Fate Question of, "Do we evade the shots?" It's Rickon Ivers Navigation Rank of 3 against the Imperion Targeting Rank of 1. The chances are good, but Mythic comes back with a No. Rickon's ship takes a hit.

His ship is a small personal craft, lacking the hardiness of bigger starships, so has a Toughness Rank of 9, and the blasts have a Damage Rank of 10. With the Damage as the Acting Rank, and the ship Toughness as the Difficulty Rank, "Is the ship damaged?" results in a Yes.

The Player rolls on the Starship Damage table for inspiration about the damage and gets Computer and Medical. They interpret it this way:

The ship shudders as blasts explode in the sky. Suddenly, one shot connects with the ship, alarms sounding in the cockpit. As Ivers struggles to control his fighter, the onboard computer chimes in, "Damage sustained. Medical autodoc disabled."

Ivers thinks that hit could have been worse. Of course, this would now be a very bad time to need immediate medical attention.



THE BIG EXAMPLE: THE CONCERT FOR GALACTIC MUSICAL SUPREMACY

This Big Example focuses on a science fiction setting of music mastery and alien rhythm. The Player Character is Sautek Davos, a musician chosen to perform before the Galactic Migration Council (GMC).

This is a major honor and responsibility for Sautek, who will represent humanity and planet Earth at the musical concert and contest. Representatives from other species and planets are also invited, and all will compete to see who can impress the GMC the most. The winner will be visited by the advanced species that hosts the event, a civilization that is so enigmatic that no one knows what they look like. The only thing anyone knows is that the species adores music, and a visitation by them can bestow a planet with technological advancements undreamed of.

The Player has established Sautek as a human augmented with cybertechnology, with these sci-fi based Ranks:

- 🎵 Play The Holo Piano: Rank 5
- 👁️ Enhanced Senses: Rank 7
- 🩸 Regenerative Nanoblood: Rank 6

Sautek knows this will be a perilous journey as well as an important gig to play. The prize of alien technology is great, so some species choose to play dirty by sabotaging competitors. Sautek gets her first taste of this during the long



RANDOM, OR NOT TO RANDOM

Asking Resisted Ranks Fate Questions can result in a lot of Questions asked back to back, especially when resolving multiple rounds of combat. This increases the chances of generating a Random Event.

There are a few ways you can approach Random Events created through Resisted Ranks Fate Questions.

OPTION 1: Ignore them. Just as these types of Questions don't use Odds, you can also make them simpler by not applying Random Events.

OPTION 2: Run with it. Apply Random Events as you normally would, accepting that you are likely to have more Events in this kind of adventure.

OPTION 3: Run with it, but treat Random Events as an automatic Event Focus of Current Context and combine the results with the outcome of the Fate Question. This option treats Random Events as additional Context associated with the Fate Question, and could be used to help interpret the result.

journey to the GMC planet. The Player asks Mythic if there is trouble along the way, and there is.

Sautek hears the ship's engines spin to a higher tone, increasing speed. She makes her way to the bridge to inquire, and is told that a fighter ship is pursuing them.

"No doubt, to stop us from reaching the concert," the captain says.

The Player establishes a Navigation Rank for Sautek's ship of 3 and a Navigation Rank for the pursuing ship of 4. The Player uses these Ranks with the Resisted Ranks Fate Question of, "Do we outrun them?" Mythic answers No.

The fighter catches up and fires a beam weapon. The Player uses the Navigation Ranks and Fate Questions to determine that the shot hits and causes damage. The Player rolls on the Starship Damage table and gets Needs and Misfortune. The Player interprets this as damage to the hull that will require repairs before the ship can complete the full journey.

The ship is able to finally evade their pursuers, but they need to stop at a friendly planet for repairs.

During this Scene, Sautek takes a tour of the city and encounters an abandoned robot with a damaged artificial intelligence. Sautek tries to help by using her cybertech enhancements to fix the damage. The Player uses Sautek's Enhanced Senses Rank of 7 to represent the sophistication of her augmentations as well as her control over them. The Player decides that trying to repair the robot is a Difficulty Rank of 7. Sautek succeeds with the Resisted Ranks Fate Question and repairs the sentient robot's malfunctioning intelligence.

The being is so pleased that it chooses to accompany Sautek on the rest of her journey, to safeguard her against any further attempts on her life.



RANK RULES COMPARISONS

The rules in this article are compatible with previous *Mythic Magazine* articles that deal with Ranks, such as "Mythic RPG Narrative Combat" in issue #28. You can combine the rulesets to introduce science fiction elements into combat, using the suggested Ranks listed here as a guide.

Ranks are presented a little differently in this article to simplify the process of answering Fate Questions. In issue #28, you convert the difference between the Acting Rank and the Difficulty Rank into Odds, then use the Fate Chart at Chaos Factor 5 to answer the Question. This article combines those two steps into one by using the Resisted Ranks Fate Questions Table, which presents the CF 5 column in MGME2e with the Acting Rank minus Difficulty Rank calculation included.

Sautek eventually makes it to the GMC planet just in time for the musical competition to begin. To advance through the contest, musicians must engage in a playoff with each other, one at a time. Sautek's first concert is against an amphibious toad like species playing an instrument that looks like a tuba played underwater.

The Player wants this to be a Resisted Ranks challenge, with Sautek's Rank of 5 for "Play The Holo Piano" against the alien's musical Rank. The Player isn't sure what Rank the alien has, so asks it as a Fate Question: "Does the alien have a Rank of 5?" Mythic says No, so the Player interprets this to mean the alien musician's Rank is 4.

Sautek prevails in this Resisted Rank Fate Question, getting an Exceptional Yes to "Does Sautek win this round?" The Player interprets this to mean that not only did Sautek impress the judges, but the auditorium of intergalactic visitors watching the concert went wild with enthusiasm.

Sautek is off to a great start! 🎵

AWFUL MONSTER DESCRIPTORS

1: Acidic	51: Mechanical
2: Aggressive	52: Messy
3: Alien	53: Mighty
4: Amphibian	54: Mindless
5: Ancient	55: Mouth
6: Angry	56: Multitude
7: Animal	57: Mutant
8: Aquatic	58: Mysterious
9: Armed	59: Natural
10: Artificial	60: Night
11: Beautiful	61: Odd
12: Bizarre	62: Old
13: Blob	63: Oozing
14: Ceaseless	64: Pale
15: Claws	65: Plant
16: Cold	66: Powerful
17: Colorful	67: Predator
18: Colorless	68: Prehistoric
19: Confused	69: Protector
20: Creepy	70: Purposeful
21: Dark	71: Quiet
22: Defensive	72: Reptilian
23: Demonic	73: Robotic
24: Dirty	74: Rotten
25: Elemental	75: Rustic
26: Elusive	76: Ruthless
27: Enormous	77: Seeking
28: Equipment	78: Senses
29: Fairy	79: Shape
30: Ferocious	80: Shapechanger
31: Gaseous	81: Slow
32: Ghostly	82: Small
33: Hideous	83: Spiderlike
34: Hooves	84: Stealthy
35: Horns	85: Sticky
36: Horrific	86: Strange
37: Humanoid	87: Supernatural
38: Hungry	88: Swift
39: Insectlike	89: Tail
40: Insubstantial	90: Tall
41: Intelligent	91: Teeth
42: Invisible	92: Tentacled
43: Large	93: Undead
44: Leader	94: Vengeful
45: Legend	95: Violent
46: Lethal	96: Vocal
47: Limbs	97: Warm
48: Loud	98: Wild
49: Manufactured	99: Wings
50: Markings	100: Young



CURSES

1: Abandon	51: Home
2: Age	52: Illness
3: Attract	53: Illusions
4: Bad	54: Imprison
5: Beauty	55: Incapacity
6: Betray	56: Information
7: Bizarre	57: Intellect
8: Block	58: Ironic
9: Body	59: Jealously
10: Break	60: Joy
11: Burden	61: Legal
12: Business	62: Lethal
13: Change	63: Liberty
14: Compel	64: Limit
15: Condemn	65: Lonely
16: Conflict	66: Love
17: Create	67: Luck
18: Creepy	68: Malice
19: Cruel	69: Meaningful
20: Danger	70: Miserable
21: Death	71: Misfortune
22: Decrease	72: Mistrust
23: Delay	73: Mock
24: Disrupt	74: Move
25: Divide	75: Mundane
26: Dominate	76: Mysterious
27: Dreams	77: Nature
28: Elements	78: Neglect
29: Emotions	79: Old
30: Enemies	80: Oppress
31: Energy	81: Pain
32: Environment	82: Passion
33: Evil	83: Peace
34: Failure	84: Permanent
35: Fame	85: Possessions
36: Family	86: Punish
37: Fate	87: Pursue
38: Fear	88: Riches
39: Feeble	89: Ruin
40: Fight	90: Senses
41: Friends	91: Separate
42: Frightening	92: Start
43: Goals	93: Stop
44: Good	94: Strange
45: Gratify	95: Struggle
46: Guide	96: Success
47: Happiness	97: Temporary
48: Harm	98: Vengeance
49: Health	99: Violence
50: Helpless	100: Weapon

DARK HINT

1: Abandoned	51: Letter
2: Aggressive	52: Locals
3: Animal	53: Location
4: Anxious	54: Lonely
5: Attack	55: Malice
6: Behavior	56: Manipulation
7: Betray	57: Markings
8: Block	58: Meaningful
9: Blood	59: Message
10: Book	60: Misfortune
11: Broken	61: Mysterious
12: Building	62: Needs
13: Catastrophe	63: Neglect
14: Communicate	64: News
15: Conceal	65: Object
16: Conflict	66: Obscure
17: Creepy	67: Observe
18: Crisis	68: Odd
19: Cruelty	69: Old
20: Damage	70: Opposition
21: Danger	71: Path
22: Death	72: People
23: Deceive	73: Personal
24: Distrust	74: Place
25: Dream	75: Plans
26: Emotion	76: Portal
27: Environment	77: Problem
28: Event	78: Protection
29: Evil	79: Refuse
30: Fear	80: Relic
31: Foreboding	81: Riddle
32: Frightening	82: Ritual
33: Goal	83: Ruin
34: Group	84: Sounds
35: Guide	85: Strange
36: Harm	86: Struggle
37: Hasty	87: Surprise
38: Helpless	88: Tension
39: Hindrance	89: Threat
40: Historical	90: Trap
41: Horrible	91: Trouble
42: Hostility	92: Uncertain
43: Important	93: Unpleasant
44: Incomplete	94: Unsettling
45: Information	95: Unusual
46: Inquire	96: Victim
47: Inspect	97: Violence
48: Instruction	98: Vision
49: Leadership	99: Vulnerability
50: Legal	100: Warning

DARK MOTIVATION

1: Activate	51: Justice
2: Anger	52: Kill
3: Approval	53: Location
4: Assist	54: Loss
5: Attack	55: Love
6: Bargain	56: Loyalty
7: Block	57: Lure
8: Break	58: Mundane
9: Change	59: Mysterious
10: Character	60: Needs
11: Collect	61: Object
12: Communicate	62: Obligation
13: Complete	63: Oppose
14: Conceal	64: People
15: Connect	65: Place
16: Conquer	66: Plan
17: Consume	67: Pleasure
18: Control	68: Portal
19: Convert	69: Power
20: Create	70: Pride
21: Defend	71: Prison
22: Deny	72: Punish
23: Destroy	73: Pursue
24: Dominate	74: Recruit
25: Elements	75: Release
26: Enemy	76: Repair
27: Environment	77: Return
28: Escape	78: Reveal
29: Expose	79: Revenge
30: Family	80: Riches
31: Fight	81: Ritual
32: Find	82: Ruin
33: Freedom	83: Rule
34: Friend	84: Safety
35: Fulfill	85: Search
36: Game	86: Serve
37: Goal	87: Spread
38: Group	88: Strange
39: Guilt	89: Survive
40: Harm	90: Take
41: Hate	91: Technology
42: Heal	92: Terrorize
43: Help	93: Tradition
44: Hide	94: Transform
45: Home	95: Trap
46: Hunt	96: Travel
47: Imprison	97: Triumph
48: Information	98: Usurp
49: Invade	99: Vehicle
50: Jealousy	100: Weapon

EVIL DEED

1: Abandon	51: Nature
2: Ambush	52: Needs
3: Attack	53: Neglect
4: Bargain	54: Object
5: Betray	55: Oppose
6: Block	56: Overthrow
7: Body	57: Pain
8: Break	58: Path
9: Building	59: People
10: Change	60: Person
11: Cheat	61: Personal
12: Community	62: Plot
13: Conceal	63: Portal
14: Conflict	64: Possession
15: Conquer	65: Power
16: Control	66: Prison
17: Corrupt	67: Proceed
18: Create	68: Protect
19: Danger	69: Punish
20: Deceive	70: Pursue
21: Destroy	71: Recruit
22: Disrupt	72: Refuse
23: Divide	73: Release
24: Elements	74: Replace
25: Environment	75: Resources
26: Experiment	76: Return
27: Fear	77: Riches
28: Fight	78: Ruin
29: Group	79: Sabotage
30: Harm	80: Separate
31: Hinder	81: Start
32: Home	82: Steal
33: Hope	83: Stop
34: Imitate	84: Strange
35: Imprison	85: Struggle
36: Individual	86: Suffering
37: Injustice	87: Suppress
38: Innocent	88: Surprise
39: Intimidate	89: Take
40: Invade	90: Technology
41: Kill	91: Terrorize
42: Leave	92: Threaten
43: Legal	93: Transform
44: Location	94: Trap
45: Lure	95: Usurp
46: Manipulate	96: Valuables
47: Military	97: Vulnerability
48: Mind	98: Waste
49: Misuse	99: Weapon
50: Mysterious	100: Wound

HIDEOUS POWER

1: Absorb	51: Imprison
2: Acid	52: Indestructible
3: Ambush	53: Infect
4: Animate	54: Insubstantial
5: Armed	55: Invade
6: Armor	56: Invisible
7: Attach	57: Lure
8: Bite	58: Magic
9: Burrow	59: Manipulate
10: Change	60: Matter
11: Charge	61: Mental
12: Chase	62: Move
13: Chemical	63: Mutate
14: Claw	64: Mysterious
15: Cold	65: Object
16: Conceal	66: Observe
17: Confuse	67: Pain
18: Control	68: Paralyze
19: Create	69: People
20: Damage	70: Plants
21: Death	71: Poison
22: Deceive	72: Possess
23: Defense	73: Psychic
24: Destroy	74: Radius
25: Detect	75: Ranged
26: Devour	76: Reflect
27: Disappear	77: Regenerate
28: Disrupt	78: Repel
29: Drag	79: Resistance
30: Duplicate	80: Sense
31: Electricity	81: Shapechange
32: Elements	82: Sight
33: Emission	83: Skill
34: Emotion	84: Sonic
35: Energy	85: Stealth
36: Enhance	86: Strange
37: Environment	87: Strong
38: Escape	88: Summon
39: Fast	89: Suppress
40: Fire	90: Surprise
41: Flee	91: Technology
42: Flight	92: Telekinesis
43: Heal	93: Telepathy
44: Hear	94: Teleport
45: Heat	95: Time
46: Hide	96: Transform
47: Illusion	97: Trap
48: Imitate	98: Travel
49: Immunity	99: Wall-crawl
50: Impale	100: Weapon

PERILOUS SITUATION		SECLUDED LOCATION		SUPERNATURAL INFLUENCE	
1: Abandoned	51: Isolated	1: Abandoned	51: Legendary	1: Aggressive	51: Meaningful
2: Accident	52: Leave	2: Average	52: Locked	2: Alien	52: Mechanical
3: Acquire	53: Limited	3: Base	53: Lonely	3: Angelic	53: Medicine
4: Adversity	54: Location	4: Beautiful	54: Magnificent	4: Aquatic	54: Mighty
5: Ambush	55: Lonely	5: Bizarre	55: Majestic	5: Artifact	55: Military
6: Attack	56: Lost	6: Bleak	56: Mansion	6: Artificial	56: Mocking
7: Bargain	57: Lure	7: Boat	57: Messy	7: Barrier	57: Modern
8: Battle	58: Malfunction	8: Building	58: Military	8: Betrayal	58: Monster
9: Betray	59: Misfortune	9: Business	59: Miserable	9: Bizarre	59: Moon
10: Block	60: Move	10: Camp	60: Mobile	10: Book	60: Mysterious
11: Broken	61: Mysterious	11: Castle	61: Modern	11: Building	61: Nature
12: Building	62: Nature	12: Cave	62: Mountain	12: Cave	62: Object
13: Carry	63: Needs	13: Cluttered	63: Mundane	13: Cemetery	63: Odd
14: Chaos	64: Neglect	14: Cold	64: Mysterious	14: Clothing	64: Official
15: Communicate	65: News	15: Colorful	65: Nice	15: Corruption	65: Old
16: Conceal	66: Object	16: Colorless	66: Normal	16: Cosmic	66: Painting
17: Conflict	67: Objective	17: Confusing	67: Occupied	17: Creepy	67: Possession
18: Confusion	68: Obligation	18: Creepy	68: Ocean	18: Curse	68: Power
19: Creature	69: Observe	19: Crude	69: Odd	19: Damaged	69: Powerful
20: Danger	70: Open	20: Damaged	70: Official	20: Dangerous	70: Psychic
21: Deceive	71: Opposition	21: Dangerous	71: Old	21: Dark	71: Rage
22: Defend	72: Path	22: Dark	72: Open	22: Death	72: Rare
23: Demands	73: People	23: Decrepit	73: Plain	23: Deity	73: Religion
24: Dependent	74: Plot	24: Desert	74: Protected	24: Demon	74: Ritual
25: Depletion	75: Poison	25: Dirty	75: Purposeful	25: Dimensions	75: Ruined
26: Desperate	76: Portal	26: Empty	76: Quiet	26: Disease	76: Ruthless
27: Destroy	77: Prison	27: Enclosed	77: Remarkable	27: Emotion	77: Scary
28: Disadvantage	78: Protection	28: Enormous	78: Remote	28: Energy	78: Science
29: Distrust	79: Pursuit	29: Fancy	79: Road	29: Entity	79: Simple
30: Enemy	80: Quest	30: Farm	80: Rough	30: Experiment	80: Spell
31: Energy	81: Refuse	31: Foreboding	81: Ruins	31: Fairy	81: Spirits
32: Enter	82: Resources	32: Forest	82: Rural	32: Family	82: Stars
33: Environment	83: Reward	33: Forlorn	83: Rustic	33: Fierce	83: Statue
34: Escape	84: Risk	34: Frightening	84: Sewer	34: Frightening	84: Stone
35: Failure	85: Sabotage	35: Frozen	85: Ship	35: Future	85: Stories
36: Fight	86: Separate	36: Hills	86: Simple	36: Ghost	86: Strange
37: Flee	87: Strange	37: Historical	87: Spacious	37: Hate	87: Strong
38: Freedom	88: Struggle	38: Horrible	88: Station	38: Historical	88: Stylish
39: Friend	89: Suppress	39: Hotel	89: Strange	39: History	89: Summoning
40: Goal	90: Surprise	40: House	90: Stylish	40: Horrible	90: Swamp
41: Group	91: Technology	41: Important	91: Suspicious	41: House	91: Swift
42: Harm	92: Threaten	42: Impressive	92: Temple	42: Hunger	92: Temple
43: Health	93: Time	43: Inactive	93: Threatening	43: Infection	93: Threatening
44: Help	94: Trap	44: Interesting	94: Tunnel	44: Jewelry	94: Tradition
45: Hindrance	95: Travel	45: Intriguing	95: Unpleasant	45: Legend	95: Undead
46: Home	96: Trust	46: Island	96: Unusual	46: Lethal	96: Vampire
47: Hunted	97: Vehicle	47: Jungle	97: Warm	47: Love	97: Vengeance
48: Illness	98: Vulnerability	48: Lake	98: Warning	48: Mage	98: Violent
49: Information	99: Weather	49: Large	99: Welcoming	49: Magic	99: Wild
50: Invade	100: Wounded	50: Lavish	100: Winter	50: Mask	100: Young



UNDEAD DESCRIPTORS

1: Active	51: Leadership
2: Aggressive	52: Lethal
3: Angry	53: Light
4: Animal	54: Limited
5: Anxious	55: Lonely
6: Attract	56: Love
7: Beautiful	57: Macabre
8: Bestow	58: Malice
9: Bizarre	59: Message
10: Bleak	60: Messy
11: Bold	61: Mighty
12: Bound	62: Mindless
13: Cold	63: Miserable
14: Combative	64: Misfortune
15: Communicate	65: Monstrous
16: Control	66: Mundane
17: Create	67: Odd
18: Creepy	68: Old
19: Dangerous	69: Pain
20: Dark	70: Pale
21: Deceive	71: Passive
22: Dirty	72: Possessions
23: Disgusting	73: Possessive
24: Elements	74: Powerful
25: Enemies	75: Powers
26: Energy	76: Purposeful
27: Environment	77: Pursue
28: Evil	78: Quiet
29: Fast	79: Resistant
30: Fear	80: Rotting
31: Fight	81: Scary
32: Floating	82: Seeking
33: Friendly	83: Shambling
34: Frightening	84: Slow
35: Glad	85: Small
36: Glow	86: Smelly
37: Goals	87: Strange
38: Good	88: Strong
39: Guide	89: Threatening
40: Harm	90: Tough
41: Helpful	91: Transform
42: Helpless	92: Travel
43: Historical	93: Trick
44: Horrible	94: Vengeful
45: Hungry	95: Violent
46: Imitate	96: Weak
47: Information	97: Weakness
48: Insubstantial	98: Weapons
49: Intelligent	99: Wounds
50: Large	100: Young

CAUSE OF DEATH

1: Accident	51: Illusion
2: Accompany	52: Imitate
3: Activate	53: Impaled
4: Adversity	54: Imprisoned
5: Ambush	55: Industrial
6: Animal	56: Information
7: Arrive	57: Inspect
8: Assist	58: Invade
9: Attack	59: Leave
10: Battle	60: Location
11: Betray	61: Lure
12: Bite	62: Misfortune
13: Bludgeon	63: Mistake
14: Boat	64: Mundane
15: Building	65: Mysterious
16: Business	66: Nature
17: Change	67: Neglect
18: Cliff	68: Object
19: Cold	69: Open
20: Collision	70: Path
21: Competition	71: People
22: Conceal	72: Personal
23: Conflict	73: Plot
24: Crash	74: Poison
25: Crushed	75: Portal
26: Cut	76: Possession
27: Danger	77: Power
28: Disadvantage	78: Pushed
29: Distraction	79: Sports
30: Domicile	80: Stabbed
31: Drop	81: Starvation
32: Drowned	82: Strange
33: Drugs	83: Strangled
34: Electricity	84: Struggle
35: Elements	85: Suffocation
36: Enemy	86: Surprise
37: Energy	87: Take
38: Environment	88: Technology
39: Explosion	89: Transform
40: Fight	90: Trap
41: Fire	91: Travel
42: Flee	92: Trust
43: Food	93: Use
44: Friend	94: Vehicle
45: Group	95: Vulnerability
46: Hanging	96: Water
47: Harm	97: Weapon
48: Home	98: Weather
49: Hostage	99: Work
50: Illness	100: Wound

CLUES

1: Animal	51: Locked
2: Artificial	52: Loose
3: Bizarre	53: Meaningful
4: Bold	54: Mechanical
5: Broken	55: Message
6: Careless	56: Missing
7: Cautious	57: Money
8: Change	58: Motive
9: Clean	59: Mundane
10: Clothing	60: Mysterious
11: Code	61: Nature
12: Communication	62: Neat
13: Concealed	63: Object
14: Confession	64: Odd
15: Connection	65: Open
16: Container	66: Outside
17: Creepy	67: Paper
18: Crude	68: Partial
19: Curious	69: Personal
20: Damaged	70: Possession
21: Deactivated	71: Replaced
22: Defense	72: Residue
23: Deliberate	73: Resource
24: Distant	74: Riddle
25: Document	75: Ruined
26: Domestic	76: Rumor
27: Empty	77: Shocking
28: Entry	78: Simple
29: Equipment	79: Small
30: Event	80: Smell
31: Expended	81: Stolen
32: Extra	82: Strange
33: Fibers	83: Surprise
34: Flora	84: Suspect
35: Fluid	85: Technology
36: Food	86: Testimony
37: Furniture	87: Time
38: Garbage	88: Timing
39: Group	89: Tool
40: Hair	90: Tracks
41: Hasty	91: Unusual
42: Helpful	92: Valuables
43: Important	93: Vehicle
44: Individual	94: Victim
45: Information	95: Warning
46: Interesting	96: Weapon
47: Intriguing	97: Weather
48: Jewelry	98: Wet
49: Lethal	99: Witness
50: Liquid	100: Words

CRIMES

1: Ambush	51: Lure
2: Animal	52: Misfortune
3: Arson	53: Mislead
4: Art	54: Misuse
5: Attack	55: Money
6: Battle	56: Murder
7: Betray	57: Mysterious
8: Break	58: Nature
9: Bribery	59: Night
10: Building	60: Object
11: Business	61: People
12: Change	62: Personal
13: Communicate	63: Plot
14: Conceal	64: Possession
15: Conflict	65: Power
16: Conspiracy	66: Property
17: Control	67: Punish
18: Counterfeit	68: Pursue
19: Damage	69: Recruit
20: Danger	70: Riches
21: Deceive	71: Ruin
22: Decrease	72: Sabotage
23: Deny	73: Safety
24: Depletion	74: Separate
25: Destroy	75: Start
26: Domicile	76: Stealth
27: Environment	77: Stop
28: Extortion	78: Strange
29: Fake	79: Struggle
30: Fight	80: Suppress
31: Flee	81: Surprise
32: Friend	82: Tactic
33: Goal	83: Take
34: Goods	84: Technology
35: Government	85: Theft
36: Group	86: Threaten
37: Harm	87: Time
38: Heist	88: Transform
39: Home	89: Trap
40: Illness	90: Travel
41: Illusion	91: Trick
42: Imitate	92: Trust
43: Imprison	93: Valuables
44: Individual	94: Vandalism
45: Information	95: Vault
46: Inspect	96: Vehicle
47: Invade	97: Vulnerability
48: Leadership	98: Weapon
49: Legal	99: Work
50: Location	100: Wound

MOTIVE FOR CRIME

1: Accident	51: Information
2: Advantage	52: Insanity
3: Ambition	53: Inspect
4: Anger	54: Jealousy
5: Benefits	55: Justice
6: Business	56: Legal
7: Change	57: Loss
8: Character	58: Love
9: Communicate	59: Loyalty
10: Competition	60: Lure
11: Concealment	61: Malice
12: Conflict	62: Mission
13: Control	63: Mistake
14: Cooperation	64: Mysterious
15: Deceive	65: Needs
16: Decrease	66: News
17: Defense	67: Obligation
18: Delay	68: Official
19: Deny	69: Oppose
20: Diminish	70: People
21: Disadvantage	71: Perception
22: Dispute	72: Personal
23: Disrupt	73: Plot
24: Distraction	74: Politics
25: Divide	75: Power
26: Emotion	76: Pride
27: Environment	77: Profit
28: Escape	78: Property
29: Expose	79: Protection
30: Failure	80: Punish
31: Fame	81: Recover
32: Fear	82: Rejection
33: Find	83: Religion
34: Freedom	84: Revenge
35: Gain	85: Riches
36: Goal	86: Rival
37: Greed	87: Ruin
38: Group	88: Safety
39: Guilt	89: Search
40: Harm	90: Serve
41: Hate	91: Strange
42: Heal	92: Success
43: Help	93: Suffering
44: Hide	94: Suppress
45: Hinder	95: Surprise
46: Hope	96: Take
47: Increase	97: Transform
48: Individual	98: Triumph
49: Indulge	99: Victory
50: Inform	100: Wealth

RESISTED RANKS FATE QUESTIONS

ACTING RANK minus DIFFICULTY RANK

-6 or less	-5	-4	-3	-2	-1	0	1	2	3	4	5	6 or more
x 1 81	1 5 82	2 10 83	3 15 84	5 25 86	7 35 88	10 50 91	13 65 94	15 75 96	17 85 98	18 90 99	19 95 100	20 99 x

SCIENCE FICTION RANK EXAMPLES

RANK	 TOUGHNESS	 DAMAGE	 SPEED	 COMPLEXITY
15	Mega-structure in space	Contact with surface of a sun	Advanced alien ship faster than light speed	Devise and construct a dyson sphere
14	Advanced alien starship hull	Large meteor crashing into planet	Edge of technology faster than light speed	Build a time machine
13	Energy reinforced starship hull	Nuclear warhead	War starship faster than light speed	Create worm holes and jump gates
12	Large meteor in space	Starship energy cannon	Standard faster than light speed starship	Teleporters, instant healing
11	Colossal land animal	High yield conventional explosive rocket	High speed rocket, non-faster than light spaceship	Deep space scanners, large energy shields
10	Advanced mechanized tank armor	Energy cannon, high yield rail gun	Jet aircraft, anti-gravity shuttle craft	Tractor beams, nanotechnology
9	Transformable piloted mech	Energy rifle, Energy sword	Propeller driven aircraft	Cryo stasis, cybertech, nuclear fusion
8	Heavy battle droid, personal energy shield	Energy gun, explosive grenade	Helicopter	Build space habitats or sentient robots
7	Tactical battle armor	Conventional projectile rifle	Automobile, Motorcycle	Create advanced artificial intelligence
6	Sheet metal	Conventional projectile handgun	Fastest land animal in short burst	Create or modify orbital satellite
5	Shark or bull sized animal	Sonic or stunning energy weapon	Bird in flight, light human jetpack	Understand basic use of advanced alien tech
4	Solid wood wall	High velocity arrow, radiation exposure	Fast ocean animal	Create environmental space suit
3	Plate glass	Medium intensity fire	Medium size fast land animal	Hack into computer system
2	Medium sized predatory animal	Prolonged exposure to freezing cold	Small, swift land animal	Disable electronic or mechanical system
1	Small predatory animal	Bite from dog-sized predator	Fast running human	Pick conventional lock
0	Regular human	Punch from a regular human	Regular human running speed	Solve a difficult puzzle
-1	Wood furniture	Bite from a small predator	Human walking speed	Solve an easy puzzle
-2	Small animal	Weak poison	Small, slow animal	Read obscured message

MYTHIC RPG RANK NAMES	
RANK	RANK NAME
15	Superhuman 10
14	Superhuman 9
13	Superhuman 8
12	Superhuman 7
11	Superhuman 6
10	Superhuman 5
9	Superhuman 4
8	Superhuman 3
7	Superhuman 2
6	Superhuman
5	Awesome
4	Incredible
3	Exceptional
2	High
1	Above Average
0	Average
-1	Below Average
-2	Low

NAVIGATION RANK MODIFIERS	
SHIP ASSISTANCE TO NAVIGATION	NAVIGATOR CREW RANK + MODIFIER
The ship is damaged or otherwise hinders the navigator's job.	-1RS
The ship doesn't help and it doesn't hurt. It's all up to the skill of the navigator.	NO MODIFIER
Ship systems give the navigator some help.	+1RS
The crew and the ship systems are equally responsible for navigation.	+2RS
Ship systems are instrumental in navigation, the crew mostly oversee its operation.	+3RS

STARSHIP DESCRIPTORS

1: Activity	51: Magnificent
2: Adversity	52: Maintenance
3: Assist	53: Meaningful
4: Automated	54: Mechanical
5: Battle	55: Message
6: Beautiful	56: Messy
7: Bestow	57: Mighty
8: Bleak	58: Military
9: Block	59: Modern
10: Bright	60: Multiple
11: Business	61: Mundane
12: Clean	62: Mysterious
13: Cold	63: Natural
14: Colorful	64: Normal
15: Combative	65: Odd
16: Communicate	66: Portal
17: Computer	67: Possessions
18: Contain	68: Power
19: Control	69: Powerful
20: Creepy	70: Prison
21: Crew	71: Protection
22: Damaged	72: Quiet
23: Danger	73: Rare
24: Dark	74: Reassuring
25: Death	75: Remarkable
26: Defense	76: Resources
27: Elaborate	77: Room
28: Empty	78: Rough
29: Energy	79: Ruined
30: Engine	80: Scary
31: Enormous	81: Security
32: Environment	82: Simple
33: Escape	83: Small
34: Exit	84: Sounds
35: Exterior	85: Start
36: Fear	86: Stop
37: Food	87: Storage
38: Full	88: Strange
39: Hall	89: Supplies
40: Health	90: Survival
41: Helpful	91: System
42: Important	92: Tactics
43: Information	93: Technology
44: Inquire	94: Travel
45: Interesting	95: Unusual
46: Lacking	96: Valuable
47: Large	97: Vehicle
48: Lavish	98: Warm
49: Lethal	99: Weapon
50: Loud	100: Work

STARSHIP DAMAGE

1: Breach	51: Individual
2: Break	52: Interior
3: Bridge	53: Life-Support
4: Cabin	54: Limited
5: Cargo	55: Loss
6: Casualties	56: Medical
7: Catastrophe	57: Military
8: Change	58: Minimal
9: Chaos	59: Misfortune
10: Communications	60: Mysterious
11: Compromised	61: Navigation
12: Computer	62: Needs
13: Continue	63: Normal
14: Control	64: Offline
15: Corridor	65: Open
16: Crew	66: Outside
17: Crisis	67: People
18: Damage	68: Portal
19: Danger	69: Power
20: Death	70: Protection
21: Decompression	71: Quarters
22: Decrease	72: Release
23: Defenses	73: Resources
24: Delay	74: Ruin
25: Deny	75: Rupture
26: Depletion	76: Safety
27: Destroy	77: Science
28: Disable	78: Sensors
29: Disadvantage	79: Separate
30: Disrupt	80: Shields
31: Divide	81: Start
32: Emergency	82: Stop
33: Energy	83: Storage
34: Engineering	84: Strange
35: Engines	85: Strength
36: Environment	86: Structure
37: Equipment	87: Struggle
38: Explosion	88: Suffering
39: Expose	89: Systems
40: Exterior	90: Targeting
41: Failure	91: Technology
42: Fire	92: Threaten
43: Fuel	93: Transportation
44: Hangar	94: Trapped
45: Harm	95: Trouble
46: Health	96: Valuables
47: Hinder	97: Vulnerability
48: Hull	98: Weaken
49: Impact	99: Weapons
50: Impending	100: Wounded

MEANING TABLES: ACTIONS

ACTION 1

1: Abandon	21: Communicate	41: Escape	61: Misuse	81: Ruin
2: Accompany	22: Conceal	42: Expose	62: Move	82: Separate
3: Activate	23: Continue	43: Fail	63: Neglect	83: Start
4: Agree	24: Control	44: Fight	64: Observe	84: Stop
5: Ambush	25: Create	45: Flee	65: Open	85: Strange
6: Arrive	26: Deceive	46: Free	66: Oppose	86: Struggle
7: Assist	27: Decrease	47: Guide	67: Overthrow	87: Succeed
8: Attack	28: Defend	48: Harm	68: Praise	88: Support
9: Attain	29: Delay	49: Heal	69: Proceed	89: Suppress
10: Bargain	30: Deny	50: Hinder	70: Protect	90: Take
11: Befriend	31: Depart	51: Imitate	71: Punish	91: Threaten
12: Bestow	32: Deposit	52: Imprison	72: Pursue	92: Transform
13: Betray	33: Destroy	53: Increase	73: Recruit	93: Trap
14: Block	34: Dispute	54: Indulge	74: Refuse	94: Travel
15: Break	35: Disrupt	55: Inform	75: Release	95: Triumph
16: Carry	36: Distrust	56: Inquire	76: Relinquish	96: Truce
17: Celebrate	37: Divide	57: Inspect	77: Repair	97: Trust
18: Change	38: Drop	58: Invade	78: Repulse	98: Use
19: Close	39: Easy	59: Leave	79: Return	99: Usurp
20: Combine	40: Energize	60: Lure	80: Reward	100: Waste

ACTION 2

1: Advantage	21: Disadvantage	41: Hope	61: Object	81: Representative
2: Adversity	22: Distraction	42: Idea	62: Obscurity	82: Riches
3: Agreement	23: Elements	43: Illness	63: Official	83: Safety
4: Animal	24: Emotion	44: Illusion	64: Opposition	84: Strength
5: Attention	25: Enemy	45: Individual	65: Outside	85: Success
6: Balance	26: Energy	46: Information	66: Pain	86: Suffering
7: Battle	27: Environment	47: Innocent	67: Path	87: Surprise
8: Benefits	28: Expectation	48: Intellect	68: Peace	88: Tactic
9: Building	29: Exterior	49: Interior	69: People	89: Technology
10: Burden	30: Extravagance	50: Investment	70: Personal	90: Tension
11: Bureaucracy	31: Failure	51: Leadership	71: Physical	91: Time
12: Business	32: Fame	52: Legal	72: Plot	92: Trial
13: Chaos	33: Fear	53: Location	73: Portal	93: Value
14: Comfort	34: Freedom	54: Military	74: Possession	94: Vehicle
15: Completion	35: Friend	55: Misfortune	75: Poverty	95: Victory
16: Conflict	36: Goal	56: Mundane	76: Power	96: Vulnerability
17: Cooperation	37: Group	57: Nature	77: Prison	97: Weapon
18: Danger	38: Health	58: Needs	78: Project	98: Weather
19: Defense	39: Hindrance	59: News	79: Protection	99: Work
20: Depletion	40: Home	60: Normal	80: Reassurance	100: Wound

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

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

DESCRIPTOR 2

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

MEANING TABLES: ELEMENTS

LOCATIONS

1: Abandoned	51: Lively
2: Active	52: Lonely
3: Artistic	53: Long
4: Atmosphere	54: Loud
5: Beautiful	55: Meaningful
6: Bleak	56: Messy
7: Bright	57: Mobile
8: Business	58: Modern
9: Calm	59: Mundane
10: Charming	60: Mysterious
11: Clean	61: Natural
12: Cluttered	62: New
13: Cold	63: Occupied
14: Colorful	64: Odd
15: Colorless	65: Official
16: Confusing	66: Old
17: Cramped	67: Open
18: Creepy	68: Peaceful
19: Crude	69: Personal
20: Cute	70: Plain
21: Damaged	71: Portal
22: Dangerous	72: Protected
23: Dark	73: Protection
24: Delightful	74: Purposeful
25: Dirty	75: Quiet
26: Domestic	76: Reassuring
27: Empty	77: Remote
28: Enclosed	78: Resourceful
29: Enormous	79: Ruined
30: Entrance	80: Rustic
31: Exclusive	81: Safe
32: Exposed	82: Services
33: Extravagant	83: Simple
34: Familiar	84: Small
35: Fancy	85: Spacious
36: Festive	86: Storage
37: Foreboding	87: Strange
38: Fortunate	88: Stylish
39: Fragrant	89: Suspicious
40: Frantic	90: Tall
41: Frightening	91: Threatening
42: Full	92: Tranquil
43: Harmful	93: Unexpected
44: Helpful	94: Unpleasant
45: Horrible	95: Unusual
46: Important	96: Useful
47: Impressive	97: Warm
48: Inactive	98: Warning
49: Intense	99: Watery
50: Intriguing	100: Welcoming

CHARACTERS

1: Accompanied	51: Important
2: Active	52: Inactive
3: Aggressive	53: Influential
4: Ambush	54: Innocent
5: Animal	55: Intense
6: Anxious	56: Knowledgeable
7: Armed	57: Large
8: Beautiful	58: Lonely
9: Bold	59: Loud
10: Busy	60: Loyal
11: Calm	61: Masculine
12: Careless	62: Mighty
13: Casual	63: Miserable
14: Cautious	64: Multiple
15: Classy	65: Mundane
16: Colorful	66: Mysterious
17: Combative	67: Natural
18: Crazy	68: Odd
19: Creepy	69: Official
20: Curious	70: Old
21: Dangerous	71: Passive
22: Deceitful	72: Peaceful
23: Defeated	73: Playful
24: Defiant	74: Powerful
25: Delightful	75: Professional
26: Emotional	76: Protected
27: Energetic	77: Protecting
28: Equipped	78: Questioning
29: Excited	79: Quiet
30: Expected	80: Reassuring
31: Familiar	81: Resourceful
32: Fast	82: Seeking
33: Feeble	83: Skilled
34: Feminine	84: Slow
35: Ferocious	85: Small
36: Foe	86: Stealthy
37: Foolish	87: Strange
38: Fortunate	88: Strong
39: Fragrant	89: Tall
40: Frantic	90: Thieving
41: Friend	91: Threatening
42: Frightened	92: Triumphant
43: Frightening	93: Unexpected
44: Generous	94: Unnatural
45: Glad	95: Unusual
46: Happy	96: Violent
47: Harmful	97: Vocal
48: Helpful	98: Weak
49: Helpless	99: Wild
50: Hurt	100: Young

OBJECTS

1: Active	51: Information
2: Artistic	52: Intriguing
3: Average	53: Large
4: Beautiful	54: Lethal
5: Bizarre	55: Light
6: Bright	56: Liquid
7: Clothing	57: Loud
8: Clue	58: Majestic
9: Cold	59: Meaningful
10: Colorful	60: Mechanical
11: Communication	61: Modern
12: Complicated	62: Moving
13: Confusing	63: Multiple
14: Consumable	64: Mundane
15: Container	65: Mysterious
16: Creepy	66: Natural
17: Crude	67: New
18: Cute	68: Odd
19: Damaged	69: Official
20: Dangerous	70: Old
21: Deactivated	71: Ornamental
22: Deliberate	72: Ornate
23: Delightful	73: Personal
24: Desired	74: Powerful
25: Domestic	75: Prized
26: Empty	76: Protection
27: Energy	77: Rare
28: Enormous	78: Ready
29: Equipment	79: Reassuring
30: Expected	80: Resource
31: Expended	81: Ruined
32: Extravagant	82: Small
33: Faded	83: Soft
34: Familiar	84: Solitary
35: Fancy	85: Stolen
36: Flora	86: Strange
37: Fortunate	87: Stylish
38: Fragile	88: Threatening
39: Fragrant	89: Tool
40: Frightening	90: Travel
41: Garbage	91: Unexpected
42: Guidance	92: Unpleasant
43: Hard	93: Unusual
44: Harmful	94: Useful
45: Healing	95: Useless
46: Heavy	96: Valuable
47: Helpful	97: Warm
48: Horrible	98: Weapon
49: Important	99: Wet
50: Inactive	100: Worn





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