# MYTHIC MAGAZINE

## Giving Mythic A Personality

## Rules Guide

### A Comprehensive List Of Mythic & Crafter Rules, Where To Find Them, & How To Use Them Together

# 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.
MYTHIC MAGAZINE IS DISTRIBUTED THROUGH PATREON.COM AND DRIVETHRURPG.COM.

# Table Of Contents

# Personality Test

This issue of *Mythic Magazine* has a lot of personality! The first article, "Giving Mythic A Personality", details a system for adding attitudinal flair to Mythic's prompts and systems. Choose, or randomly determine, a role-playing style and apply rules changes to Mythic to adjust the flavor of your adventure.

The second article is a much needed road map to all the various rules scattered throughout Word Mill Games books. With the "Rules Guide" you can easily sort through important game mechanics found in 40 publications. You'll see rules you're familiar with, and maybe a few you aren't, with suggestions for game mechanics that connect well with each other. Use the Guide to quickly locate a rule you're trying to hunt down, or to look up your favorite systems and find another game mechanic it combines well with.

Players have been asking for a guide like this for some time, but I didn't want to do it until *Mythic Game Master Emulator Second Edition* came out. Now seems like a good time for a map to all the Mythic and Crafter mechanics out there.

Happy adventuring!

# Giving Mythic A Personality

You never know where a Mythic adventure is going to go. Between your creativity, answers and prompts Mythic gives you, and your ever growing expectations and interpretations, a Mythic adventure is full of surprises.

The Mythic system is your partner in this journey. After a time, you may get a feel for how Mythic responds and what it may throw at you. Just like playing with a Game Master, you develop a sense of Mythic's way of doing things.

What if you could adjust Mythic's "attitude" toward you and your adventure? After all, no two Game Masters are alike; each brings their own personality to the table when you play. Why can't Mythic do the same?

This article presents a system for giving Mythic a personality of sorts. Maybe you want Mythic to be more adventurous or to have a sense of humor. Or, wanting a challenge, maybe you want your Mythic GM to be harsh, as if a bullseye has been placed on your Player Character.

## JOINING THE THEME TEAM

This system for giving Mythic a personality is somewhat similar to "Mythic Themes", presented in *Mythic Variations I*. That system focuses on modified Event Focus Tables and variant Chaos Factor rules to help foster general thematic elements, like horror or action.

"Giving Mythic A Personality" looks at Mythic as a Game Master with certain biases rather than focusing on the narrative tone of the adventure. This system can help put a spin on your adventures to give it just the flavor you're looking for.

# MYTHIC PERSONALITIES

On the following pages you'll find the Mythic Personalities Tables, listing 11 Game Master attitudes and play styles. The tables include Context to guide you in how to apply the Personality and Modifications that explain how Mythic systems change when using the Personality.

## Context

Context is offered for each Personality so you can apply it to Mythic prompts throughout your adventure, when you think it's appropriate. For instance, the "Total Party Killer" Personality includes as Context "Mythic is a harsh Game Master, relishing encounters that overwhelm your Player Character. And if it gets to be too much? Well, you can always roll up another PC." This is Context you can apply to Fate Question answers,

Random Events, and Altered and Interrupt Scenes.

You don't have to apply the Context to every Mythic prompt, but when it seems appropriate knowing what kind of mood Mythic is in may help when you are on the fence about which way to go with an interpretation.

*In a fantasy adventure, the Player is using the Personality "Everything's Going To Be Alright", which has Context of "Mythic is a kind Game Master that doesn't want anything bad—or at least not too bad—to happen to your Player Character."*

*During a battle where the Player Character is struggling against a troll deep in a cavern a Random Event indicates that an ally shows up to help the PC in the fight. Considering the Personality at work, the Player interprets this to mean that two allies show up, making it a little easier on the Player Character than they might have normally interpreted.*

Mythic Personalities can put new twists on an adventure experience. For instance, it might be interesting to have a dungeon delve into a trap-laden and very dangerous tomb while playing with the "Everything's Going To Be Alright" Personality. You get to experience all the thrills and dangers of the place while knowing that Mythic is going to dial it back a bit when your Player Character is placed in real peril.

## MYTHIC PERSONALITIES TABLE

| PERSONALITY | CONTEXT | MODIFICATIONS |
|---|---|---|
| **Everything's Going To Be Alright** | Mythic is a kind Game Master that doesn't want anything bad—or at least not too bad—to happen to your Player Character. | Ⓜ The PC is protected by Plot Armor, they cannot be killed. If something in the adventure indicates that the PC is done, then instead of that happening something of a lesser degree happens and the PC is somehow removed from the dangerous situation.<br><br>Ⓜ If a Random Event generates something truly awful for your PC, generate a second Event and go with the easier of the two. |
| **Yell At The Umpire** | Mythic wants you to have a good time, and gets mad at the Game Master when the adventure gets overwhelming … even though Mythic is the Game Master. | If a Scene goes very much against the PC then the next Scene will be easier with the following changes:<br><br>Ⓜ Regardless of what kind of Scene this is, include an automatic Random Event early in the Scene with an Event Focus of PC Positive.<br><br>Ⓜ If the Chaos Factor is greater than 5 then reduce it to 5. |
| **Total Party Killer** | Mythic is a harsh Game Master, relishing encounters that overwhelm your Player Character. And if it gets to be too much? Well, you can always roll up another PC. | When asking Fate Questions that involve challenges, the answer always shifts one step toward the more challenging answer. For instance, "Does the goblin attack?" An Exceptional No would become a No, a No would become a Yes, and a Yes would become an Exceptional Yes. |
| **Something Funny Happened On The Way** | Why so serious? Role-playing should be fun. Or, better yet, it should be funny! Mythic can't resist building jokes and absurdity into the adventure. | Whenever you roll on a Meaning Table to generate detail, additionally roll a d10. A result of 1-5 means to make the detail you generate absurd. Do this by rolling for a second pair of Meaning words and interpret them to be something contradictory to the first word pair. |
| **How Are You Feeling Today, Mythic?** | Mythic is in a mood today, and this disposition comes through in all the prompts. | Roll for a pair of words on the Character Personality Meaning Table and interpret the result as the personality Mythic will bring to this adventure. Use this personality as Context when interpreting prompts from Mythic throughout the adventure. |

## MYTHIC PERSONALITIES TABLE

| PERSONALITY | CONTEXT | MODIFICATIONS |
|---|---|---|
| **Slay The Beast, Grab The Loot!** | Mythic is old school when it comes to role-playing, it's all about kicking monster butt and getting loot! | If a Scene presents a good opportunity for combat, such as the PC entering a dungeon room, but combat doesn't happen, then: <br><br> Ⓜ Roll a d10. On a 1-5 a fight does happen. Ask Fate Questions or Discover Meaning to determine what you are fighting if you need to. <br><br> Ⓜ If the PC does engage in combat, whether through normal Mythic play or by rolling a 1-5 above, and the PC prevails and wins, then roll a d10. On a 1-5 something is discovered that is beneficial to the PC. Ask Fate Questions or Discover Meaning to determine what it is. This find is in addition to anything recovered through normal Mythic play. |
| **Grimdark, I Am Thee!** | Mythic loves the doomy stylings of a grimdark adventure. | Whenever there is an Interrupt Scene or a Random Event, roll a d10. On a 1-5 Mythic goes grimdark with the following result: <br><br> Ⓜ Generate the Interrupt or Random Event as normal, but also consider the following as Context when you interpret the Event: "This Event is dark and gloomy, violent if possible, and may present the PC with a morally ambiguous choice between good and evil." |
| **Anger Management Issues** | Mythic's in a bad mood and is going to take it out on your Player Character. | Whenever you roll on the Event Focus Table, first roll a d10. If you get a 1-5 then instead of rolling on the Event Focus Table the Event Focus is an automatic PC Negative. |
| **Temperamental Time** | Mythic's in a variable kind of mood today. | Ⓜ Roll on the Random Mythic Personalities Table to determine what personality Mythic starts the adventure with. <br><br> Ⓜ Whenever an Interrupt Scene is generated in this adventure, roll on the Random Mythic Personalities Table again to change Mythic's personality. <br><br> Ⓜ When rolling on the Random Mythic Personalities Table, consider any result of "Temperamental Time" as meaning Mythic doesn't have a special personality, playing under normal Mythic rules. |

| MYTHIC PERSONALITIES TABLE | | |
|---|---|---|
| **PERSONALITY** | **CONTEXT** | **MODIFICATIONS** |
| **Miserly Mythic** | Mythic is in a stingy mood. If your PC is going to get goodies they have to earn them. On second thought, even then you probably can't have them. | Whenever a Mythic prompt, such as a Fate Question or Discovering Meaning, indicates your PC has found a useful item or resource, roll a d10. On a 1-5 your PC gets half the quantity or potency of what you would have interpreted for the result. If the resource cannot be divided in half then your PC gets nothing. |
| **I Like Treasure, You Like Treasure, We All Like Treasure!** | Mythic is generous with Player Character rewards. | Whenever a Mythic prompt, such as a Fate Question or Discovering Meaning, indicates your PC has found a useful item or resource, roll a d10. On a 1-5 your PC gets twice the quantity or potency of what you would have interpreted for the result. |

## Modifications

While Personality Context helps guide you when making interpretations of Mythic prompts, Modifications are rule changes that the Personality brings to the adventure. The changes are meant to represent the Personality in play through special rules pertaining to Fate Questions, Random Events, the Chaos Factor, and other Mythic game mechanics.

*A Player in a science fiction adventure is using the "Total Party Killer" Personality. Their Player Character is searching through a demolished outpost on an alien world. Fast moving insect-like creatures have overrun the place and the PC is looking for survivors to rescue.*

*When entering a room the Player asks the Fate Question "Are there any bugs in the room?" Mythic comes back with a Yes.*

*A Modification with "Total Party Killer" is to modify Fate Question answers that involve challenges to be one step more difficult. Since the Player generated a Yes to the Question about bugs in the room, and the presence of the aggressive aliens would certainly be a challenge, the Player modifies this answer up to an Exceptional Yes.*

*With the original answer of Yes the Player would have interpreted this to mean that there's one insect creature in the room. They interpret an Exceptional Yes, however, to mean there are three of them.*

## Choose Or Roll

Feel free to choose a Personality for Mythic that is appealing to you. Some of these GM styles may fit some adventures better than others, enhancing the kind of mood you're looking to get.

If you'd rather be surprised you can roll on the Random Mythic Personalities Table.

# A CLOSER LOOK

The Context and Modifications for each Personality are your guides for putting them into use. Here's more detail on each Personality to help.

## Everything's Going To Be Alright

This Personality means Mythic is going to take it easy on your Player Character, especially if things get really grim. The PC is protected by Plot Armor, meaning if something happens in the adventure that would kill the Player Character or otherwise end the adventure in failure, then interpret the result to something less severe. Something bad should still happen, but it's not going to be the end of the story.

For Random Events, generate two Events each time and go with the one that seems easier on the PC.

*A Player Character in a horror adventure opened the wrong door in a secret government lab and released a cosmic horror. According to the rules of the chosen RPG the Player is using, the PC failed their sanity test so badly that they are now a drooling mess in the corner who will need a decade of therapy to become a functioning human being again.*

*Given the "Everything's Going To Be Alright" Personality, the Player decides this calls for Plot Armor to intervene. They interpret this instead to mean that the PC is overwhelmed by what they see and blacks out. When they come to later, they have lost time and barely remember what happened, but at least their sanity is intact.*

## RANDOM MYTHIC PERSONALITIES TABLE

| ROLL | PERSONALITY |
|------|-------------|
| 1-10 | Everything's Going To Be Alright |
| 11-20 | Yell At The Umpire |
| 21-25 | Total Party Killer |
| 26-35 | Something Funny Happened On The Way |
| 36-45 | How Are You Feeling Today, Mythic? |
| 46-55 | Slay The Beast, Grab The Loot! |
| 56-65 | Grimdark, I Am Thee! |
| 66-70 | Anger Management Issues |
| 71-80 | Temperamental Time |
| 81-90 | Miserly Mythic |
| 91-100 | I Like Treasure, You Like Treasure, We All Like Treasure! |

## Yell At The Umpire

This Personality is similar to "Everything's Going To Be Alright", but a little less forgiving. Instead of taking it easy on your PC, this Personality only kicks in when the Player Character experiences a very bad Scene. Maybe they got knocked around a lot during the Scene or experience a major setback or loss.

This Personality calls for Mythic to take a

stand for your Player Character, feeling badly for putting you through such a rough time. The next Scene will automatically contain a Random Event with an Event Focus of PC Positive. Whatever the Scene is about, your Player Character is going to get some positive treatment to make up for the previous Scene.

Additionally, if the Chaos Factor is above 5 at the start of the next Scene reduce it down to 5. Mythic is dialing the tone of the adventure back a little in response to the previous Scene.



*The Player Character in a superhero adventure just got clobbered by a villain. While the PC survived the battle and got away it was not a good day for them.*

*The next Scene is about the PC recuperating at their headquarters while reaching out to other heroes to try and find a weakness in this villain. Since this is a "Yell At The Umpire" Personality adventure and the previous Scene was such a disaster, the Player generates a Random Event in this Scene with a Focus of PC Positive. The Player interprets the Event to mean that the PC discovers their battle suit recorded an energy signature from the villain during the melee. This is information that could be used to disable the villain's powers.*

## Total Party Killer

Mythic is not in a good mood. Not at all. It's out to get your PC, ramping up encounters to be more challenging than usual.

This Personality requires answers to Fate Questions than involve trouble to be shifted a step toward the more challenging answer. For instance, No would become Yes if a Yes is harder on the PC than a No.

If the answer can't be stepped up, for instance you roll Exceptional Yes to the Question "Does a blizzard strike?" then leave the answer alone. It's already as tough as it can get.

*A Player Character in an espionage adventure is engaged in a high speed car chase with enemy agents in pursuit. The Player asks the Fate Questions, "Are there any obstacles ahead on the road?" Mythic says No.*

*However, this is a "Total Party Killer" adventure, and this Question is about a challenge the PC is facing. That means the answer needs to shift one step toward the more challenging answer. The Player changes the answer from a No to a Yes.*

## Something Funny Happened On The Way

This Personality is Mythic trying to be funny. While humor is in the eye of the beholder it generally boils down to absurd contradictions. To see if Mythic tries to make funny, each time you generate adventure details using Meaning Tables roll an additional d10. A result of 1-5 means Mythic is ready to dish something absurd at you.

After generating your initial pair of Meaning words and interpreting them, generate a second pair of words. Interpret them to be something contradictory to the first interpretation and combine the two interpretations together in an absurd way.

While this can generate some truly strange results, to keep your adventure functional whenever you make a final interpretation try to keep the result as something that is still workable in your adventure. If you're stumped for an explanation, then invoke the I Dunno rule and forget the second interpretation, treating it as a normal Discovering Meaning.

*A sailor Player Character in a nautical fantasy adventure has been hired onto the crew of a pirate vessel. The Player wants to know what job their PC is assigned during their time at sea, since every member of the crew must do something to maintain the ship.*

*The Player has no idea what chore their PC gets so rolls on the Actions Meaning Tables for inspiration. They get "Indulge" and "People". This sounds like entertainment, so the Player interprets this to mean that the captain wants the PC to use their lute playing skill to make music at night to amuse and relax the crew.*

*Since this is a "Something Funny Happened On The Way" adventure, the Player generates a second pair of words to serve as an absurd contradiction. The Player gets "Return" and "Weapon". The*

## PERSONALITY DISORDERED

While this Personality system redirects some of Mythic's systems, it's not as directive or specific as some other narrative controlling mechanisms like Thread Progress Tracks. Mythic Personalities are meant to be a little more vague and open to interpretation to simulate the variety of attitudes a Game Master might bring to the table.

This also means that I hope some of these Personalities are used as starting points for Personality ideas that you come up with. Maybe you roll the Personality of "Grimdark, I Am Thee!" but you have different ideas what the Modification should be.

Feel free to run with your ideas and adjust these Personalities to suit your tastes if you find you enjoy them. While a narrative controlling system like Emotional Quests from Mythic Magazine #14 is more finely tuned, making it harder to change, Mythic Personalities are already loosely defined making them ripe for adjusting.

*Player interprets this to mean that the crew is a rowdy bunch and enjoys their musical evenings. When they are displeased with a tune, however, they "critique" the performance by throwing a dagger against the wall behind the lute player trying to hit as close to the instrument as possible while cheering uproariously. It's all jolly good fun!*

## How Are You Feeling Today, Mythic?

This Personality requires you to Discover Meaning on the Character Personality Meaning Table, like you might to determine the personality of an NPC. Interpret the word pair as a personality Mythic will exhibit during this adventure and apply it as Context.

## CHARACTER PERSONALITY

| | | | |
|---|---|---|---|
| **1:** | Active | **51:** | Humorous |
| **2:** | Adventurous | **52:** | Inconsistent |
| **3:** | Aggressive | **53:** | Independent |
| **4:** | Agreeable | **54:** | Interesting |
| **5:** | Ambitious | **55:** | Intolerant |
| **6:** | Amusing | **56:** | Irresponsible |
| **7:** | Angry | **57:** | Knowledgeable |
| **8:** | Annoying | **58:** | Larcenous |
| **9:** | Anxious | **59:** | Leader |
| **10:** | Arrogant | **60:** | Likable |
| **11:** | Average | **61:** | Loyal |
| **12:** | Awkward | **62:** | Manipulative |
| **13:** | Bad | **63:** | Mercurial |
| **14:** | Bitter | **64:** | Naive |
| **15:** | Bold | **65:** | Nervous |
| **16:** | Brave | **66:** | Oblivious |
| **17:** | Calm | **67:** | Obstinate |
| **18:** | Careful | **68:** | Optimistic |
| **19:** | Careless | **69:** | Perceptive |
| **20:** | Classy | **70:** | Perfectionist |
| **21:** | Cold | **71:** | Practical |
| **22:** | Collector | **72:** | Prepared |
| **23:** | Committed | **73:** | Principled |
| **24:** | Competitive | **74:** | Protect |
| **25:** | Confident | **75:** | Quiet |
| **26:** | Control | **76:** | Quirky |
| **27:** | Crazy | **77:** | Rash |
| **28:** | Creative | **78:** | Rational |
| **29:** | Crude | **79:** | Respectful |
| **30:** | Curious | **80:** | Responsible |
| **31:** | Deceptive | **81:** | Restless |
| **32:** | Determined | **82:** | Risk |
| **33:** | Devoted | **83:** | Rude |
| **34:** | Disagreeable | **84:** | Savvy |
| **35:** | Dull | **85:** | Searching |
| **36:** | Emotion | **86:** | Selfish |
| **37:** | Empathetic | **87:** | Selfless |
| **38:** | Fair | **88:** | Shallow |
| **39:** | Fastidious | **89:** | Social |
| **40:** | Follower | **90:** | Strange |
| **41:** | Foolish | **91:** | Strong |
| **42:** | Friendly | **92:** | Studious |
| **43:** | Good | **93:** | Superstitious |
| **44:** | Gourmet | **94:** | Tolerant |
| **45:** | Greed | **95:** | Vindictive |
| **46:** | Haunted | **96:** | Vocal |
| **47:** | Helpful | **97:** | Wary |
| **48:** | Honest | **98:** | Weak |
| **49:** | Honor | **99:** | Wild |
| **50:** | Humble | **100:** | Wise |

*In preparation for an adventure the Player rolls "How Are You Feeling Today Mythic?" as a Personality and goes to the Personality Meaning Table for some words. They roll "Devoted" and "Practical".*

*The Player interprets this to mean that Mythic will approach this adventure with a devotion to practical answers to Questions that move the adventure along. This is like a "Get it done!" Game Master style which might lead to a swift moving adventure. The Player will keep this in mind when interpreting Mythic prompts.*

## Slay The Beast, Grab The Loot!

This Game Master style focuses on lots of combat and recovering lots of loot. "Loot" can mean anything, from treasure recovered in a monster's lair to clues found in a suspect's pocket. The focus is on conflict and the rewards of successfully resolving those conflicts.

This Personality only comes into play when a Scene in your adventure presents a possible opportunity for a fight but a fight doesn't happen. For instance, an interstellar trader PC traveling through a sector of space known for trouble doesn't encounter any problems in this Scene. This was a prime opportunity for a battle, such as raider ships attacking you, so this Personality calls for rolling a d10. If you get 1-5 then a fight happens after all.

You can make this roll near the end of the Scene when it looks like a Scene that presented a situation for a fight is going to finish without a fight. You can also choose to make the roll earlier in the Scene when your PC is actively looking for trouble but doesn't find it. For instance, the Player in the above sci-fi example may have asked the Fate Question, "Do we encounter raiders while traveling through this area?" Mythic says No. The Player chooses to take this opportunity to make the d10 roll to see if a battle happens anyway.

## MULTIPLE PERSONALITY

A fun, and possibly challenging, variation to the Mythic Personalities system is to choose or roll two or more Personalities and combine them together. The Context and Modification from each Personality would be at play.

This can give some interesting combinations of Personalities. For instance, rolling "Yell At The Umpire" and "Everything's Going To Be Alright" would produce a Mythic combined Personality that is really looking after the Player Character's well being.

A combo of "I Like Treasure, You Like Treasure, We All Like Treasure!" and "Total Party Killer" makes for very challenging encounters but with very nice rewards.

Some Personalities are contradictory but these can work as well. For instance, "Miserly Mythic" with "I Like Treasure, You Like Treasure, We All Like Treasure!" means you would roll a d10 for both Personalities when rewards are involved. Sometimes you get less, sometimes you get more, sometimes they cancel each other out, simulating a Game Master who alternates between being tight fisted and generous when bestowing loot.

If you do make the roll earlier in the Scene only check once for the whole Scene, instead of checking against if another opportunity presents itself in the same Scene.

When a fight does happen and the Player Characters prevail, there's another d10 check to make to see if anything reward is found. Even if something good is discovered through normal Mythic play, you still make the roll to see if anything additional is recovered. Ask Fate Questions or Discover Meaning to interpret what it is you find.

*The Player Character Captain Rackert of the trader ship Crimson Sun is warping through a section of the galaxy known to be home to rogue elements and fringe warlords. The Player asked a Fate Question about encountering hostiles, and Mythic said No. Since this is a Slay The Beast, Grab The Loot! Personality and this situation presents a possible conflict opportunity the Player rolls a d10 and gets 4. A fight happens after all.*

*The Player interprets this to mean that the Fate Question answer gets changed from a No to a Yes. A raiding ship laying in wait in the shadow of an asteroid suddenly breaks cover and fires at the Crimson Sun. A battle takes place and Captain Rackert's crew succeeds in disabling the aggressor ship. They board the ship, taking its crew prisoner.*

*The Player rolls a d10 to see if any additional reward is recovered and gets a 2. So yes, some loot is found. The Player thinks about it and decides fuel would be the most likely reward, phrasing this as a Fate Question, "Do we recover fuel we can use?" Mythic comes back with a No, so the Player interprets this to mean something else they would expect to recover instead of fuel, and decides they recover a cache of weapons they can use.*

## Grimdark, I Am Thee!

Mythic is going dark. This Personality is more about the tone of the adventure, with Context that encourages interpretations that tend toward the gloomy and violent. That grimdark sense is especially pronounced with Random Events and Interrupt Scenes where you roll a 1-5 on a d10.

What constitutes a "grimdark" adventure is wide open to interpretation, but I generally see it as a tone of gloomy pessimism that is pervasive in a game world. Elements of violence are common, whether actively happening in the moment or present as the residue of past violence. Grimdark adventures are often morally ambiguous when it comes to choices, with distinctions between

good and evil being blurry. This presents the opportunity for Player Characters to face morally tinged decisions that may have dire consequences regardless of which choice is made.

*The adventure is a gritty, street level supers narrative set in a crowded dystopian city. The Player Character is Moonshadow, a vigilante hero with highly trained fighting skills and an array of gadgets and tools.*

*The Player is using a "Grimdark, I Am Thee!" Personality for this adventure, which fits well with the overall dark motif of the adventure world.*

*The adventure so far has been about a turf war between rival mobs in the bowels of the city. Moonshadow has been trying to end the conflict, however the battles have only intensified. In this*

*Scene the PC is visiting the headquarters of one of the gangs located in an abandoned warehouse.*

*When asking a Fate Question the Player generates a Random Event. The Player interprets the Random Event to mean that many of the gang's soldiers are present at the location, it seems to be a staging site for their battles. Since this is a "Grimdark, I Am Thee!" adventure, the Player rolls a d10 and gets a 3. This requires grimdark Context to be applied to this Random Event.*

*The Player modifies their interpretation of the Random Event to mean that while soldiers are present, many of them are in very bad shape, showing the wounds of previous skirmishes. The place is as much a triage for the wounded and a morgue for the dead as it is a gathering place for the living.*

## Anger Management Issues

This Personality is similar to "Total Party Killer" in tone but with some important distinctions. Whereas "Total Party Killer" is about throwing overwhelming challenges at your Player Character, "Anger Management Issues" is more about Mythic directly undermining the PC at times. This manifests as Random Events that half the time are automatically PC Negative.

*The Player with the lute playing pirate has changed the Personality in their adventure to "Anger Management Issues". In this Scene, the PC is sneaking through the streets of a small island town in search of the armory so they can steal gunpowder for the ship's cannons. The PC is wary because the local guard are cautious of pirates.*

*While prying open a window with their dagger, the PC generates a Random Event. The Player rolls a d10 to see if the Event Focus automatically goes to PC Negative, and it does. The Player interprets the Random Event to mean that while they're fiddling with the window a pair of guards walks up behind and demands to know what they are doing. Why do you hate me so much Mythic!!*

## Temperamental Time

This Personality isn't a Personality but an approach to assigning and changing Personalities. Start the adventure with one Personality, and whenever an Interrupt Scene occurs roll on the Random Mythic Personalities Table to change the Personality.

When switching Personalities if you roll "Temperamental Time" then Mythic switches to no Personality. It behaves using Mythic's normal rules. If you roll the same Personality you are already using—for instance if you are playing with "Total Party Killer" and you roll "Total Party Killer"—then stick with that Personality without changing it.

*In an adventure about the wonders of new planets and space exploration, the Player began with a Personality of "Miserly Mythic", leading to Scenes that were light on resources the Player Character was searching for.*

*Later in the adventure, when the PC is traveling with a landing party to examine a new world, the Player generates an Interrupt Scene. With a "Temperamental Time" Personality this means a*

new Personality is rolled. The Player gets "Slay The Beast, Grab The Loot!" It looks like combat is going to increase rapidly in this adventure, and Mythic is reversing its previous position of limiting rewards.

## Miserly Mythic

This Personality features Mythic pulling back on the rewards and resources your Player Character discovers through normal Mythic play. Whenever a Fate Question or Discovering Meaning results in an interpretation that gives your Player Character something, roll a d10. On a 1-5 you get half instead.

I suggest resolving the prompt first before checking if it's reduced. By forming your interpretation before you roll you can make an easier distinction between the interpretation and the change to the interpretation.

*The Player with the pirate PC changes Mythic Personalities again, this time going with "Miserly Mythic". Their Player Character was apprehended by the pair of guards and is now sitting in a jail cell. The Player asks, "Do they feed me?"*

*Mythic says Yes, and the Player interprets this to mean that the PC receives a plate with a bowl of soup on it and a crust of bread.*

*Since this is something the Player Character is receiving as the result of a Mythic prompt, the Player rolls a d10 to see if it's reduced and gets a 1.*

*The Player changes the interpretation to mean that only a crust of bread is provided to the prisoner. Thanks a lot!*

## I Like Treasure, You Like Treasure, We All Like Treasure!

This Personality is the direct opposite of the previous one, "Miserly Mythic". Instead of rolling to see if Mythic halves your rewards, you roll to see if Mythic doubles them.

*The Player Character from the earlier example who accidentally released a cosmic horror has spent the rest of the adventure trying to find it and send it back to wherever it came from.*

*The PC has traveled the world searching for lore that can help. In this Scene, they have broken into the study of a magician in the hopes of stealing a grimoire with banishing spells. While ransacking the room, the PC comes across a secret compartment and determines that it contains spell books.*

*The Player expects to find three books, but isn't sure so they pose it as a Fate Question. Mythic answers with Yes. Since this is a "I Like Treasure, You Like Treasure, We All Like Treasure!" Personality adventure the Player rolls a d10 to see if the discovery is increased. They get a 5, meaning it is doubled. The Player interprets this to mean that there are six books in the compartment, a real find!* 🜚

# Rules Guide

Between the core books, *Mythic Magazine*, and the decks, there are a lot of Mythic and Crafter rules out there. This issue of *Mythic Magazine* brings the total number of sources to 40.

The publication of *Mythic Game Master Emulator Second Edition* brought together a lot of rules, consolidating and updating what I considered to be the core systems in one tome. Even with that, however, there is much content available and wrangling it can be a chore.

Which means it's time for a guide!

This article attempts to identify every single rule and game mechanic presented in a Mythic or Crafter book and state where the rule can be found. To make this Rules Guide more useful I'm also including suggestions for what rules go well with other rules, and sometimes accompanying notes for other suggestions and thoughts.

The rules are generally arranged in order from blue sources down to green sources (see "Color Coding Convenience") and grouped by similarity as much as possible.

## COLOR CODING CONVENIENCE

To make identifying where to find each rule easier, the banner for boxes discussing game mechanics are color coded to their primary source. For instance, a rule that is primarily found in the *Mythic Game Master Emulator Second Edition* book has a blue banner.

**Mythic Game Master Emulator, 1st edition, 2nd edition, & Deck.**

**Mythic Role Playing Game**

**Mythic Variations 1 and 2**

**The Creature Crafter, The Location Crafter, The Adventure Crafter, & The Adventure Crafter Deck**

**Mythic Magazine Volumes 1-27 & Compilations 1-3**
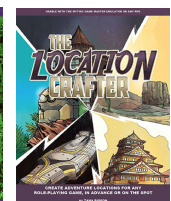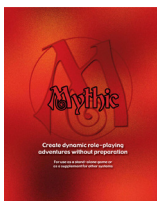
## FATE QUESTIONS / FATE CHART

This is Mythic's core mechanic, asking and answering Yes/No Questions.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Game Master Emulator Deck

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH ...**

Fate Check

Random Events

Meaning Tables

Chaos Factor

**OTHER THOUGHTS**

The Fate Chart in MRPG includes Ranks as well as Odds.

## FATE CHECK

A chartless alternative for Fate Questions.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Variations 2

**THIS RULE WORKS WELL WITH ...**

Fate Questions / Fate Chart

Random Events

Meaning Tables

Chaos Factor

**OTHER THOUGHTS**

The Fate Check in MGME2e is a refinement of the MV2 version. The version in MV2 requires a more narrow Chaos Factor range and incorporates the concept of determining when a Yes answer to a Fate Question is Favorable or Unfavorable.

## CHAOS FACTOR

The Chaos Factor is a Mythic mechanic to adjust the tone of an adventure over time.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Role Playing Game

Mythic Magazine #16

**THIS RULE WORKS WELL WITH ...**

Fate Questions

Scenes

Bookkeeping

Themes

Revert Toward The Mean

Random Chaos

**OTHER THOUGHTS**

MM#16 presents rules variations for working with the Chaos Factor.

## REVERT TOWARD THE MEAN

An alternative way of looking at the Chaos Factor to change it from a "snowball" effect to a "release valve" effect.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #16

**THIS RULE WORKS WELL WITH ...**

Chaos Factor

## WHAT'S IN A NAME?

Throughout this Rules Guide books will sometimes be referred to by their titles and sometimes by an abbreviation of the title. Abbreviations follow this style:

**Mythic Game Master Emulator Second Edition:** MGME2E

**Mythic Game Master Emulator First Edition:** MGME1E

**Mythic Game Master Emulator Deck:** MGMED

**Mythic Role Playing Game:** MRPG

**Mythic Variations 1:** MV1

**Mythic Variations 2:** MV2

**The Creature Crafter:** TCC

**The Location Crafter:** TLC

**The Adventure Crafter:** TAC

**The Adventure Crafter Deck:** TACD

**Mythic Magazine Volumes 1-27:** MM#1-27

**Mythic Magazine Compilations 1-3:** MMC#1-3

## RANDOM CHAOS

An alternative method for adjusting the Chaos Factor, separating it from Player Character actions and making it random.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #16

**THIS RULE WORKS WELL WITH …**

Chaos Factor

## RANDOM EVENTS / EVENT FOCUS TABLE

Mythic's mechanism for introducing unexpected twists.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Game Master Emulator Deck

Mythic Role Playing Game

Mythic Variations 1

Mythic Variations 2

Mythic Magazine #1, #5, #6, #7, #8, #11, & #16

Mythic Magazine Compilation #1, #2, & #3

**THIS RULE WORKS WELL WITH …**

Fate Questions

Lists

Scenes

Themes

Meaningful Events

Combining The Adventure Crafter With Mythic

Adaptable Event Focus Table

**OTHER THOUGHTS**

MM#1 & #7 contain Meaningful Event Focus Tables.

MM#5 & #11 contain the Adventure Crafter Event Focus Table.

MM#6 contains the Mystery Event Focus Table.

MM#8 contains the Backstory Focus Table 2.

MM#16 presents a few variations on handling Random Events.

## CHOOSING THE EVENT FOCUS

Guidelines for when to choose an Event Focus instead of rolling for it.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

**THIS RULE WORKS WELL WITH ...**

Random Events

Scenes

## ADAPTABLE EVENT FOCUS TABLE

A method for customizing the Event Focus Table to utilize elements in your chosen RPG.

**WHERE TO FIND IT**

Mythic Magazine #18

Mythic Magazine Compilation #3

**THIS RULE WORKS WELL WITH ...**

Random Events

Themes

## THEMES

Variant Event Focus Tables and rules for encouraging specific thematic elements in your Mythic adventures.

**WHERE TO FIND IT**

Mythic Variations 1

**THIS RULE WORKS WELL WITH ...**

Random Events

Chaos Factor

Adaptable Event Focus Table

Mythic Personalities

## THEMES
### CONTINUED

**OTHER THOUGHTS**

Although this uses the same name, "Themes", this is mechanically different from Themes in The Adventure Crafter.

## LISTS

Lists are used to keep track of adventure details and for Random Events.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Role Playing Game

The Adventure Crafter

The Adventure Crafter Deck

Mythic Magazine #17 & #19

Mythic Magazine Compilation #3

**THIS RULE WORKS WELL WITH ...**

Random Events

Scenes

Combining The Adventure Crafter With Mythic

Turning Points / Plot Points

Weighted Lists

Multiple / Nested Lists

Non-Character List Elements

**OTHER THOUGHTS**

You can find form fillable PDFs of Adventure Lists on the Resources page of the Word Mill Games website at www.wordmillgames.com.

## MEANING TABLES

Rules and tables to generate details for Random Events and adventures.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Game Master Emulator Deck

Mythic Role Playing Game

Mythic Variations

The Creature Crafter

Mythic Magazine #2, #6, #9, #13, #14, #18, #21, #22, #23 & #25.

Mythic Magazine Compilation #1, #2, & #3

**THIS RULE WORKS WELL WITH ...**

Random Events

Fate Questions

Generating NPC Behavior

**OTHER THOUGHTS**

MGME2e greatly expanded the role of Meaning Tables in Mythic adventures.

Discovering Meaning in MGME2e is a renamed version of Mythic Variations 1 Complex Questions.

The Creature Crafter contains monster-specific description and abilities tables, while MM#13 presents a simplified version of The Creature Crafter system.

MM#9 introduces NPC Behavior Tables.

MM#14 contains a Fulfillment Issue Table, used with Emotional Quests.

MM#18 introduces Elements Meaning Tables and MM#22 expands them with more.

MM#21 contains a Spell Effects Table.

## MEANING TABLES
### CONTINUED

**OTHER THOUGHTS**

MM#23 contains Dungeon Puzzle Tables.

MM#25 contains a Journey Events Table.

## MULTIPLE / NESTED LISTS

A suggestion for expanding full Lists by incorporating multiple Lists together.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #12 & #23

Mythic Magazine Compilation #2

**THIS RULE WORKS WELL WITH ...**

Lists

Weighted Lists

Non-Character List Elements

## WEIGHTED LISTS

A method to manage Mythic and Adventure Crafter Lists to give some elements more importance than others.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

The Adventure Crafter

The Adventure Crafter Deck

Mythic Magazine #5, #7, #19, & #23.

Mythic Magazine Compilation #1 & #2

**THIS RULE WORKS WELL WITH ...**

Lists

Combining The Adventure Crafter With Mythic

Non-Character List Elements

Multiple / Nested Lists

## NON-CHARACTER LIST ELEMENTS

Ideas for placing elements on the Characters List that aren't NPCs.

**WHERE TO FIND IT**

Mythic Game Master Emulator Second Edition

Mythic Magazine #17

Mythic Magazine Compilation #3

**THIS RULE WORKS WELL WITH …**

Lists

Sourcebooks

Multiple / Nested Lists

## SOURCEBOOKS

Guidelines for using sourcebooks in Mythic adventures, including turning them into random tables.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #12 & #17

Mythic Magazine Compilation #2 & #3

**THIS RULE WORKS WELL WITH …**

Random Events

Lists

Scenes

Location Crafting

Non-Character List Elements

## A WEB OF CONNECTIONS

When making this guide I did my best to identify the sources where rules can be found and to link rules to other rules when they make the most sense. Usually when "Where To Find It" lists a source, it's a primary source that describes the rule in detail. However, sometimes it will also refer to a source that discusses the rule or expands on it but isn't a primary source for the rule itself.

For "This Rule Works Well With …" I tried to list game mechanics that naturally go with the particular rule. Most of the time these linkages will be obvious. For instance, the Chaos Factor works well with Random Chaos because Random Chaos is a variant rule for controlling the Chaos Factor.

Sometimes linkages between rules are less obvious and I included them to encourage exploration and experimentation. For instance, the Non-Character List Elements rule lists Multiple/Nested Lists as a "This Rule Works Well With …" because if you decide to use non-Character elements in your Characters List then the List may grow faster than usual. Multiple Lists is a way of dealing with very large Lists.

## BOOKKEEPING

Mythic's rules for keeping Lists and the Chaos Factor up to date.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH …**

Scenes

Chaos Factor

## SCENES

Mythic's mechanic for organizing adventures. Scenes are either the first Scene, Expected, Altered, or an Interrupt.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Game Master Emulator Deck

Mythic Role Playing Game

Mythic Magazine #2 & #16

Mythic Magazine Compilation #1 & #3

**THIS RULE WORKS WELL WITH ...**

Random Events

Lists

Scene Adjustment Table

Turning Points / Plot Points

First Scene 4W

Combining The Adventure Crafter With Mythic

Scene Treatments

**OTHER THOUGHTS**

MM#16 offers some variations for working with Scenes.

## FIRST SCENE 4W

An organized way to use Meaning Tables to help create the first Scene of a Mythic adventure.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #4

Mythic Magazine Compilation #1

**THIS RULE WORKS WELL WITH ...**

Scenes

## COMBINING THE ADVENTURE CRAFTER WITH MYTHIC

Rules for pairing The Adventure Crafter with Mythic Game Master Emulator.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

The Adventure Crafter

Mythic Magazine #5 & #11

Mythic Magazine Compilation #1 & #2

**THIS RULE WORKS WELL WITH ...**

Lists

Scenes

Turning Points / Plot Points

## SCENE ADJUSTMENT TABLE

A mechanic to randomly change an Altered Scene.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #2

Mythic Magazine Compilation #1

**THIS RULE WORKS WELL WITH ...**

Scenes

## GENERATING NPC BEHAVIOR

Guidelines and systems for determining what an NPC does.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Variations 2

Mythic Magazine #1, #9, & #12

Mythic Magazine Compilation #1 & #2

**THIS RULE WORKS WELL WITH ...**

Meaning Tables

Generating NPC Statistics

Character Crafting

Fate Questions

Social Skills

**OTHER THOUGHTS**

The MV2 and MM1 Behavior Checks are rules heavier versions for generating NPC behavior than the ruleset in MGME2e and MM#9, which rely on using Fate Questions.

## GENERATING NPC STATISTICS

Rules for creating stats for NPCs as you play.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Variations 2

The Creature Crafter

Mythic Magazine #13 & #20

Mythic Magazine Compilation #3

**THIS RULE WORKS WELL WITH ...**

Generating NPC Behavior

Character Crafting

Meaning Tables

Turn Any Show, Movie, Or Book
Into A Solo Adventure

**OTHER THOUGHTS**

The Potency Table in The Creature Crafter and the Mythic Variations 2 Statistic Check are rules heavier versions of generating NPC values than in MGME2e and Mythic Magazine #13.

## SOCIAL SKILLS

Rules for incorporating social skills from your chosen RPG with Mythic NPC behavior generation systems.

**WHERE TO FIND IT**

Mythic Magazine #9 & #12

Mythic Magazine Compilation #2

**THIS RULE WORKS WELL WITH ...**

Generating NPC Behavior

## FATE QUESTIONS AS RPG RULES

Suggestions for how to use Fate Questions to replace rules in your chosen RPG.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Game Master Emulator 1st Edition

Mythic Role Playing Game

Mythic Magazine #6

Mythic Magazine Compilation #1

**THIS RULE WORKS WELL WITH ...**

Fate Questions

## THREAD PROGRESS TRACK

A system to ensure a Thread lasts long enough for the PC to develop a full narrative out of resolving it.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #20

**THIS RULE WORKS WELL WITH ...**

Scenes

Lists

Plot Armor

Horror Progress Track

Adventure Redirection Table

**OTHER THOUGHTS**

The Thread Progress Track is a slightly modified version of the Horror Progress Track.

## PLOT ARMOR

A narrative mechanic to prevent a Thread or adventure from ending too soon before it can be fully developed.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #19, #20 & #26

**THIS RULE WORKS WELL WITH ...**

Thread Progress Track

Horror Progress Track

Running Solo Procedural Dramas

Mythic Personalities

## PERIL POINTS

A simple system to give the Player narrative control when their PC needs it.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #3 & #24

Mythic Magazine Compilation #1

**THIS RULE WORKS WELL WITH ...**

Scenes

Random Events

Favors

**OTHER THOUGHTS**

The purpose of Peril Points is very similar to Favors from MRPG, although Peril Points are more general purpose and give greater control.

## FAVORS

A resource to help Player Characters manipulate important Fate Questions.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH ...**

Fate Questions

Peril Points

**OTHER THOUGHTS**

The purpose of Favors is very similar to Peril Points from MGME2e, although Favors are limited to changing Fate Question answers.

## USING MYTHIC WITH PREPARED ADVENTURES

Guidelines for turning prepared, published adventures into solo adventures.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #3

Mythic Magazine Compilation #1

**THIS RULE WORKS WELL WITH ...**

Lists

Scenes

Random Events

## KEYED SCENES

A mechanic to guarantee certain events take place in an adventure.

**WHERE TO FIND IT**

Mythic Game Master Emulator 2nd Edition

Mythic Magazine #10

Mythic Magazine Compilation #2

**THIS RULE WORKS WELL WITH ...**

Scenes

Random Events

Solo Adventure Modules

Non-Character List Elements

Turn Any Show, Movie, Or Book Into A Solo Adventure

Running Solo Procedural Dramas

## RANKS

A Mythic RPG rule for assigning power levels to Characters and adventure elements.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH ...**

Fate Questions

Attributes & Abilities

Strengths & Weaknesses

Mythic Magic System

Adapting Mythic Ranks

## CHARACTER CREATION

A point based system for making Mythic RPG Characters.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH ...**

Attributes & Abilities

Strengths & Weaknesses

Ranks

Meaning Tables

Adapting Mythic Ranks

**OTHER THOUGHTS**

The Character oriented Elements Meaning Tables in MGME2e are a good resource for generating details for your own Player Character.

## ATTRIBUTES & ABILITIES

The primary components for defining a Mythic RPG Character.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH …**

Ranks

Strengths & Weaknesses

## STRENGTHS & WEAKNESSES

Mythic RPG system for further defining Character details.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH …**

Ranks

Attributes & Abilities

## ADAPTING MYTHIC RANKS

Rules to make the Fate Check system and the MGME Deck work with the Rank system in Mythic RPG.

**WHERE TO FIND IT**

Mythic Magazine #13

**THIS RULE WORKS WELL WITH …**

Ranks

Fate Check

**OTHER THOUGHTS**

While the Fate Check systems from MV2 and MGME2E are slightly different, the Adapting Mythic's Ranks Rules suggestions work for both.

## MYTHIC MAGIC SYSTEM

A complete magic system for use with the Mythic Role Playing Game.

**WHERE TO FIND IT**

Mythic Magazine #21

**THIS RULE WORKS WELL WITH …**

Ranks

Fate Chart

Character Creation

Adapting Mythic Ranks

## COMBAT

Rules for using Fate Questions to resolve combat between Mythic Characters using Ranks.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH …**

Fate Questions

Ranks

Attributes & Abilities

Character Creation

Favors

## SCALING BOXES

A tool in Mythic RPG to help define Ranks range of scale for something.

**WHERE TO FIND IT**

Mythic Role Playing Game

**THIS RULE WORKS WELL WITH …**

Ranks

Fate Questions

Character Creation

## BACKSTORY GENERATOR

A system for generating histories for Characters.

**WHERE TO FIND IT**

Mythic Variations 1

Mythic Magazine #8 & #16

Mythic Magazine Compilation #2 & #3

**THIS RULE WORKS WELL WITH ...**

Character Creation

Character Crafting

## DETAIL CHECK

A system for generating non-Fate Question adventure details that is crunchier than using Meaning Tables alone.

**WHERE TO FIND IT**

Mythic Variations 2

**THIS RULE WORKS WELL WITH ...**

Meaning Tables

## CHARACTER CRAFTING

A method in The Adventure Crafter to quickly generate NPCs as Plot Points introduce them.

**WHERE TO FIND IT**

The Adventure Crafter

The Adventure Crafter Deck

**THIS RULE WORKS WELL WITH ...**

Turning Points / Plot Points

Meaning Tables

Generating NPC Behavior

Generating NPC Statistics

## TURNING POINTS / PLOT POINTS

The use of Turning Points is the basic mechanic of The Adventure Crafter system, generating narrative tropes to create an adventure storyline.

**WHERE TO FIND IT**

The Adventure Crafter

The Adventure Crafter Deck

Mythic Magazine #5 & #16

Mythic Magazine Compilation #1 & #3

**THIS RULE WORKS WELL WITH ...**

Scenes

Lists

Character Crafting

Combining The Adventure Crafter With Mythic

Generating NPC Behavior

Generating NPC Statistics

Non-Character List Elements

## MEANINGFUL EVENTS

An alternative to Ambiguous Events on the Event Focus Table.

**WHERE TO FIND IT**

Mythic Magazine #1

Mythic Magazine Compilation #1

Mythic Magazine #7

Mythic Magazine Compilation #2

**THIS RULE WORKS WELL WITH ...**

Random Events

## LOCATION CRAFTING

A system for generating locations procedurally as you play.

**WHERE TO FIND IT**

The Location Crafter

Mythic Magazine #2, #3, #5, #7, #11, #15 & #16

Mythic Magazine Compilation #1, #2 & #3

**THIS RULE WORKS WELL WITH ...**

Fate Questions

Meaning Tables

Generating NPC Behavior

Solo Adventure Modules

Sourcebooks

Turn Any Show, Movie, Or Book Into A Solo Adventure

Event Crafting

**OTHER THOUGHTS**

The Location Crafter introduced this method of Region generation. Various issues of Mythic Magazine expanded on the concept, making this one of the most returned to concepts in the magazine.

MM#2 introduced Randomized Location Crafting.

MM#3 contains the randomized Dungeon Region and introduces the concept of Area Connectors Tables.

MM#5 contains the randomized Woods Region.

MM#7 contains the randomized Starships Region.

MM#15 contains the randomized Worlds Region.

MM#16 contains the randomized Cities Region.

## LOCATION CRAFTING
### CONTINUED

**OTHER THOUGHTS**

Each issue of Mythic Magazine that contains a new Region also contains a summary of The Location Crafter rules.

## MYSTERY MATRIX

A system for generating mystery focused adventures with Mythic.

**WHERE TO FIND IT**

Mythic Magazine #6

Mythic Magazine Compilation #1

**THIS RULE WORKS WELL WITH ...**

Fate Questions

Emotional Quests

Horror Progress Track

Thread Progress Track

Running Solo Procedural Dramas

**OTHER THOUGHTS**

The Mystery Matrix rules introduce Discovery Checks, a mechanic that is used again later in various rules.

## EVENT CRAFTING

This is a generalized version of Location Crafting that applies the mechanic of expansive procedural discovery to anything, not just locations.

**WHERE TO FIND IT**

Mythic Magazine #24

**THIS RULE WORKS WELL WITH ...**

Location Crafting

## SOLO ADVENTURE MODULES

A framework for making prepared adventure modules designed for Mythic solo play.

**WHERE TO FIND IT**

Mythic Magazine #11 & #22

Mythic Magazine Compilation #2

**THIS RULE WORKS WELL WITH ...**

Scenes

Lists

Location Crafting

Keyed Scenes

Turn Any Show, Movie, Or Book Into A Solo Adventure

**OTHER THOUGHTS**

MM#11 and MMC#2 contain the full Solo Adventure Module "The Secret Of Tockley Manor".

MM#22 contains the full Solo Adventure Module setting "Journey To The Isle Of Kitra".

## GENERATING ADVENTURE PUZZLES

A system for randomly generating dungeon crawl style puzzles as you play.

**WHERE TO FIND IT**

Mythic Magazine #23

**THIS RULE WORKS WELL WITH ...**

Location Crafting

Meaning Tables

## TURN ANY SHOW, MOVIE, OR BOOK INTO A SOLO ADVENTURE

Guidelines for converting stories from one medium into a solo adventure.

**WHERE TO FIND IT**

Mythic Magazine #20

**THIS RULE WORKS WELL WITH ...**

Solo Adventure Modules

Generating NPC Statistics

Scenes

Lists

Location Crafting

Keyed Scenes

Running Solo Procedural Dramas

## EMOTIONAL QUESTS

A system to guide Mythic adventures along a story arc of personal, emotional renewal for the Player Character.

**WHERE TO FIND IT**

Mythic Magazine #14

**THIS RULE WORKS WELL WITH ...**

Scenes

Fate Questions

Mystery Matrix

Horror Progress Track

Thread Progress Track

Running Solo Procedural Dramas

**OTHER THOUGHTS**

This is another system, like the Mystery Matrix, that focuses Mythic on a particular kind of adventure.
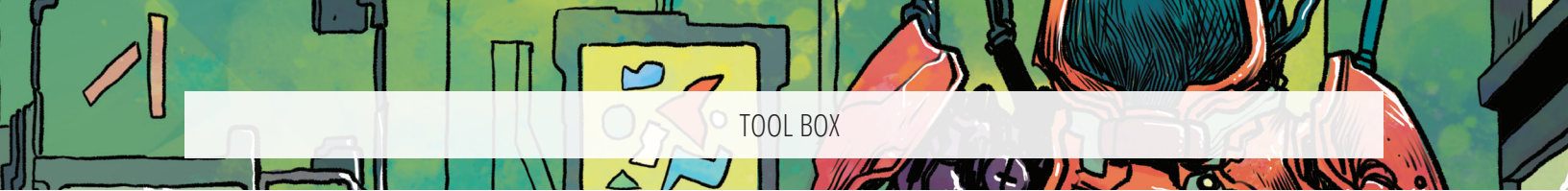
## HORROR PROGRESS TRACK

A method to encourage a Mythic adventure to follow horror themed tension toward an exciting conclusion.

**WHERE TO FIND IT**

Mythic Magazine #19

**THIS RULE WORKS WELL WITH ...**

Scenes

Fate Questions

Plot Armor

Thread Progress Track

Mystery Matrix

Emotional Quests

Running Solo Procedural Dramas

**OTHER THOUGHTS**

The Thread Progress Track is derived from The Horror Progress Track.

## ADVENTURE REDIRECTION TABLE

A random table meant to redirect the focus of an adventure that has gone off track.

**WHERE TO FIND IT**

Mythic Magazine #23

**THIS RULE WORKS WELL WITH ...**

Scenes

Thread Progress Track

## ONE-PAGE MYTHIC

A super simplified version of the Mythic Game Master Emulator, all on one page.

**WHERE TO FIND IT**

Mythic Magazine #25

**THIS RULE WORKS WELL WITH ...**

Meaning Tables

Random Events

## RUNNING SOLO PROCEDURAL DRAMAS

Rules to make a Mythic adventure follow narrative tropes like those found in ongoing, procedural television shows.

**WHERE TO FIND IT**

Mythic Magazine #26

**THIS RULE WORKS WELL WITH …**

Scenes

Mystery Matrix

Emotional Quests

Horror Progress Track

Thread Progress Track

Plot Armor

## SCENE TREATMENTS

Rules for placing thematic spins on new Scenes, giving them a flavor before you start playing in them.

**WHERE TO FIND IT**

Mythic Magazine #26

**THIS RULE WORKS WELL WITH …**

Scenes

## MYTHIC PERSONALITIES

A system for giving Mythic a "personality", biasing prompts and Mythic rules to fit a certain attitude or role-playing style.

**WHERE TO FIND IT**

Mythic Magazine #27

**THIS RULE WORKS WELL WITH …**

Scenes

Themes

# MYTHIC PERSONALITIES TABLE

| PERSONALITY | CONTEXT | MODIFICATIONS |
|---|---|---|
| **Everything's Going To Be Alright** | Mythic is a kind Game Master that doesn't want anything bad—or at least not too bad—to happen to your Player Character. | Ⓜ The PC is protected by Plot Armor, they cannot be killed. If something in the adventure indicates that the PC is done, then instead of that happening something of a lesser degree happens and the PC is somehow removed from the dangerous situation.<br><br>Ⓜ If a Random Event generates something truly awful for your PC, generate a second Event and go with the easier of the two. |
| **Yell At The Umpire** | Mythic wants you to have a good time, and gets mad at the Game Master when the adventure gets overwhelming ... even though Mythic is the Game Master. | If a Scene goes very much against the PC then the next Scene will be easier with the following changes:<br><br>Ⓜ Regardless of what kind of Scene this is, include an automatic Random Event early in the Scene with an Event Focus of PC Positive.<br><br>Ⓜ If the Chaos Factor is greater than 5 then reduce it to 5. |
| **Total Party Killer** | Mythic is a harsh Game Master, relishing encounters that overwhelm your Player Character. And if it gets to be too much? Well, you can always roll up another PC. | When asking Fate Questions that involve challenges, the answer always shifts one step toward the more challenging answer. For instance, "Does the goblin attack?" An Exceptional No would become a No, a No would become a Yes, and a Yes would become an Exceptional Yes. |
| **Something Funny Happened On The Way** | Why so serious? Role-playing should be fun. Or, better yet, it should be funny! Mythic can't resist building jokes and absurdity into the adventure. | Whenever you roll on a Meaning Table to generate detail, additionally roll a d10. A result of 1-5 means to make the detail you generate absurd. Do this by rolling for a second pair of Meaning words and interpret them to be something contradictory to the first word pair. |
| **How Are You Feeling Today, Mythic?** | Mythic is in a mood today, and this disposition comes through in all the prompts. | Roll for a pair of words on the Character Personality Meaning Table and interpret the result as the personality Mythic will bring to this adventure. Use this personality as Context when interpreting prompts from Mythic throughout the adventure. |

## MYTHIC PERSONALITIES TABLE

| PERSONALITY | CONTEXT | MODIFICATIONS |
|---|---|---|
| **Slay The Beast, Grab The Loot!** | Mythic is old school when it comes to role-playing, it's all about kicking monster butt and getting loot! | If a Scene presents a good opportunity for combat, such as the PC entering a dungeon room, but combat doesn't happen, then:<br><br>Ⓜ Roll a d10. On a 1-5 a fight does happen. Ask Fate Questions or Discover Meaning to determine what you are fighting if you need to.<br><br>Ⓜ If the PC does engage in combat, whether through normal Mythic play or by rolling a 1-5 above, and the PC prevails and wins, then roll a d10. On a 1-5 something is discovered that is beneficial to the PC. Ask Fate Questions or Discover Meaning to determine what it is. This find is in addition to anything recovered through normal Mythic play. |
| **Grimdark, I Am Thee!** | Mythic loves the doomy stylings of a grimdark adventure. | Whenever there is an Interrupt Scene or a Random Event, roll a d10. On a 1-5 Mythic goes grimdark with the following result:<br><br>Ⓜ Generate the Interrupt or Random Event as normal, but also consider the following as Context when you interpret the Event: "This Event is dark and gloomy, violent if possible, and may present the PC with a morally ambiguous choice between good and evil." |
| **Anger Management Issues** | Mythic's in a bad mood and is going to take it out on your Player Character. | Whenever you roll on the Event Focus Table, first roll a d10. If you get a 1-5 then instead of rolling on the Event Focus Table the Event Focus is an automatic PC Negative. |
| **Temperamental Time** | Mythic's in a variable kind of mood today. | Ⓜ Roll on the Random Mythic Personalities Table to determine what personality Mythic starts the adventure with.<br><br>Ⓜ Whenever an Interrupt Scene is generated in this adventure, roll on the Random Mythic Personalities Table again to change Mythic's personality.<br><br>Ⓜ When rolling on the Random Mythic Personalities Table, consider any result of "Temperamental Time" as meaning Mythic doesn't have a special personality, playing under normal Mythic rules. |

## MYTHIC PERSONALITIES TABLE

| PERSONALITY | CONTEXT | MODIFICATIONS |
|---|---|---|
| **Miserly Mythic** | Mythic is in a stingy mood. If your PC is going to get goodies they have to earn them. On second thought, even then you probably can't have them. | Whenever a Mythic prompt, such as a Fate Question or Discovering Meaning, indicates your PC has found a useful item or resource, roll a d10. On a 1-5 your PC gets half the quantity or potency of what you would have interpreted for the result. If the resource cannot be divided in half then your PC gets nothing. |
| **I Like Treasure, You Like Treasure, We All Like Treasure!** | Mythic is generous with Player Character rewards. | Whenever a Mythic prompt, such as a Fate Question or Discovering Meaning, indicates your PC has found a useful item or resource, roll a d10. On a 1-5 your PC gets twice the quantity or potency of what you would have interpreted for the result. |

## RANDOM MYTHIC PERSONALITIES TABLE

| ROLL | PERSONALITY |
|---|---|
| **1-10** | Everything's Going To Be Alright |
| **11-20** | Yell At The Umpire |
| **21-25** | Total Party Killer |
| **26-35** | Something Funny Happened On The Way |
| **36-45** | How Are You Feeling Today, Mythic? |
| **46-55** | Slay The Beast, Grab The Loot! |
| **56-65** | Grimdark, I Am Thee! |
| **66-70** | Anger Management Issues |
| **71-80** | Temperamental Time |
| **81-90** | Miserly Mythic |
| **91-100** | I Like Treasure, You Like Treasure, We All Like Treasure! |

# CHARACTER PERSONALITY

| | | | |
|---|---|---|---|
| **1:** Active | **51:** Humorous |
| **2:** Adventurous | **52:** Inconsistent |
| **3:** Aggressive | **53:** Independent |
| **4:** Agreeable | **54:** Interesting |
| **5:** Ambitious | **55:** Intolerant |
| **6:** Amusing | **56:** Irresponsible |
| **7:** Angry | **57:** Knowledgeable |
| **8:** Annoying | **58:** Larcenous |
| **9:** Anxious | **59:** Leader |
| **10:** Arrogant | **60:** Likable |
| **11:** Average | **61:** Loyal |
| **12:** Awkward | **62:** Manipulative |
| **13:** Bad | **63:** Mercurial |
| **14:** Bitter | **64:** Naive |
| **15:** Bold | **65:** Nervous |
| **16:** Brave | **66:** Oblivious |
| **17:** Calm | **67:** Obstinate |
| **18:** Careful | **68:** Optimistic |
| **19:** Careless | **69:** Perceptive |
| **20:** Classy | **70:** Perfectionist |
| **21:** Cold | **71:** Practical |
| **22:** Collector | **72:** Prepared |
| **23:** Committed | **73:** Principled |
| **24:** Competitive | **74:** Protect |
| **25:** Confident | **75:** Quiet |
| **26:** Control | **76:** Quirky |
| **27:** Crazy | **77:** Rash |
| **28:** Creative | **78:** Rational |
| **29:** Crude | **79:** Respectful |
| **30:** Curious | **80:** Responsible |
| **31:** Deceptive | **81:** Restless |
| **32:** Determined | **82:** Risk |
| **33:** Devoted | **83:** Rude |
| **34:** Disagreeable | **84:** Savvy |
| **35:** Dull | **85:** Searching |
| **36:** Emotion | **86:** Selfish |
| **37:** Empathetic | **87:** Selfless |
| **38:** Fair | **88:** Shallow |
| **39:** Fastidious | **89:** Social |
| **40:** Follower | **90:** Strange |
| **41:** Foolish | **91:** Strong |
| **42:** Friendly | **92:** Studious |
| **43:** Good | **93:** Superstitious |
| **44:** Gourmet | **94:** Tolerant |
| **45:** Greed | **95:** Vindictive |
| **46:** Haunted | **96:** Vocal |
| **47:** Helpful | **97:** Wary |
| **48:** Honest | **98:** Weak |
| **49:** Honor | **99:** Wild |
| **50:** Humble | **100:** Wise |

# MEANING TABLES: ACTIONS

## ACTION 1

**1:** Abandon
**2:** Accompany
**3:** Activate
**4:** Agree
**5:** Ambush
**6:** Arrive
**7:** Assist
**8:** Attack
**9:** Attain
**10:** Bargain
**11:** Befriend
**12:** Bestow
**13:** Betray
**14:** Block
**15:** Break
**16:** Carry
**17:** Celebrate
**18:** Change
**19:** Close
**20:** Combine

**21:** Communicate
**22:** Conceal
**23:** Continue
**24:** Control
**25:** Create
**26:** Deceive
**27:** Decrease
**28:** Defend
**29:** Delay
**30:** Deny
**31:** Depart
**32:** Deposit
**33:** Destroy
**34:** Dispute
**35:** Disrupt
**36:** Distrust
**37:** Divide
**38:** Drop
**39:** Easy
**40:** Energize

**41:** Escape
**42:** Expose
**43:** Fail
**44:** Fight
**45:** Flee
**46:** Free
**47:** Guide
**48:** Harm
**49:** Heal
**50:** Hinder
**51:** Imitate
**52:** Imprison
**53:** Increase
**54:** Indulge
**55:** Inform
**56:** Inquire
**57:** Inspect
**58:** Invade
**59:** Leave
**60:** Lure

**61:** Misuse
**62:** Move
**63:** Neglect
**64:** Observe
**65:** Open
**66:** Oppose
**67:** Overthrow
**68:** Praise
**69:** Proceed
**70:** Protect
**71:** Punish
**72:** Pursue
**73:** Recruit
**74:** Refuse
**75:** Release
**76:** Relinquish
**77:** Repair
**78:** Repulse
**79:** Return
**80:** Reward

**81:** Ruin
**82:** Separate
**83:** Start
**84:** Stop
**85:** Strange
**86:** Struggle
**87:** Succeed
**88:** Support
**89:** Suppress
**90:** Take
**91:** Threaten
**92:** Transform
**93:** Trap
**94:** Travel
**95:** Triumph
**96:** Truce
**97:** Trust
**98:** Use
**99:** Usurp
**100:** Waste

## ACTION 2

**1:** Advantage
**2:** Adversity
**3:** Agreement
**4:** Animal
**5:** Attention
**6:** Balance
**7:** Battle
**8:** Benefits
**9:** Building
**10:** Burden
**11:** Bureaucracy
**12:** Business
**13:** Chaos
**14:** Comfort
**15:** Completion
**16:** Conflict
**17:** Cooperation
**18:** Danger
**19:** Defense
**20:** Depletion

**21:** Disadvantage
**22:** Distraction
**23:** Elements
**24:** Emotion
**25:** Enemy
**26:** Energy
**27:** Environment
**28:** Expectation
**29:** Exterior
**30:** Extravagance
**31:** Failure
**32:** Fame
**33:** Fear
**34:** Freedom
**35:** Friend
**36:** Goal
**37:** Group
**38:** Health
**39:** Hindrance
**40:** Home

**41:** Hope
**42:** Idea
**43:** Illness
**44:** Illusion
**45:** Individual
**46:** Information
**47:** Innocent
**48:** Intellect
**49:** Interior
**50:** Investment
**51:** Leadership
**52:** Legal
**53:** Location
**54:** Military
**55:** Misfortune
**56:** Mundane
**57:** Nature
**58:** Needs
**59:** News
**60:** Normal

**61:** Object
**62:** Obscurity
**63:** Official
**64:** Opposition
**65:** Outside
**66:** Pain
**67:** Path
**68:** Peace
**69:** People
**70:** Personal
**71:** Physical
**72:** Plot
**73:** Portal
**74:** Possession
**75:** Poverty
**76:** Power
**77:** Prison
**78:** Project
**79:** Protection
**80:** Reassurance

**81:** Representative
**82:** Riches
**83:** Safety
**84:** Strength
**85:** Success
**86:** Suffering
**87:** Surprise
**88:** Tactic
**89:** Technology
**90:** Tension
**91:** Time
**92:** Trial
**93:** Value
**94:** Vehicle
**95:** Victory
**96:** Vulnerability
**97:** Weapon
**98:** Weather
**99:** Work
**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:** Knowledgable |
| **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 |