

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

MYTHIC MAGAZINE



Never-Ending Adventures

Running Ongoing,
Questless Adventures

Mythic RPG
Narrative
Combat

VOLUME 28



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](https://www.patreon.com) AND [DRIVETHRURPG.COM](https://www.drivethrurpg.com).

PATREON

[WWW.PATREON.COM/WORDMILLGAMES](https://www.patreon.com/wordmillgames)

DriveThruRPG

[WWW.DRIVETHRURPG.COM/BROWSE/PUB/480/WORD-MILL](https://www.drivethrurpg.com/browse/pub/480/word-mill)

WRITING & DESIGN

Tana Pigeon

COVER ARTWORK

Jorge Muñoz

INTERIOR ARTWORK

*Tithi Luadthong via 123RF.com
& Jorge Muñoz*

Word Mill
GAMES

5055 Canyon Crest Dr. • Riverside, CA 92507

www.wordmillgames.com

Mythic Magazine © Copyright 2023 by Tana Pigeon and Word Mill Games. All rights reserved. Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews or pages clearly marked for personal use, is expressly prohibited. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Table Of Contents

NEVER-ENDING ADVENTURES.....3

How Could An Adventure Never End?.....	3
Survival Adventures.....	4
Never-Ending Sandbox Adventures.....	6
Daisy-Chain Quests.....	8

MYTHIC RPG NARRATIVE COMBAT.....10

Narrative Combat.....	11
Ranks.....	11
<i>Resisted Ranks Odds Table</i>	14
Let's Fight!.....	16
<i>Combat Actions</i>	17
Clash Check.....	21
Wounds.....	24
<i>Incapacity Check</i>	25
Special Circumstances.....	28
<i>Combat Modifiers Tables</i>	30
Equipment.....	33
<i>Equipment Ranks Table</i>	34

COLLECTED TABLES.....35

COVER ART.....44

And The Story Goes On

Greetings Mythicists! This issue is the “narrative” issue, taking a look at stretching out a single adventure narrative indefinitely and making *Mythic RPG* combat simpler and more story driven.

In “Never-Ending Adventures” I float the idea of creating questless adventures that have no end. These adventures take a certain narrative point of view, for instance a survival situation where your PC is just trying to not perish or an open sandbox where you are free to roam without a specific purpose.

In “Mythic RPG Narrative Combat” I revisit *Mythic RPG*’s combat system, offering a simpler alternative that places an emphasis on the story implications of combat actions. This reduces the amount of rolling required for battles and gives you greater freedom to interpret combat outcomes.

I hope these ideas help keep your games rolling!

Happy adventuring!





WHAT IF

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

Never-Ending Adventures

One of the many things that I love about solo role-playing is that there are many ways you can approach an adventure, some of which are difficult or impossible with group social role-play.

In this article I'm going to look at what I'm calling "Never-Ending Adventures", which are adventures that have no set goal or endpoint. While such a game could be run with a group, I think it wouldn't be so easy. With just you, your imagination, and whatever resources you wish to use, there's interesting potential in a game that never ends.

HOW COULD AN ADVENTURE NEVER END?

Just to be clear, I'm not talking about an adventure meant to extend into infinite. I'm thinking of an adventure that is also a campaign and that is also your Player Character's entire career. That PC is made for the adventure, and the adventure doesn't end because it doesn't have



It's time to hit the road and never look back.



an end Thread or goal to achieve. I see a Never-Ending Adventure as placing a Player Character on a path that is a perpetual loop.

There are three specific kinds of adventures I have in mind for this:

- ❶ **SURVIVAL:** Your Player Character is stuck in a desperate situation they cannot escape from. They are simply trying to survive one day to the next.
- ❷ **NEVER-ENDING SANDBOX:** The Player Character is simply living their life in the adventure environment you've created. Sometimes that will involve goals, sometimes they're just going about their business.
- ❸ **DAISY-CHAIN QUESTS:** This concept cheats my premise a bit, but it still fits I think. Your PC is on a quest, but upon completion that quest automatically leads to a follow-on quest, which also leads to another quest, and so on.

SURVIVAL ADVENTURES

Survival is a worthy goal in and of itself. When all else is lost, just getting from one day to the next is an achievement. The survival genre is very much alive in film, from after-the-fall style sci-fi to zombie apocalypses. This is also a popular video game genre, where the entire goal of the game is to survive in a jungle, or in a frozen wasteland, or scrounge resources while shipwrecked.

I especially like video game survival as a model for making solo role-playing survival. While there is a backstory to how you ended up where you are, from there on out it's all about battling the elements, surviving whatever dangers are lurking, finding vital resources, and making what you need to get by.



ONE ADVENTURE TO RULE ALL

I see a Never-Ending Adventure as a single adventure that is itself a campaign. Practically speaking, it's no different from starting any other solo adventure. You're still going to prepare for it how you like, make a first Scene, and get the action rolling.

Psychologically, however, it's a little different. In most games we start with the intention of eventually ending, whether by discovering and accomplishing a major Thread or when we think the adventure has run its course. With a Never-Ending Adventure we start knowing that we aren't going to conclude it. It'll end, of course, one way or another: maybe your Character dies, or you do finally reach an end point that stops it, or you tire of the scenario.

But from an individual adventure standpoint, this kind of adventure begins without the express intention of ending it.

Getting Started

A Never-Ending Survival adventure needs a good premise to get it going. This is an idea that you're going to have to craft a little carefully, it can't be left entirely up to chance like a normal first Scene might be.

One way to go about this is to have a session zero Scene where you ask Fate Questions, roll for prompts on Meaning Tables, and use any other tools you like to generate adventure world and background details. Maybe you use *The Adventure Crafter* to create a Turning Point that you use as adventure background.

However you go about creating the scenario there is some Context that it has to have.



FILLING OUT LISTS

The Never-Ending Adventure concepts of Survival Adventures and Sandbox Adventures both require some world-building preparation before you play. While this may be more detail than you usually generate for a Mythic adventure, it also gives you a chance to populate your Threads and Characters Lists before you begin.

Coming up with details about your game world, like knowing you may be the last person alive on a world that has been touched by a very advanced alien species, may inspire Threads like “Find alien tools” and “Discover survival resources”. You may include Character List items like “Rogue androids”, “Feral animals”, and “Unstable technology.”

The extra bit of world building required of these play styles can make for Lists already primed for interesting outcomes early in your adventure.



DO I STILL NEED THREADS?

You’re still going to use Threads in a Never-Ending Mythic adventure. Not having an adventure end-goal doesn’t mean your Player Character won’t still have goals. As with any Mythic adventure, you can place any Thread on the Threads List that you like. In fact, it’s probably going to fill up pretty quickly with the kinds of things your PC is searching for in a survival adventure, or personal goals they want to achieve in a sandbox adventure.

The only Thread difference in this type of adventure is that there isn’t going to be a primary Thread that, once achieved, marks the end of your adventure.

SURVIVAL CONTEXT

If you’re using random prompts to generate inspiration, such as Random Events or Meaning Tables, some essential Context should be in place that assumes the Player Character is stuck in a situation they cannot escape from, and it’s a desperate situation of survival. With this in mind you can create just about any background for the adventure, then modify it until it satisfies the Context.

The Player wants a Never-Ending Survival adventure for their scientist Character. The Player’s chosen RPG is a modern horror game that has some high-tech elements; they plan to use this system and its setting as a starting point.

Through a series of Fate Questions and rolling for word prompts on Meaning Tables the Player establishes the following information about the adventure world: human beings came into contact

with an otherworldly, alien intelligence that at first seemed benevolent; the Player Character was a government scientist tasked with studying the aliens; something went wrong and it turns out the entities aren’t so nice after all and something terrible happened.

The Player pauses for a moment. In a normal game they might decide that the PC has learned a dark secret and now has to work to try and stop the end of the world at the hands of the aliens. However, we’re trying to make a desperate survival game out of this, not a “hero saves the world” game.

The Player decides to run with this idea by taking it to it’s next logical level: the aliens did something terrible that somehow made almost every single person on Earth disappear. Just gone. The scientist appears to be the only human left on the planet.

The PC is going to have to try and live in this ruined world. The Player is starting this adventure with the Context that there is no solution to this problem, people are gone. They aren’t going to be able to undo that. Now it’s all about figuring out how to stay alive.

NEVER-ENDING SANDBOX ADVENTURES

I think sandbox style adventures, where your Player Character exists in a world full of potential and exploration but also without a starting overarching goal, is already quite popular in solo role-play and is very easy to do. All you need is your Player Character, some understanding of their background and what they do in the world, and some knowledge about the world around them. From there you just head off and do whatever you want and see what happens.

I think some Players are initially unsure how to go about setting up this kind of adventure. Most games are about accomplishing a specific goal, and those goals often define the adventures. A sandbox adventure is more defined by your Player Character, what they decide to do, and the consequences of those actions.

Getting Started

Similar to Survival Adventures, a Never-Ending Sandbox adventure also requires more up-front preparation than a typical Mythic adventure might. Not only do you need to know who your Player Character is, but you should have some idea about the world they live in and what their role is in it. You don't need to fully flesh out everything, after all a lot of the fun of the sandbox approach is exploration. However, you need to know enough so your Character can make choices right away in Scene 1.

This may require slightly more world-building than is required of a Survival adventure, but it can be accomplished the same way: asking Fate Questions, Discovering Meaning on the Meaning Tables, etc.



NEW BEGINNINGS, KIND OF

While I'm suggesting that Never-Ending adventures have no conclusion, there are some circumstances where you may want to end them temporarily. Sort of.

As with any long-running adventure, your Lists are going to become full eventually and will need some editing. You can do this right before starting a new Scene. Take a pause, get a blank List sheet, and copy over List elements you want to keep. This is the same advice as the "Cleaning Up Lists" sidebar offers on page 113 of *Mythic Game Master Emulator Second Edition*.

This isn't ending the adventure and starting a new one, but it is a pause to do some adventure clean-up.

A Never-Ending adventure can also get to a point where it feels meandering and lost, needing a push into more interesting territory. You can help it along by taking a fresh start; decide that the next Scene is going to be another "first" Scene. This means you can come up with the Scene any way you like, as with any first adventure Scene, giving you a lot of control over its narrative.

This allows you to take a direct hand in adjusting the storyline of your adventure. Maybe you want to move the adventure along by jumping the timeline forward a year, where your PC has explored some of the surrounding area and built a safe place to live, for instance.

Doing another first Scene is like starting over with a new adventure, except it's the same adventure but with new ideas injected into it. This would also be a good time to clean up your Lists, as noted above.

These steps can help revitalize a Never-Ending adventure with new scenery, goals for your Player Character, or circumstances to deal with.

Just Another Day

A Never-Ending Sandbox adventure will likely start in very unexciting fashion. For instance, you may have determined that your PC is a retired space marine who has settled on a rustic planet on the galactic rim. Early adventure Scenes may consist of the PC going into town to buy supplies, spending a week hiking the nearby hills, and taking time to keep his battle skills sharp.

There's no real long-term goal in any of that other than the PC just doing what they want to do in the world you've created.

As time goes on opportunities will develop. Maybe your PC makes friends in town, and those friends are being shaken down by local organized crime. They could use protection from a trained professional such as yourself. Or maybe while hiking in the hills your PC discovers an

abandoned mine with mysterious contents.

You can choose any goal you wish to pursue, or not, of course. The point of the Never-Ending Sandbox is that it's less forward driven than a typical solo RPG experience. Normally, you may encourage Mythic to generate a Thread you can focus on as the main point of your adventure.

With a Never-Ending Sandbox approach you're taking a more relaxed posture toward Threads and goals. Pursue something if you like, or not.

The choices you make will lead to the building of more Context, as with any Mythic adventure. Since the adventure has no end to it, those choices and their consequences will keep building on each other. Even when you do pursue goals and accomplish them the adventure doesn't end. All the elements and Context you've generated still linger and are relevant.



DAISY-CHAIN QUESTS

This concept is based on a typical solo adventure, where you accomplish a primary goal and you're done, except instead the conclusion of one major goal leads directly to another.

In this way the adventure is continuously leap-frogging from one goal to the next. A lot of adventures as part of a larger campaign probably do this naturally. For instance, you may have concluded an adventure where you saved the kingdom from the Rat Lord, but during that adventure you learned a legend of a secret treasure. Seeking out that treasure may be the goal of your next adventure.

With a Daisy-Chain Quest I want to take that natural proclivity to move on to the next adventure and ramp it up, making the next adventure an automatic inevitability of the adventure you just concluded. In other words, your Player Character is never going to be done

resolving the chain of quests; completion always catapults you into the next goal.

Most of us are familiar with this kind of story development as it's the basis for many on-going television shows. You may spend a season watching your heroes achieve a major accomplishment, and now they can rest with a job well done. But wait! They may have saved the day, but by doing so they have unleashed something else that they'll have to take care of next season. And so on, and so on, season after season.

Getting Started

A Daisy-Chain Quest begins like any other Mythic adventure. It differs in how it ends and the next adventure begins.

Unlike the other adventure formats these adventures do end, at least temporarily. When you've accomplished a main goal the adventure is over.



But not really.

When you start your next adventure with this Player Character, create your first Scene as you normally would but include this additional Context: This first Scene is a direct result of the end of the last adventure, and continues the idea of the main Thread that was accomplished.

That's fairly general Context, but the point is that this new adventure becomes the next phase of the last adventure. You have a lot of freedom in how you want to interpret that. Maybe you decide to raise the stakes and basically repeat the previous goal, but with something more severe. For instance, if the goal in the last adventure was to defeat the evil lord, you might have succeeded only to discover the evil lord was serving an evil god, whom you must now stop.

Or you could go with a consequence of the previous adventure. For instance, maybe you stopped the evil lord but in so doing you picked up a curse where one night a week you turn into a ravenous monster. Now you have to go on a quest to cure yourself of the curse.

Daisy-Chain Quests are fun because you can keep developing the original idea with new iterations every adventure, evolving the story.

A Player Character Priestess of Garic completed an adventure where she helped end the evil of the dark sorcerer Sammal. However, this leads to the discovery of a threatening ancient god ...

So the PC has an adventure where she discovers a lost temple on a mountain top and is able to seal the ancient god away from our world forever ...

But in so doing she has upset the balance of nature in the region and now must quest to deliver the People of the Valley to a new homeland before savage magic-powered earthquakes kill everyone. With wisdom and diplomacy the priestess succeeds, however ...



NEVER ENDING STORY

I think a single, long adventure that covers the entire career of one Player Character has appeal. There is an unbroken continuity to this Character's life and exploits. This kind of solo experience is very Character oriented as it shifts the focus from goals and onto the PC. Goals are still there but they are not driving the action as much; it's all about the PC and what they do.

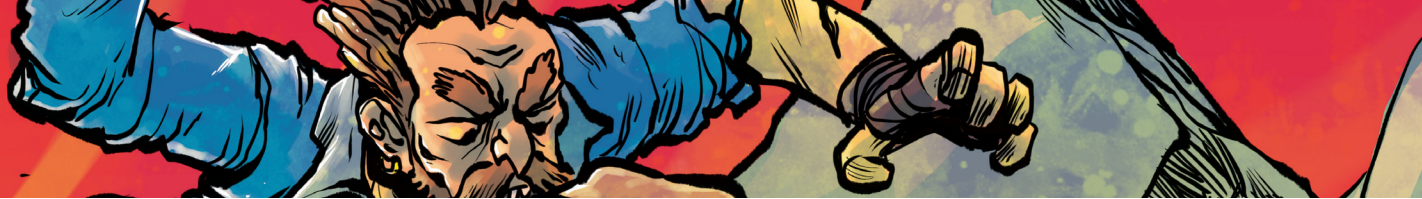
This article is about proposing ideas for Never-Ending adventure structures and offering thoughts on how to craft them in the beginning. However, you could also develop a never-ending adventure from a standard adventure.

Maybe you have a Player Character you enjoy who's been through several adventures. During those experiences you've developed some good storylines around your PC and have gotten to know the adventure world quite well. With your next adventure you could decide that, once the primary Thread is resolved, you will continue it as a Never-Ending Adventure.

The previous adventures have done all the world-building you need. Now you can let yourself sink into your Character and the environment you've built.

She had to ask a favor of a neighboring royal for his help, and now he's cashing in the favor requiring her to go on a quest for him to infiltrate a dangerous cult in his kingdom and root out their leader. The PC does this in a long urban adventure involving lots of intrigue and danger. She succeeds in getting the cult leader arrested, accomplishing her goal, however ...

And the story goes on, iteration after iteration, adventure after adventure.



VARIATIONS

New rules and twists on current rules

Mythic RPG Narrative Combat

This article began as an attempt to provide a simplified version of the *Mythic Role Playing Game* combat system. However, as I worked on it I realized that making the combat rules in the red book simpler was also making them feel more narrative-friendly, in the sense that combat oriented Fate Questions required more interpretation. I decided to lean into this for several reasons.

First, the outcomes of combat in *Mythic RPG* are decided the way everything else is decided, using Fate Questions. Fate Questions are primarily used in Mythic to learn about your adventure world; they further the narrative of your game. However, the combat rules in *Mythic RPG* require a number of steps making Fate Questions feel less narrative-focused. Reducing the number of rolls required for an exchange of combat makes the Fate Questions feel more like how they should feel, like you're building a story.

Secondly, by bringing a more narrative focus into combat rules it allows Players to decide for themselves if they want combat to feel detailed and crunchy or more abstracted and interpreted.



RANK RULES

Mythic RPG uses Ranks to determine Character Attributes and Abilities like strength or martial skills. Those are important to combat, of course, but if you don't have *Mythic RPG* this article includes a summary of how Ranks work and how you can use them with *Mythic Game Master Emulator*.

The Ranks listed in this article are named the same as in *Mythic RPG*, so you can use the Fate Chart in the red book if you like with these rules. You can also use Ranks with the Fate Chart in *Mythic Game Master Emulator*, either first or second edition. The Ranks system in this article converts an Acting Rank against a Difficulty Rank into Odds to use with the blue books' Fate Charts.

Using the rules in this article you can choose your level of combat detail without altering any of the mechanics used: they all utilize the same mechanics. This also feels more in tune with how Mythic functions overall.





NARRATIVE COMBAT

What do I mean by “Narrative Combat”? This combat system places the emphasis on the outcome of combat more than on the incremental steps to getting there. In practical terms this means a simpler approach to combat with fewer dice rolled. While there are rules for adjudicating the results of a battle, the Player has some latitude in how they want to interpret these results.

The original *Mythic RPG* combat system requires three rolls per combat exchange: A roll to determine which combatant acts, a roll to see if they hit, and a roll for damage. The mechanics in this article require a single roll during a combat exchange. That roll determines who acted, if they hit, and how much harm they did.

In addition to requiring less dice rolling, this system also emphasizes that you determine what is happening during combat using the results of the combat Fate Questions as inspiration. This is

in keeping with Mythic’s rules overall, where Fate Question answers serve as prompts to interpret.

It doesn’t mean that combat results are completely open to interpretation. There are rules for determining exactly how much damage is done in a fight, for instance, but what that actually looks like narratively is up to you.

RANKS

Before we dive into the nitty gritty of brawling we need to talk about Ranks. If you’re familiar with the *Mythic RPG* system then you already know that Ranks is how Mythic determines the power level of just about everything. From a Player Character’s intelligence to the damage a laser blaster does to an NPC’s skill in flying a plane, a Rank is assigned that determines how strong or weak that characteristic is.

Rank Name

Each Rank is given a name using common language to help identify power levels relative to each other. The Ranks range from Miniscule at the lowest to Superhuman at the peak.

These Rank names assume a human standard: we are describing the power of a human being. What is Superhuman to an average person might just be typical for a supernatural being or something that's not alive, like a vehicle. However, we need to set some standard to measure our Ranks by, and humans will do.

Gorn, a barbarian Player Character, is facing off against a large, angry ogre wielding a club. The barbarian is a very skilled fighter, with a sword Ability of Awesome. He is also very strong, with a strength Attribute of Exceptional. He's going to need all that skill and strength. While the ogre is not a skilled fighter, having a combat Rank of Low, he is very strong with a Strength value of Superhuman.

MOVING OFF THE SCALE

Superhuman and Miniscule both continue off the chart with additional values measured in numerical increments. For instance, Superhuman progresses to Superhuman 2, then Superhuman 3, etc., while Miniscule continues to Miniscule 2, Miniscule 3, etc. Each additional Rank of Superhuman can be considered a doubling of its previous effectiveness, while each additional Rank of Miniscule halves the effectiveness. See the sidebar, "What Do The Ranks Measure?" on page 13 for guidance on how to evaluate the effectiveness of each Rank.

RANKS

RANK NAME	RANK NUMBER
SUPERHUMAN 2+	+1 per Rank
SUPERHUMAN	6
AWESOME	5
INCREDIBLE	4
EXCEPTIONAL	3
HIGH	2
ABOVE AVERAGE	1
AVERAGE	0
BELOW AVERAGE	-1
LOW	-2
WEAK	-3
MINISCULE	-4
MINISCULE 2+	-1 per Rank

Rank Number

A Rank Number is provided if you'd rather use a number to describe Ranked characteristics rather than use a descriptor. For instance, the barbarian PC with a sword skill of Awesome could also be described as having sword skill of 5.

The numerical Ranks also make it easier

when comparing Ranks to determine their Rank difference. This is important for determining the outcome of Resisted Rank Rolls, which is what most of combat will consist of.

Resisted Ranks Rolls

Mythic Ranks, especially in combat, are usually going to be used in opposition to another Rank. This is a Resisted Ranks Roll, with an Acting Rank rolling against a Difficulty Rank.

The Acting Rank is derived from the adventure element that is trying to overcome the other Rank, which becomes the Difficulty Rank. The barbarian fighting the ogre is using his combat skill as the Acting Rank, and the ogre is also using his combat skill as the Difficulty Rank. This is a Resisted Ranks Roll of Awesome (5) versus Low (-2).

To see if the Acting Rank prevails over the Difficulty Rank compare them to see how many Rank Shifts (denoted as RS sometimes for brevity) there are between the Ranks. Consult the Resisted Ranks Odds Table (on the next page) to see what Odds this gives you. These Odds are used in the combat oriented Fate Questions.

Alternatively, if you're using *Mythic RPG*, instead of calculating the Rank Shift differences you can use that book's Fate Chart which lists the Ranks directly.

Ranks Important To Combat

There are a handful of Attributes, Abilities, and values that are important to Mythic combat. While the *Mythic RPG* rules offer suggestions on what Attributes Characters in your adventure world should have, it's ultimately up to you to define what types of Attributes are important enough to be given Ranks. Regardless of what they are called, there are some that fall into general categories that are used in combat.



WHAT DO THE RANKS MEASURE?

Mythic Ranks are given names to make it easier to choose Ranks for an object or NPC as you play. It's a matter of interpretation: a scientist is highly trained in her field so she has a genetic engineering skill of High, but a mad scientist super villain is making cutting edge genetic advancements, so we might say his genetic engineering Rank is Awesome.

What these values actually mean, in real world terms, is up to you. It's often not necessary to know an objective, real world value for a Rank. It's enough to know that one Character is more skilled than another, and using terms like Weak or Exceptional give us enough of an idea to be able to ask and interpret Fate Questions using the Ranks.

Sometimes you may have to come up with a real world value for a Rank to help you compare it to another Rank. For instance, if a warrior has a strength Rank of Incredible how much weight can he lift? That is up to you to determine and once you determine a value for a Rank you can keep using that value for the rest of your adventure.

It's also helpful to know, or at least have a ballpark estimate, a value for Ranks once they go off the scale with Superhuman and Miniscule. Those Ranks specifically are double or half the effectiveness of the Rank preceding it so having some idea of what a Rank value of Superhuman equates to is useful.

Generally, Ranks of Average should be considered the average value for a normal person in your adventure world who possesses that Attribute. If it's an Ability like a skill or talent then they are an average member of someone who has the minimum level of that skill to be considered a professional. A Rank of Awesome is usually the top Rank for a normal human and Superhuman is about double the effectiveness of Awesome.

Having a general idea of what Average and Superhuman Ranks are is usually all you need to know to use as references for determining the effectiveness of other Ranks.

RESISTED RANKS ODDS TABLE

Difference In Rank Shifts (Acting Rank - Difficulty Rank)	ODDS MGME2E	ODDS MRPG & MGME1E
+6 or more	Certain	Has To Be
+5	Certain	A Sure Thing
+4	Certain	Near Sure Thing
+3	Nearly Certain	Very Likely
+2	Very Likely	Likely
+1	Likely	Somewhat Likely
0	50/50	50/50
-1	Unlikely	Unlikely
-2	Very Unlikely	Very Unlikely
-3	Nearly Impossible	No Way
-4 or less	Impossible	Impossible



CHART CHOICE

These combat rules work with the original Fate Charts from *Mythic RPG* and first edition *Mythic Game Master Emulator* as well as with second edition *Mythic Game Master Emulator*.

The Resisted Ranks Odds Table contains the Odds for both the new Second Edition Fate Chart as well as the classic Chart.

Outcomes will differ slightly based on which Chart you're using and how you're using it. For instance, using the Rank names on the Fate Chart in *Mythic RPG* will give slightly different results than converting Rank Shifts into Odds for the same Fate Chart or the one in first edition *Mythic GME*, which will differ from converting Rank Shifts into Odds with second edition *Mythic GME*.

I suggest using the method you're most comfortable with. The end results will be much the same, with perhaps a slightly different feel based on which one you use. What's more important is staying consistent by using the method you choose exclusively as opposed to switching it up during an adventure.

COMBAT RANK

When performing a Combat Action, such as trying to attack an opponent to do Damage to them, select an Attribute or Ability that seems appropriate to you and use its Rank to determine the outcome of a Clash (which we'll get to in a

moment). Which one you use can be dependent on the situation. For instance, if your PC is attacking a foe with his sword you might have a Sword Skill Rank that you use. If the fight is unarmed you might choose a Reflex Rank or a Strength Rank.

Also choose an appropriate Attribute or skill for the opponent in the same way. These Ranks will oppose each other in a Resisted Rank Roll to determine the outcome of an exchange of combat.

If you aren't using these rules with *Mythic RPG*, and don't already have Ranks established for Characters, you can estimate a Combat Rank as you need them. For instance, a Player using these rules to replace the combat rules of their chosen RPG may decide that since their pirate captain is skilled with a cutlass that they have a sword Combat Rank of Exceptional (3). Most of the crew are decent with a sword, giving them sword Combat Ranks of Above Average (1).

DAMAGE RANK

Combat Ranks help determine who hits whom. Once harm is done you need to determine how much Damage has been done. To do this you need to know the Damage Rank for the Character who won the exchange.

As with the Combat Rank the Damage Rank can be estimated if you don't already have one recorded. For instance, you may know that Gorn the Barbarian does Strength Rank +1RS when he uses a typical sword. With his strength Rank of Exceptional (3) that means his Damage Rank with a sword is Incredible (4).





ADAPTING THIS TO OTHER GAMES

The combat rules in this article are meant as a possible replacement for the fighting rules in *Mythic Role Playing*. However, they can be used with the *Mythic Game Master Emulator* alone or as a replacement for combat rules in your chosen RPG.

If you're using these rules outside of *Mythic RPG* you'll have to determine relevant Ranks by using expectations and interpretation. For instance, if you're playing a game using *Mythic Game Master Emulator* rules without a chosen RPG you may determine Character combat Ranks as you play, estimating them in the moment with what makes the most sense. For instance, you may decide your espionage agent is an Exceptional shot with a gun and is High Ranked in martial arts.

You would make the same estimations for opponents in combat, determining their Ranks based on your expectations. You can test these expectations with a Fate Question if you're uncertain what the Rank should be or if you want some randomness (see "Determining NPC Statistics" on page 127 of *Mythic Game Master Emulator Second Edition* for more information).

If you're using another role-playing game with *Mythic GME* and you want to swap out those combat rules for these you would also make a judgement call on how the values in your chosen RPG translate into Mythic Ranks. The common language names of the Ranks can help. For instance, you may not be sure exactly how a combat skill value in your chosen RPG translates over, but you do know that a particular Character's skill in that game is high. Based on this you may decide the Mythic Rank is High or Exceptional.

TOUGHNESS RANK

Once a Character receives Damage a Rank needs to be determined for how well they can withstand the hit. This is the Toughness Rank. The Damage Rank is compared against the

Toughness Rank to determine how severe a Wound is.

As with the other Ranks, the actual Attribute you choose to represent this is up to you. Maybe your Characters in a *Mythic RPG* adventure have a Toughness Attribute already, or you use the Constitution score in your chosen RPG as a guide, or you extrapolate hit points into a Toughness Rank, or you may prefer something that reflects the will to live and go with a mental trait like willpower.

Whichever characteristic you choose these rules will refer to this as the Toughness Rank. A Toughness Rank is used to resist Damage and to keep moving once a large amount of Wounds has been delivered.

LET'S FIGHT!

Now that we've got the Ranks rules worked out let's get to the good stuff: battling!

This simplified, narrative combat system keeps things pretty streamlined: choose a Combat Action and ask a single Fate Question to resolve that Action. The result of the combat Fate Question will determine if you hurt your opponent, if they hurt you, if you escape from the combat, if some other effect happens that you wanted to happen, or if something unexpected happens.

Combat Clash

Each round of combat is called a Clash. Just like with the original *Mythic RPG* combat system there is no initiative determined and combatants don't trade making attacks. Each Clash determines who hurts whom and any other combat effects that may come into play.

A Clash can be considered a combat round and happens whenever a Character is involved in a fight. For instance, getting into a sword fight

with an opponent is the beginning of a combat and each round of the fight to determine who gets hurt are each a separate Clash. A fight could consist of a single Clash where one opponent takes down the other quickly, or it could last for many Clashes as combatants attack each other.

During each Clash of a fight determine the Combat Action your PC will take. Combat Ranks are determined for your Character and your opponent and those Ranks are treated as a Resisted Ranks Roll in a Fate Question to determine which Character prevails in the Clash.

If either Character is wounded in the Clash then the Damage Rank of the Clash winner is compared to the Toughness Rank of the Clash loser to determine how much Damage takes place. If enough harm is done to a Character they need

to make an Incapacity Check to see if they can continue to fight or if they've been incapacitated. A combat continues like this, Clash after Clash, until one combatant is defeated, Escapes, or the combat is otherwise ended.

Combat Actions

Each Clash choose a Combat Action for your Player Character. There are three general Combat Actions: Damage, Effect, and Escape.

DAMAGE

This Combat Action is the most basic, simply trying to do as much harm to your opponent as you can to incapacitate them. What “incapacitate”

COMBAT ACTIONS			
ACTION	DESCRIPTION	SUCCESS	EXCEPTIONAL SUCCESS
DAMAGE	This is the most basic Combat Action, attempting to incapacitate your opponent by harming them.	A -1RS Wound is inflicted if the Damage Rank equals or exceeds the recipient's Toughness Rank. Give an additional -1RS to the Wound for every 3 Rank Shifts the Damage Rank is above the Toughness Rank.	Give an additional -1RS to the Wound. This applies even if the Damage Rank is 1 or 2 Rank Shifts lower than the Toughness Rank.
EFFECT	You are trying to make something happen such as sweeping your opponent's legs to knock them down or disarming them.	The Character succeeds, getting the Effect they want.	The Character succeeds, getting the Effect they want and receiving a +1RS for the next Clash in this combat.
ESCAPE	The Character is attempting to disengage from the combat and get away.	The Character succeeds in Escaping, ending the combat although this may only be temporary.	The Character succeeds in Escaping, ending the combat and making it unlikely the combat will resume again.

means is up to you, but we'll discuss that more later. This is the action you'll choose when you want to bring the hurt to your opponent.

To determine how much Damage is done with a successful Damage Combat Action compare the Damage Rank against the wounded Character's Toughness Rank. If the Damage Rank matches or exceeds the Toughness Rank then a -1RS Wound is delivered. If the Damage Rank is below the Toughness Rank then no Wound was delivered because the Character was hardy enough to absorb it without slowing them down.

A few things modify this Wound:

- For every 3 Rank Shifts the Damage Rank exceeds the Toughness Rank the Wound is given an extra -1RS. For instance, if Gorn the Barbarian has a Damage Rank of Incredible (4) and hits an opponent with a Toughness Rank of Above Average (1), Gorn would deliver a -2RS Wound because his Rank of 4 is 3 Shifts higher than his opponent's Rank of 1. If the opponent was even weaker, with a Toughness Rank of Low (-2), then Gorn's attack would deliver a -3RS Wound.
- If a Character does very well in an attack then an additional -1RS penalty is added to the wound. This happens when a Character wins a Clash with an Exceptional Yes or loses it with an Exceptional No. This bonus Rank Shift of Wounds applies even if the Damage Rank is no more than 2 Rank Shifts below the Toughness Rank. Damage that is 3 Rank Shifts or lower than the Toughness Rank do no harm at all even with an Exceptional result, but 1 or 2 Rank Shifts lower means the Character delivered a -1RS Wound even though their Damage Rank is lower than the opponent's Toughness Rank.



EFFECT

An Effect Combat Action produces a direct narrative impact or grants an advantage in the next Clash of the combat. This is open to just about any Effect you may want, such as disarming your opponent or nudging them off a building ledge.

Effects can be used to get a desired narrative result. For instance, a Character battling a group of zombies may want a Combat Effect where the zombies follow them in a particular direction. Success with this Effect means the zombies move where the PC wanted them to go.

Another Effect is seeking a combat advantage in the next Clash of the combat. In this case a successful Effect gives a Character a 1RS advantage of some sort in the following Clash. This advantage can come in the form of a +1RS to their Combat Rank, a -1RS in their opponent's Combat Rank, a +1RS in their Damage Rank, or just about anything where a Rank Shift can be applied either positively or negatively.

Gorn has been captured and forced to fight in a gladiator arena. His opponent is fast and strong, and Gorn's having a tough time with him. As a Combat Effect, Gorn scoops up a handful of sand and tosses it at his opponent's eyes. The Combat Effect succeeds. Gorn's Player determines that this gives Gorn's opponent a -1RS to their Combat Rank in the next Clash, which Gorn plans to use to his advantage.

Combat Effects can also include other Combat Actions, Damage or Escape. In a sense Damage and Escape already are Effects, just pre-defined ones. However, you can include a Damage or Escape Combat Action in a Multiple Effect (see "Multiple Effects At Once" on this page).



MULTIPLE EFFECTS AT ONCE

If you want to make Combat Effects more spicy you can bundle multiple Effects into a single Effect Combat Action. Each additional Effect incurs a -1RS to your Combat Rank for pulling off the Effect, so the more complicated the Combat Effect the harder it is to do.

Each Effect in the bundle has to be unique. For instance, one Effect could be gaining a 1RS advantage in the next Clash and another doing Damage, but you couldn't have two Effects that gain 1RS advantages or two Effects that do Damage.

Multiple Effects can be combinations of narrative results, or Effects that grant a Rank Shift advantage in the next Clash, or even incorporate other Combat Actions like Damage or Escape.

For instance, Gorn is battling a large berserking mutant in a jungle. He wants to do an attack that Damages the mutant and also binds him so the barbarian can flee.

In mechanical game terms this is a Multiple Effect that seeks to do Damage, gain a Rank Shift advantage in the next Clash, and includes an Escape. That's three Effects which is two more than the default one, so Gorn suffers a -2RS penalty to his Awesome (5) Combat Rank bringing it to a Rank of 3 for this Clash.

If Gorn succeeds the maneuver may be interpreted like this: Gorn rushes the mutant, slamming into it with his arms wrapped around. With a cry, Gorn lifts the mutant and body slams it onto the ground. He quickly grabs a hanging vine and twists it around the mutant's limbs while it struggles under him. As the beast thrashes in the bindings Gorn gets up and runs into the jungle.

This Multiple Effect would do Damage to the mutant from the body slam, the bindings could be counted as an Effect that gives the mutant a -1RS to whatever it's next action is if it tries to pursue, and it also results in an Escape Combat Action allowing Gorn to end the combat and flee.

Multiple Effects can be combined up to a maximum penalty of -3RS to the Character's Combat Rank, which grants up to 4 Effects.



A CLASH OF ACTIONS

It's possible for one Character in a combat to choose a Combat Action, such as Damage, while the opponent chooses a different Combat Action, like Effect or Escape. Whether the Combat Actions are the same or not a single Clash Check is rolled (we'll get to that on the next page).

Whichever combatant gets a Success or Exceptional Success they will receive the benefit of their Combat Action.

Let's say Gorn is battling a giant eagle on a grassy plain, and in this Clash Gorn's Combat Action is Escape while the eagle's Action is Damage. If Gorn gets a Success in this Clash he is able to disengage from the fight, ending the combat. If the eagle gets a Success instead, it does Damage to Gorn and the combat continues.



ESCAPE

This Combat Action involves disengaging from a combat and escaping. Success at this Combat Action means the combat is over, for the moment.

A simple Yes to the Clash Check Fate Question means the Character succeeded in breaking off from the combat. However, that doesn't necessarily mean they are safe. The opponent could chase them to continue the fight. A Yes to the Clash Test when trying to Escape just means you escaped the immediate fight.

An Exceptional Yes means the Escape is so successful that there is no chance of the fight immediately resuming even if the opponent gives chase.

RANDOM EVENT

A drawn out fight is going to involve a lot of Clash Test Fate Questions, which is many opportunities for a Random Event to occur. Rather than having a fight interrupted by Random Events that aren't necessarily about the fight, assume as Context that any Random Events generated as a result of a Clash Check Fate Question is about the battle itself.

Treat the Event Focus automatically as Current Context, then roll on the Action Meaning Tables to get a pair of words as inspiration.

There are generally two ways to interpret a Random Event during combat. The first is that something happens around you that directly effects the battle. For instance, two opponents fighting on a rickety rope bridge over a roaring river may generate a Random Event during the fight. The Player may interpret the Meaning words to indicate that the bridge sustains damage during the fight, with a rope snapping, causing the bridge to sag and making the fight that much more perilous.

The other way to interpret a Random Event is to have it indicate an action that your opponent is taking. You can use this to indicate when an NPC may go for a Combat Effect instead of Damage in a Clash.

During Gorn's gladiator battle with his opponent a Clash Test generates a Random Event. The Player rolls Meaning words of "Celebrate" and "Conflict".

The Player interprets this to mean that instead of going for Damage in this Clash, Gorn's opponent is going to go for an Effect. If he wins the Clash, he'll address the crowd watching the battle, raise his arms, and start leading them in a cheer for himself. He's stoking the spectators, which pumps up his ego and adrenaline, giving him a +1RS to his Combat Rank in the next Clash.

CLASH CHECK

The combat rules all come together with the Clash Check, which is a Fate Question asking “Does the Character win the Clash?” The “Character” is whichever Character you’re taking the point of view of for the Question, usually your own Player Character. If the Clash is between two NPCs then you would choose which one you are asking the Question for.

State Your Combat Action

The Clash Check begins with a Player stating which Combat Action their PC is taking: Damage, Effect, or Escape. It’s sufficient to just state the Combat Action for now without defining exactly what your PC does narratively; interpreting the Combat Action can wait until after the Clash Check is resolved.

You can use your expectations to determine which Combat Action an NPC takes, most likely selecting Damage. If you aren’t sure what they’ll do or you want their actions to be less certain you can turn it into a Fate Question, such as “Does the NPC choose Damage?” You could also use a Meaning Table for inspiration to determine what they are trying to do, which could lead to an Effect.

Gorn the Barbarian is facing off against the necromancer Thelzul. Gorn has his greatsword ready, the Player choosing Damage as his Combat Action for this Clash.

Since Gorn’s opponent is a sorcerer the Player isn’t sure if they’ll attempt straight damage or something stranger with a spell. The Player poses it as a Fate Question, “Does Thelzul try Damage?” Mythic comes back with a Yes.

CLASH CHECK

FATE QUESTION RESULT	“DOES THE CHARACTER WIN THE CLASH?”
YES	Success
EXCEPTIONAL YES	Exceptional Success
NO	Opponent Success
EXCEPTIONAL NO	Opponent Exceptional Success
RANDOM EVENT	The Random Event will pertain to this combat, either as something happening that impacts the combat or as an action from the opponent. Roll a Random Event with an automatic Event Focus of Current Context.

Resolve The Clash

Next, determine the relevant Combat Ranks at work. This is going to be the Rank each combatant is bringing to this Clash, a relevant skill or Attribute. These Ranks will serve as Acting and Difficulty Ranks in the Opposed Ranks Roll of the Clash Check.

If you’re using the Fate Chart from one of the *Mythic Game Master Emulator* books then compare the Rank numbers, subtracting the Difficulty Rank from the Acting Rank and using the Resisted Ranks Odds Table to get the Odds for this Clash Test.

Consult the Fate Chart, comparing the Ranks on the Chart if you’re using the *Mythic RPG*



TOO MUCH CHAOS

Considering how important the outcomes of battle are, and the large number of Fate Questions that could be asked in a single fight, I recommend treating the Chaos Factor as a value of 5 when rolling Clash Checks. This takes the Chaos Factor to its default value, allowing the battles to be resolved only through the combatant's skills and chance.

The Chaos Factor is meant to alter the ebb and flow of adventure story elements. When Fate Questions are used as more mechanical rules, such as for resolving task resolution or combat actions, it's best to remove the Chaos Factor from those Questions by considering it to be at its default, middle value.

book. If you're using a Fate Chart from a *GME* book then find your Odds on the chart and use the Chaos Factor 5 column.

Roll against the percentage and determine what the answer is. A Yes means the Character wins the Clash and gets a Success with their Combat Action. An Exceptional Yes means the Character wins and gets an Exceptional Success. A No means the opponent wins and gets a Success on their Combat Action and an Exceptional No means the opponent wins with an Exceptional Success.

Consult the Combat Actions Table for the results of a Success and an Exceptional Success.

Gorn's sword skill Rank is Awesome (5). Thelzud's sorcery skill Rank is Exceptional (3). These are the Combat Ranks they are bringing to this Clash.

The Player asks the Clash Check Fate Question "Does Gorn win the Clash?"

The Player is using the Mythic GME 2e Fate Chart so compares the Ranks to come up with Odds. Gorn's Rank of 5 minus Thelzud's Rank of



IMPOSSIBLE ACTIONS

Not all Combat Actions will always be available to a Character. For instance, let's say your Player Character is being fired upon by an assailant using a ranged attack. The problem is, your Character only has a sword. At this distance you can't retaliate.

In a Clash like this, the Character shooting is taking Damage as a Combat Action, while the other Character may choose an Effect or Escape since Damage is impossible.

Effect or Escape could be interpreted a number of ways. For instance, the Effect the Character is attempting is to move from cover to cover, closing the distance until they can get into melee range. Or, an Escape Combat Action could simply be ducking behind cover, ending the combat for the moment until one of the Characters can start it up again.

3 results in 2, which is Odds of Very Likely.

The Player rolls against the Fate Chart, using the Chaos Factor 5 column, and gets No.

This means Thelzud wins this Clash, getting a Success in his Combat Action of Damage.

RANGED COMBAT

Establishing a Character's Combat Rank for a Clash assumes both Characters are actively engaged in the fight. Even when one Character is surprised by another, such as an attacker leaping from concealment, the attacked Character would still use their relevant Combat Rank, although probably with a Rank Shift penalty to account for the surprise.

I suggest, for simplicity, that ranged combat follow the same principles. The fired upon Character still uses a relevant Rank to defend.

This doesn't necessarily mean they are dodging bullets. This can reflect their instincts, their innate mindfulness on how they move or where they place themselves at all times tactically, or even their luck. Even a Character who is standing still and is being fired upon without their knowledge should use a relevant Rank as the Difficulty Rank to reflect these concepts in play.

Consider which Rank to bring in to play for a Character being attacked by a ranged opponent. For instance, Gorn's sword skill may not make much sense to use if he's being shot at by an archer from a distance. In this case I might use an Attribute like Reflex.

Distance from the target and other variables come into play as well. We'll get to this later in the Special Circumstances section.

Interpret The Result

Figuring out the results of a Clash involves determining mechanically what happens, in game terms, and narratively what happens.

Check out the Combat Actions Table for the results of Success or Exceptional Success for each Combat Action. Damage is going to be the most common Combat Action, so it's likely one opponent inflicted a Wound on the other. We'll get into the rules for Wounds in a moment.

Next determine what this result looks like narratively. This is where you get to describe the effects of the Combat Action. You have a great deal of flexibility in defining what a successful Combat Action looks like, whether it was Damage, Effect, or Escape.

DAMAGE

Consider that in every Clash where both combatants are choosing Damage that one of the opponents is going to succeed. There is no "you missed" result. Someone's going to get hurt.

This can be described in all kinds of ways using any time frame you want. For example, in a combat involving two boxers punching it out in a ring you may decide that a single Clash is an entire round of boxing. This is three minutes of the fighters dancing around each other, throwing punches, blocking, and moving.

You could interpret a single Clash as sword masters going at each other, swinging their blades, parrying and feinting, making several exchanges until one draws blood.

Thelzud won the Clash, getting a success on his Damage Combat Action. The Player determines that Thelzud's Damage Rank is Exceptional (3). Gorn's Toughness is also Exceptional (3). Since the Damage Rank is at least equal to the Toughness Rank Gorn takes a -1RS Wound.

The Player interprets the Clash like this: Gorn charges the sorcerer, sword swinging down in an arc. Thelzud stands his ground, raising his skeletal hands which emit a blue concussive blast of energy. The magical assault slams Gorn hard, knocking him back.





COMBAT'S RULE OF 3

The number "3" comes up a lot in these rules. Every 3 Rank Shifts above the Toughness Rank does an additional -1RS of Wounds. If the Damage Rank is 3 Rank Shifts or more below the Toughness Rank it can't inflict a Wound, even with an Exceptional Success. When Wounds get to -3RS or more you have to make an Incapacity Check. Multiple Combat Action Effects can be combined up to a maximum penalty of -3RS to your Combat Rank.

This "rule of 3" makes it easier to remember when Rank Shifts have reached a critical threshold.

EFFECT

Interpreting Effect Combat Actions is similar. You may from the start have a clear idea what the resulting interpreted action will look like since you have a specific Effect in mind.

When you first state the Effect at the beginning of the Clash you can use general terms. For instance, you may say, "I'm going to do an Effect of pushing them down the stairs." If the Character gets a Success on this Effect they may embellish the result further, such as, "I block his punch with my arm and twist, doing a short charge forward with my shoulder into his chest, knocking him back and down the stairs."

ESCAPE

Interpreting an Escape Combat Action will depend a lot on which level of Success you get. A simple Success means you succeed in ending the fight, although it may be temporary. For instance, in the "A Clash Of Actions" example if Gorn won the Clash against the giant eagle with his Escape Combat Action maybe he disengaged from the battle by ducking down into the tall

grasses around him while the beast swooped around for another attack. The eagle has lost sight of him and the battle is ended. However, the creature isn't giving up. It continues to swoop over the field searching for him and eager to resume the fight.

An Exceptional Success with an Escape Combat Action means not only have you ended the fight but you've done so in such a way that it's unlikely it'll immediately resume again. Back to Gorn, if he got an Exceptional Success on his Escape Combat Action it could be interpreted to mean that he ducked under the tall grass so stealthily that the eagle has completely lost track of where he is. Gorn covers a lot of ground scuttling under cover of the foliage while the eagle searches off in the wrong direction.

WOUNDS

Once a Character succeeds with a Damage Combat Action and brings the pain to another Character they will likely end up with a Wound.

A Wound is inflicted from a Damage Combat Action when it achieves a Success and the Damage Rank is equal to, or greater, than the target's Toughness Rank. If the Damage was an Exceptional Success, then a Wound is inflicted even if the Damage Rank is below the Toughness Rank by no more than 2 Rank Shifts.

A Damage Rank that is 3 Rank Shifts or more below the Toughness Rank won't cause any Wounds at all. That Character is just too tough for this Damage. A Damage Rank that is 3 Rank Shifts higher than the Toughness Rank does more damage, delivering an additional -1RS penalty. For every 3 Rank Shifts more than this another -1RS penalty is added.

Wounds are expressed as Rank Shift penalties that effect that Character's actions. For instance, if a Character is suffering from a -1RS Wound

then all actions they take that involve a Rank are modified by -1RS. This penalty only applies to Ranks that are directly and actively used, not Ranks used passively. For instance, the Combat Rank would be penalized in Clashes since that's a Rank being used in an action, but the Damage Rank would be unaffected because it's passively involved in actions. These penalties reflect how Wounds are slowing the Character down, making them less effective.

A Character's total Wounds are reflected in a single value expressed by the Rank Shift penalty. Wounds are cumulative, so if a Character with a -1RS Wound receives another -1RS Wound, they now have a total -2RS in Wounds to deal with.

Gorn is fighting with allies in a large battle against dozens of orcs. While he slays orcs like the berserker he is, Gorn is also suffering from Wounds he's received.

The first hit he received was from a Damage Rank of Above Average (1). Since this is below his Toughness Rank of Exceptional (3) Gorn shrugged it off without incurring a Wound.

A bigger orc hits him harder with a Damage Rank of Exceptional (3). This is at least equal to Gorn's Toughness so he takes a -1RS Wound.

Gorn's a little slower now but still fighting hard. His Combat Rank of Awesome (5) is reduced to Incredible (4) for the time being.

A huge orc wielding a gigantic war hammer delivers a solid hit on Gorn with a Damage Rank of Superhuman (6). This is 3 Rank Shifts above Gorn's Toughness of Exceptional (3), so the Wound receives an additional Rank Shift delivering -2RS in Wounds to Gorn. This brings his Wounds total to -3RS.

Incapacity Check

When a Character has sustained enough Wounds it becomes difficult to carry on and they may become Incapacitated. Test for this with an Incapacity Check when Wounds have reached -3RS and for each new Wound beyond that.

Gorn is taking a beating from the humongous orc. With Wounds at -3RS, Gorn has to make an Incapacity Check to see if he can remain on his feet. He passes the test and keeps on fighting.

INCAPACITY CHECK	
FATE QUESTION RESULT	"IS THE CHARACTER INCAPACITATED?"
YES	<p>LOW LETHALITY: The Character is incapacitated, they can no longer act. This lasts to the end of this Scene.</p> <p>HIGH LETHALITY: The Character is killed.</p>
EXCEPTIONAL YES	<p>LOW LETHALITY: The Character is incapacitated, they can no longer act. This lasts to the end of the next Scene.</p> <p>HIGH LETHALITY: The Character is killed.</p>
NO	The Character isn't incapacitated and can keep going.
EXCEPTIONAL NO	Not only is the Character not Incapacitated, but they catch a second wind and their Wounds are reduced by 1RS.



INCAPACITATION TALES

Just as you have free reign to interpret what Combat Actions look like narratively, feel free to also interpret the outcomes of Incapacity Checks. The Fate Question result gives you the mechanical answer but what that looks like narratively is up to you.

For instance, an NPC takes an arrow to the shoulder which puts them at -3RS in Wounds. That triggers an Incapacity Check which gets a Yes. The Player decides this is a Low Lethality Wound so the NPC lives but they are out of commission.

The Player could interpret this to mean that the Wound was severe enough that shock set in, the NPC slumping to the ground unconscious. Or, maybe the Wound is so painful the Character can only squirm on the ground, clutching his bleeding shoulder.

Soon after he takes another -1RS Wound, bringing his Wounds total to -4RS. This prompts another Incapacity Check.

The Incapacity Check is a Fate Question asking, “Is the Character Incapacitated?” The Acting Rank is the Damage Rank that caused the latest Wound. The Difficulty Rank is the Toughness of the Character modified by the Wounds Rank Shifts. The more Wounds a Character suffers the more likely the next Wound is going to take them down.

RESULTS AND LETHALITY

Incapacity Check Fate Question results are summarized in the Incapacity Check Table on the previous page.

A Yes means the Character is Incapacitated in some way. How bad off they are is up to you to decide based on the Lethality you want to set for this condition: Low Lethality or High Lethality.

Consider what caused the Wound to trigger the Incapacity Check and decide if it should be considered lethal. You are deciding if such a Wound would be expected to kill the Character. For instance, if the Wound that pushed the Character to the Incapacity Check was something minor, like a punch to the gut, then you may decide this sounds like a Low Lethality situation. However, if the Wound was caused by a gunshot this sounds like High Lethality.

You can also consider adventure narrative concerns in deciding Lethality. If the Character is important to your adventure, for instance it's your Player Character or a vital NPC, you may decide to go with Low Lethality for just about any Wound. On the other hand, if the Character is a common NPC, a sort of third-string Character that your PC normally just wades through, then you may consider most Wounds to be High Lethality with them.

A Character Incapacitated by a simple Yes to the Incapacity Check, and who is still alive, will be in bad enough condition that they are unable to act through the rest of this Scene. If the Wound was High Lethality, however, the Character is dead.

An Exceptional Yes has much the same result as a simple Yes, except that if the Character survives the Wound they are considered Incapacitated through the end of the next Scene as well. They need more time to recover. Again though, if the Wound was High Lethality then the Character is dead.

A No answer means the Character isn't Incapacitated by the Wound and can continue to act, although they still suffer the effects of their Wound Rank Shifts penalty.

An Exceptional No means the Character not only keeps going but the Wound stoked their desire to struggle and live. Reduce their Wounds by 1 Rank Shift, most likely effectively removing the Wound they just received. For instance, if Gorn has -3RS in Wounds and gets an Exceptional No on his Incapacity Check, his Wounds become -2RS.

Recovery

As a Character recovers from their Wounds the Rank Shift penalty associated with the Wounds is reduced toward zero. As soon as the combat ends, and the Character has a chance to take a moment, the Character receives their first instance of recovery. Reduce Wounds by 1RS.

Remaining Wounds heal at the rate of 1RS at the end of each Scene, including the Scene where the Wounds were received.

The battle against the orcs was brutal, but Gorn and his comrades were victorious. Gorn staggers from the battlefield with -4RS in Wounds. He sits down against a tree to catch his breath. With the battle over he gets his first Recovery of 1RS with his Wounds going from -4RS to -3RS.

The Scene ends with Gorn meeting up with the remainder of his group and assessing the damage

taken. They make some plans of where to go next, and the Player decides the Scene is done. With the Scene over, Gorn gets his second Recovery, his Wounds shifting to -2RS.

The next Scene involves Gorn and his comrades traveling by horseback through territory stricken by war. They come upon a village and find the people are preparing for the next wave of attacks by the invaders. Gorn makes an alliance with these people, agreeing to join them and help. The Scene ends and Gorn gets another Recovery, his Wounds dropping to -1RS.

The following Scene involves Gorn helping direct the fortifications of the village, erecting barriers and traps for the inevitable wave of orc raiders who will arrive. By the end of this Scene Gorn receives one more Recovery, eliminating the last of his Wounds.



This Recovery system is abstracted for simplicity, requiring nothing but the passage of time. However, feel free to adjust Recovery results if you feel it would make more sense. For instance, if the next Scene takes place months later you may decide that sufficient time has passed to Recover all wounds, regardless of how many Rank Shifts were involved. Or, if a Character takes extra time in a Scene to tend to their Wounds you may allow an additional Rank Shift of Recovery.

INCAPACITY RECOVERY

Recovery from Incapacitation happens in a similar manner. If a Character is Incapacitated and survives, from a simple Yes to the Incapacity Check, then they Recover from Incapacitation at the end of the Scene. An Exceptional Yes means it takes longer, Incapacitation Recovery takes place at the end of the next Scene.

A Character who is Incapacitated Recovers from their Incapacitation and their Rank Shift penalties at the same time. For instance, if Gorn had been Incapacitated in the battle with the orcs he would have Recovered from 1RS of his Wounds immediately after the battle, then another 1RS at the end of the Scene as well as Recovering from Incapacitation.

SPECIAL CIRCUMSTANCES

The factors involved in combat are pretty simple: Combat Rank, Damage Rank, and Toughness Rank. Ask Fate Questions to resolve each Clash until the fight is done.

The Ranks involved, however, can be modified for lots of reasons. It's fair to consider just about anything as a potential modifier to a Rank for any of the primary Ranks involved, Combat, Damage, or Toughness.



MEDICAL ATTENTION

The Recovery rules assume that the Wounded Character is taking common sense care of their hurts. In the spirit of simplicity this system abstracts the specific care applied to Wounds. In the time between the harm is done and Wounds heal at the end of Scenes, steps have been taken even if they are not explicitly stated.

However, if specific attention is applied to a Wounded Character you can hasten healing if it makes sense. If someone with medical skill applies their talents to the Wounded Character, or a portion of a Scene is given over to healing, then allow for an extra Rank Shift of Wound Recovery in that Scene.

Recovery from extra attention to Wounds like this is in addition to normal Recovery that occurs at the end of the Combat and at the end of Scenes.

You could also apply medical attention to High Lethality Incapacity Checks that result in death. If a Character dies from a Wound and if immediate medical care is given then the death can be averted.

If you want to go easy on the Character you could choose that immediate medical attention automatically converts death from High Lethality into Low Lethality Incapacitation. If you'd rather treat the condition more seriously and give recovery some randomness you could make it a Resisted Ranks Roll of the healer's skill Rank versus the Damage Rank of the Wound that sent the Character over the edge. Or, make it an Odds Question choosing Odds you think are appropriate.

For instance, in a combat you may decide that your Player Character suffers a -1RS to their Combat Rank because they are fighting their opponent from lower ground. For a Character suffering Rank Shifts penalties from Wounds the Character may have taken some kind of adrenaline

enhancement drug so you reduce the Rank Shift effects of Wounds by 2RS.

The Combat Modifiers Tables list common special circumstances to consider. When making your own modifiers as you play, consider that modifiers should usually be 1RS, 2RS, or 3RS, either positive or negative.

- A 1RS modifier is for something that is just significant enough to warrant a modifier. This should be the most common modifier.
- A 2RS modifier is for something more serious that would have a major impact on success or failure.
- A 3RS modifier should be considered the most extreme and only used in rare and unusual circumstances.

Gorn is battling a plant elemental, a beast composed entirely of vines and vegetation. Since Gorn is fighting the thing in a jungle, surrounded by vegetation, and the creature has the power to control plants, the Player decides this places Gorn at a combat disadvantage. Gorn receives a -1RS to his Combat Rank during Clashes with the beast.

For his first strike Gorn wields a battle axe. He charges the creature and succeeds in the Clash, doing Damage. Because Gorn charged the Player decides that his swing has extra might behind it, giving his Damage Rank a +1RS.

Gorn is winning the fight but the elemental is tough. The Player determines through a Fate Question that since it can control plants it can also draw plant matter into itself to help maintain cohesion after being hurt. The Player decides this results in a -2RS to the Difficulty Rank on Incapacity Tests. This thing is tough to bring down.



READY, AIM, ...

Ranged combat modifiers are addressed in the Combat Modifiers Tables with a number of ranges specified. The ranges given are all abstracted, such as simply calling it “close distance” or “medium distance”. It’s up to you to define the correct distance modifier that applies, considering the Context of the combat and the weapon being used. For instance, medium distance with a sling shot is going to be very different than medium distance with a scoped rifle.

Here are some suggestions for how to interpret distances:

Close Distance: So close that it would be hard to miss with this weapon.

Optimal Distance: This is the standard range that a weapon like this is meant for.

Medium Distance: The target is now beyond the optimal range and is difficult to hit.

Long Distance: Near the limit of how far this ranged weapon can reach.

ARMOR

Wearing protective gear can increase your Toughness Rank for purposes of determining if Damage is done. Armor has an Armor Value which determines the Rank Shift bonus it gives to the Toughness Rank when compared to Damage Ranks.

For instance, Gorn may have Exceptional (3) Toughness, but wearing leather armor gives him a +1RS boost when determining if he takes a Wound from Damage.

This Toughness Rank boost only applies to determining if a Wound is inflicted not for using the Toughness Rank in an Incapacity Check.

COMBAT MODIFIERS TABLES

COMBAT RANK

CIRCUMSTANCE	MODIFIER
Character is Wounded	Wounds RS Penalty
Character is surprised	-3RS
Character has no combat skills in a melee fight	-2RS
Character is burdened or hampered	-1RS
Character is prone on the ground	-2RS
Visibility is slightly obscured	-1RS
Visibility is totally obscured	-3RS
Targeting a specific area on your opponent	-2RS
Multiple opponents	+1RS per extra to a max of +3RS.
Close distance ranged attack	+2RS
Optimal distance ranged attack	No RS
Medium distance ranged attack	-2RS
Long distance ranged attack	-3RS
Target partially concealed in ranged attack	-2RS
Target mostly concealed in ranged attack	-3RS

DAMAGE RANK

CIRCUMSTANCE	MODIFIER
The attack has extra energy on it, such as a charge	+1RS
A sensitive area is hit, like the head or a major organ, with High Lethality Damage	+2RS
Multiple opponents	+1RS per extra to a max of +3RS.

TOUGHNESS RANK

CIRCUMSTANCE	MODIFIER
Incapacity Check	Wounds RS Penalty
Wearing armor and taking Damage	+RS of Armor Value
Multiple opponents	+1RS per extra to a max of +3RS.

MULTIPLE OPPONENTS

If a Character is fighting multiple opponents at the same time then treat the group as a single combatant for purposes of determining Clash outcomes.

To do this take the highest Combat Rank in the group. Apply a +1RS to that Rank for each additional combatant in the group who has a Rank that is no lower than 2 Rank Shifts below that Rank. A maximum of four combatants are considered part of a group, any more than that

and they are just getting in each others' way and aren't counted.

If a group combatant prevails in a Clash with the Damage Combat Action then take the highest Rank Damage among the group and apply a +1RS to it for each additional Damage Rank in the group that is no more than 2 Rank Shifts less than the main Rank. Again, this is limited to no more than four combatants.

The Toughness Rank for a group is determined the same way. Take the highest Toughness in the group and apply a +1RS for each additional member of the group whose Toughness is no more than 2 Rank Shifts lower up to a maximum of four combatants.

When a group suffers Damage apply it to all members of the group. If individual members have different Toughness Ranks you may end up delivering different Wounds among them. If any Incapacity Checks have to be made they are also made on an individual basis per combatant.

Just like with one-on-one combat you have free reign to interpret the outcome of group combat any way you like. A single opponent delivering a Wound on a group doesn't have to mean that, amazingly, they hit all opponents with a single blow. A more logical interpretation is that the Clash was a chaotic brawl, with combatants all over each other and the Character who won the Clash landed the most hits to multiple opponents.

Gorn finds himself in another battle, this time with a group who followed him through the woods. Our barbarian PC finds himself beset by three axe wielding orcs.

In the first Clash of the fight they all rush Gorn. The orcs have Combat Ranks of High (2), Above Average (1), and Below Average (-1). The Player considers the highest Rank, High (2), and modifies it +1RS to Exceptional (3) because one of the combatants has a Rank that is no more than 2 Ranks below it. The third combatant has a Rank of -1 so it doesn't boost the group's Combat Rank.





HOW THIS SYSTEM DIFFERS

This combat system is meant to simplify the combat system found in *Mythic RPG*. It's not necessary that you're familiar with those mechanics, but if you're curious as to how the two systems differ here's a summary.

Both systems use a Clash style approach where, instead of combatants trading turns exchanging attacks, who damages whom is determined with each Clash. This system, however, resolves it with a single Fate Question while *Mythic RPG*'s system requires up to three Fate Questions per Clash.

This system introduces Combat Actions to serve as a simple way to determine what combatants do in a fight. It also codifies as game mechanics Characters taking unusual actions, called Effects here, in an effort to heighten the narrative potential of Combat.

Ranged combat is a little simpler; instead of determining the Odds of hitting you use a Character's Rank as the Difficulty Rank as you do with melee combat. This takes one decision out of the combat process making it a little faster.

Damage is more defined in *Mythic RPG* as either Stunning or Lethal and Partial and Full Effect, requiring more considerations as you play. This system includes a similar mechanic with Low and High Lethality but it only comes into play during an Incapacity Check. Also, this system doesn't require determining Partial or Full Effects or recording specific Wounds, instead tallying all harm into a single Wounds score.

There is more choice in this system over what happens when a Character is heavily wounded. You not only determine the Lethality of the Wound but also narrative considerations whether a Character should be killed or not.

Recovery is more abstracted here with Wounds clearing up over time as opposed to requiring a Fate Question. And again, the type of Damage isn't a consideration. Wounds are all Wounds.

Gorn has a Combat Rank of Awesome (5). The Player asks the Clash Check Fate Question for Gorn and gets a No. This means the orcs prevail and do Damage.

All of the orcs are using axes and have a Strength of High (2) giving each of them a modified Damage Rank of Exceptional (3). The Player takes this Rank and modifies it by +2RS since the other two combatants have Damage Ranks that are high enough to count. This brings the total Damage Rank to Awesome (5).

Gorn normally has a Toughness Rank of Exceptional (3), but he's wearing leather armor which boosts his Toughness Rank to 4. The Damage Rank of 5 is enough to give Gorn a -1RS Wound. The Player interprets the Clash like this: The orcs rush in, Gorn wielding his sword. As they clash, Gorn parries an axe swing but is struck on his back by another of them. The barbarian shoves an orc away with the pommel of his weapon while his enemies keep swinging.

Despite now functioning with a -1RS penalty to his Combat Rank because of his Wound, in the second Clash of this combat Gorn wins the Clash Check. Gorn's Damage Rank is Awesome (5). The highest Toughness Rank among the orcs is High (2), while the other two have High (2) and Above Average (1). All of the orcs Toughness Ranks count toward the modifier so the group's Toughness Rank is Incredible (4). Gorn's Awesome (5) Damage is enough to give each of them a -1RS Wound.

The Player interprets it this way: Angered by his pain Gorn roars and swings hard at the orcs. He kicks one in the gut and brings his blade down across the chest of another. The battle rages as Gorn spins about, blocking and striking, the orcs trying to find an opening but repelled by his assault.

Battling a group is not easy, especially if you are taking them all on equally. When fighting a group a Character can choose to focus on one member of the group instead of defending against all of them. When a Character chooses to do this the group gets a +1RS bonus to their Combat Rank because their opponent is taking less care to defend against the other attackers. If the Character succeeds in a Damage Combat Action then it's treated as though only a single member of the group is hit. Only the Toughness Rank of that one combatant is considered when compared to the Damage Rank; they don't get a bonus for the group. Only that one combatant receives a Wound, not the entire group. If the group wins the Clash then the results are figured normally.

EQUIPMENT

The next page lists some common weapon and armor values in the Equipment Ranks Table. These are meant as guidelines for you to help determine Damage and Toughness Rank modifiers in your adventures.

Each entry states a category of equipment and may give an example in brackets, then shows a suggestion on how this equipment impacts Damage or Toughness Ranks.

As usual with Mythic, use your expectations, interpretation, and Context to adjust these Ranks as you see fit.

Going Overboard

Equipment is only going to help Characters whom it can enhance. If a Character is already so mighty that a piece of equipment would give no benefit then there is no Rank bonus applied. For instance, a superhero who is so tough that a bazooka blast to his chest doesn't make him flinch would get no benefit from a +1RS piece of chain mail armor. Or a battle mech that can punch

HAVE FUN!

Like I said at the beginning of this article this system is meant as a simplified version of *Mythic RPG* combat but it also turned into a more abstracted, narrative combat system.

This system gives enough crunchy detail for you to determine what happens. Who hurts whom, how much Damage is done, are they still standing after? It also is abstracted enough that Combat results are highly open to interpretation, which is fitting for Mythic. The exact amount of time that elapses in combat isn't provided, how many actual attacks a Character makes in a Clash isn't a factor, and numerous other specifics are left to you to determine. I like to think that this system focuses on the most interesting elements of a melee and pushes the less interesting bits into the background.

This means that you should feel free to run with your interpretations about what actually happens in a fight. Define it narratively as you wish, using the results of Clash Checks as prompts from Mythic to be interpreted by your expectations and the Context.

through a bank vault won't get a bonus when wielding a simple wooden spear.

A piece of equipment is useless to a Character if the Rank it modifies is at least 3 Rank Shifts greater than the material Rank of the equipment itself. So, if chain mail is made of Exceptional (3) Rank material it won't give any benefit worn by a Character of Superhuman (6) Toughness. If that wooden spear is made of High (2) Rank material, then it would just break when used by a Character who does Awesome (5) Damage with their bare hands.

This requires you to make a judgement about the strength of the material equipment is made of, but usually these cases will be self-evident.

EQUIPMENT RANKS TABLE

EQUIPMENT	RANK
Bare handed attack	Damage Rank of Strength or Combat skill Rank, Low Lethality
Light projectile (low impact arrow)	Above Average Damage Rank, Low Lethality
Medium projectile (heavier arrow or low caliber bullet)	High Damage Rank, High Lethality
Heavy projectile (thrown spear, heavy caliber bullet)	Exceptional Damage Rank, High Lethality
Very light melee weapon (knife)	Damage Rank of Strength or Combat skill Rank, High Lethality • If thrown then -1RS
Light melee weapon (short sword, wood spear)	Damage Rank of Strength or Combat skill Rank +1RS
Medium melee weapon (standard sword, battle axe)	Damage Rank of Strength or Combat skill Rank +2RS
Heavy melee weapon (great sword, massive hammer)	Damage Rank of Strength or Combat skill Rank +3RS
Small explosives (molotov improvised explosive)	Exceptional Damage Rank
Battlefield explosives (WWII hand grenades)	Awesome Damage Rank
Anti-infantry long range explosives (mortar shell)	Superhuman 2 Damage Rank
Anti-vehicle ranged explosives (rockets)	Superhuman 3 Damage Rank
Simple, light armor (hides)	Toughness Rank +1RS
Thick non-rigid armor (cured leather, chain mail, kevlar)	Toughness Rank +2RS
Metal plating armor (suit of armor)	Toughness Rank +3RS
High-tech armors (battlesuits)	Toughness Rank +4RS and up

RANKS	
RANK NAME	RANK NUMBER
SUPERHUMAN 2+	+1 per Rank
SUPERHUMAN	6
AWESOME	5
INCREDIBLE	4
EXCEPTIONAL	3
HIGH	2
ABOVE AVERAGE	1
AVERAGE	0
BELOW AVERAGE	-1
LOW	-2
WEAK	-3
MINISCULE	-4
MINISCULE 2+	-1 per Rank

RESISTED RANKS ODDS TABLE

Difference In Rank Shifts (Acting Rank - Difficulty Rank)	ODDS MGME2E	ODDS MRPG & MGME1E
+6 or more	Certain	Has To Be
+5	Certain	A Sure Thing
+4	Certain	Near Sure Thing
+3	Nearly Certain	Very Likely
+2	Very Likely	Likely
+1	Likely	Somewhat Likely
0	50/50	50/50
-1	Unlikely	Unlikely
-2	Very Unlikely	Very Unlikely
-3	Nearly Impossible	No Way
-4 or less	Impossible	Impossible

COMBAT ACTIONS

ACTION	DESCRIPTION	SUCCESS	EXCEPTIONAL SUCCESS
DAMAGE	This is the most basic Combat Action, attempting to incapacitate your opponent by harming them.	A -1RS Wound is inflicted if the Damage Rank equals or exceeds the recipient's Toughness Rank. Give an additional -1RS to the Wound for every 3 Rank Shifts the Damage Rank is above the Toughness Rank.	Give an additional -1RS to the Wound. This applies even if the Damage Rank is 1 or 2 Rank Shifts lower than the Toughness Rank.
EFFECT	You are trying to make something happen such as sweeping your opponent's legs to knock them down or disarming them.	The Character succeeds, getting the Effect they want.	The Character succeeds, getting the Effect they want and receiving a +1RS for the next Clash in this combat.
ESCAPE	The Character is attempting to disengage from the combat and get away.	The Character succeeds in Escaping, ending the combat although this may only be temporary.	The Character succeeds in Escaping, ending the combat and making it unlikely the combat will resume again.

CLASH CHECK	
FATE QUESTION RESULT	"DOES THE CHARACTER WIN THE CLASH?"
YES	Success
EXCEPTIONAL YES	Exceptional Success
NO	Opponent Success
EXCEPTIONAL NO	Opponent Exceptional Success
RANDOM EVENT	The Random Event will pertain to this combat, either as something happening that impacts the combat or as an action from the opponent. Roll a Random Event with an automatic Event Focus of Current Context.

INCAPACITY CHECK	
FATE QUESTION RESULT	"IS THE CHARACTER INCAPACITATED?"
YES	<p>LOW LETHALITY: The Character is incapacitated, they can no longer act. This lasts to the end of this Scene.</p> <p>HIGH LETHALITY: The Character is killed.</p>
EXCEPTIONAL YES	<p>LOW LETHALITY: The Character is incapacitated, they can no longer act. This lasts to the end of the next Scene.</p> <p>HIGH LETHALITY: The Character is killed.</p>
NO	The Character isn't incapacitated and can keep going.
EXCEPTIONAL NO	Not only is the Character not Incapacitated, but they catch a second wind and their Wounds are reduced by 1RS.

COMBAT MODIFIERS TABLES

COMBAT RANK

CIRCUMSTANCE	MODIFIER
Character is Wounded	Wounds RS Penalty
Character is surprised	-3RS
Character has no combat skills in a melee fight	-2RS
Character is burdened or hampered	-1RS
Character is prone on the ground	-2RS
Visibility is slightly obscured	-1RS
Visibility is totally obscured	-3RS
Targeting a specific area on your opponent	-2RS
Multiple opponents	+1RS per extra to a max of +3RS.
Close distance ranged attack	+2RS
Optimal distance ranged attack	No RS
Medium distance ranged attack	-2RS
Long distance ranged attack	-3RS
Target partially concealed in ranged attack	-2RS
Target mostly concealed in ranged attack	-3RS

DAMAGE RANK

CIRCUMSTANCE	MODIFIER
The attack has extra energy on it, such as a charge	+1RS
A sensitive area is hit, like the head or a major organ, with High Lethality Damage	+2RS
Multiple opponents	+1RS per extra to a max of +3RS.

TOUGHNESS RANK

CIRCUMSTANCE	MODIFIER
Incapacity Check	Wounds RS Penalty
Wearing armor and taking Damage	+RS of Armor Value
Multiple opponents	+1RS per extra to a max of +3RS.

EQUIPMENT RANKS TABLE

EQUIPMENT	RANK
Bare handed attack	Damage Rank of Strength or Combat skill Rank, Low Lethality
Light projectile (low impact arrow)	Above Average Damage Rank, Low Lethality
Medium projectile (heavier arrow or low caliber bullet)	High Damage Rank, High Lethality
Heavy projectile (thrown spear, heavy caliber bullet)	Exceptional Damage Rank, High Lethality
Very light melee weapon (knife)	Damage Rank of Strength or Combat skill Rank, High Lethality • If thrown then -1RS
Light melee weapon (short sword, wood spear)	Damage Rank of Strength or Combat skill Rank +1RS
Medium melee weapon (standard sword, battle axe)	Damage Rank of Strength or Combat skill Rank +2RS
Heavy melee weapon (great sword, massive hammer)	Damage Rank of Strength or Combat skill Rank +3RS
Small explosives (molotov improvised explosive)	Exceptional Damage Rank
Battlefield explosives (WWII hand grenades)	Awesome Damage Rank
Anti-infantry long range explosives (mortar shell)	Superhuman 2 Damage Rank
Anti-vehicle ranged explosives (rockets)	Superhuman 3 Damage Rank
Simple, light armor (hides)	Toughness Rank +1RS
Thick non-rigid armor (cured leather, chain mail, kevlar)	Toughness Rank +2RS
Metal plating armor (suit of armor)	Toughness Rank +3RS
High-tech armors (battlesuits)	Toughness Rank +4RS and up

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





MONTHLY MUSINGS AND CRUNCHY BITS FOR MYTHIC PLAY!

MYTHIC MAGAZINE IS AVAILABLE MONTHLY
THROUGH PATREON AND DRIVETHRURPG

PATREON

WWW.PATREON.COM/WORDMILLGAMES

*DriveThru***RPG**

WWW.DRIVETHRURPG.COM/BROWSE/PUB/480/WORD-MILL

Word Mill
GAMES

WWW.WORDMILLGAMES.COM