# MYTHIC MAGAZINE

Troupe Style
Solo Adventures

Solo Roleplay
In Video Games

VOLUME 37

# MYTHIC MAGAZINE

EACH MONTH MYTHIC MAGAZINE PRESENTS NEW RULES AND COMMENTARY ON SOLO ROLE-PLAYING AND GETTING MORE OUT OF YOUR MYTHIC AND CRAFTER ADVENTURES.
MYTHIC MAGAZINE IS DISTRIBUTED THROUGH PATREON.COM AND DRIVETHRURPG.COM.

# MYTHIC MAGAZINE

**VOLUME 37**

# Table Of Contents

# Expanding Horizons

I didn't plan it this way, but I realize there is a theme to the two articles in this issue. I'd call that theme "Expanding our horizons". Both articles deal with alternate ways to play solo adventures, perhaps ways you've never thought of before.

The first article tackles troupe style roleplay in solo adventures, where we control more than a single Player Character. There are ways to go about this that minimize the work required and maximize the roleplaying potential.

The second article deals with engaging in solo roleplay while playing a video game. Take the immersive reality of open world games and add your solo roleplaying abilities to them, and you can expand the experiences you have in those games without limit.

Both of these ideas are unusual, so I'd love to hear how you apply them. Please feel free to drop by one of the Mythic online forums and share your experiences with other players. You can find links on the Word Mill Games website at www.wordmillgames.com.

Happy adventuring!
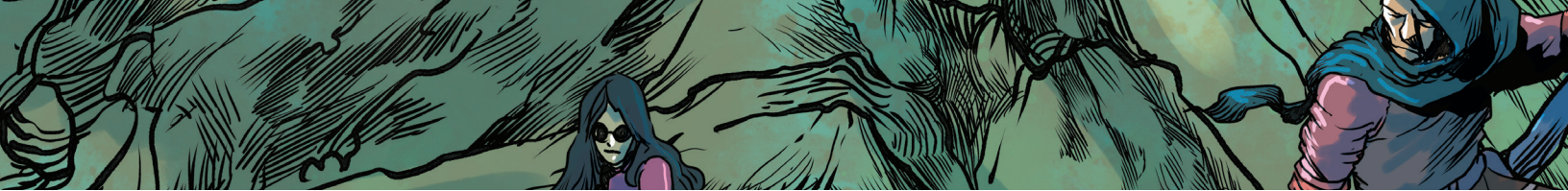
# Troupe Style Solo Adventures

Troupe style roleplaying is an interesting twist on the usual format where every Player controls a single Character. Instead of assuming the role of one persona in the game, you control multiple. Usually in this play strategy you aren't bringing all of your Player Characters to center stage at one time, but choosing which ones you want to use depending on the situation. This way you get to switch hats sometimes, flexing different roleplay muscles, while the group of Characters are all connected toward a common cause.

This type of play style is usually baked into an RPG, with game mechanics that take advantage of the unique nature of a troupe approach. However, since solo Players have complete control over how we play our games, this makes it easier to adapt a troupe approach to any game.

# PLAYING A GROUP, SOLO

Before you launch into trying troupe play in a solo game, think about what you want to get out of it. Here are a few reasons you may want to try troupe play in a solo adventure.

## Not A Jack Of All Trades

One potential problem with playing solo is that our lone Character is responsible for shouldering the entire adventure. Most RPGs have Character creation sections that focus on crafting a particular type of PC. Maybe they are good at slinging magic, or perhaps they are the pilot of a starship.

Since solo Players don't have an extended group of fellow PC's to rely upon, they either have to build more skills and abilities into their lone PC or approach the adventure with the singular Character in mind and not throw challenges at them that a group is expected to handle.

Troupe style solo play allows you to expand the range of abilities brought to the table without cramming them all into a single Character. If you want an adventure with more to handle, instead of upgrading a single PC you could create your own diversified team. Just like in social roleplay, each Character brings something special to the group.

## It's Fun

Okay, maybe I'm stating the obvious here, but troupe roleplay is fun! If you enjoy making Player Characters, and most of us do, then start your solo adventure making two or three Player Characters. In a standard game you would have to choose which PC is yours. In troupe play you can use them all.

## REDUCING PC CLUTTER

If the first thing that occurs to you when considering playing a solo game with a troupe is the extra work required to build and manage multiple Player Characters, then let's talk.

As solo Players, we often try to make our roleplaying lives simpler. Going from playing one Character to playing multiple doesn't sound simple. While it may require more bookkeeping than usual, it doesn't have to be as bad as it may first seem.

I suggest going into solo troupe play with a single Player Character mentality. You have your PC, having spent as much time as you liked creating them. This shouldn't change in troupe play.

The additional Characters you play, however, can be briefer in their generation. Treating their construction like you would NPCs in your games may help here. In most Mythic adventures, NPC's we encounter are detailed as we go. Fate Questions and Discovering Meaning add to our understanding of these Characters. We might determine important statistics and abilities for them as needed. We often build them up as the circumstances demand, which means not always doing it all at once.

You can do the same for your additional troupe Characters. Start the game knowing just what you need to know about them. Their names, their role, maybe their primary abilities and basic personality. This is enough to get started. As long as you have a clear idea of who the Characters are, you can step into their shoes and assume their role. Other details, like skills and statistics, can be determined as you play.

Not only does this reduce the amount of preparation required for solo troupe play, but it makes the additional Characters malleable in the beginning. You know just enough about them to get started, but the things you don't know about them can be molded and shaped during the adventure itself.

## The Adventure Calls For It

You may have an idea for an adventure that features more than just your Player Character. For instance, maybe you're playing a vampire who has a Renfield-like assistant. The mortal is going to be very important to the PC. Or, maybe your adventure has an ensemble cast: your PC is the captain for a spaceship and there are key members of the bridge crew who will be crucial.

You could treat these other Characters as NPCs, place them on the Characters List, and roleplay them through expectations, Fate Questions, and Discovering Meaning. This is the approved solution for handling NPCs, even ones who are present in almost every Scene.

But taking a troupe approach and allowing yourself to assume direct control of these NPCs is another option that may solve this dilemma better, especially if it's a group of Characters with closely aligned interests and goals.

## TROUPE HIERARCHY

I think it helps with troupe style play to establish a hierarchy between your playable Characters. One of them should stand out as your main Player Character. This is the PC you want to focus on most. The other Characters have different roles, each bringing something unique to the group.

## The Primary Character

Think of the Primary Character in the troupe hierarchy as you main Player Character, just like you would in any solo Mythic game you play. This encourages you to build this Character up as you normally would, creating the Character, developing their skills and abilities, and making a backstory.

Establishing a Primary Character serves a number of purposes:

- Ⓜ It keeps your interest focused on a single Character, making the task of managing multiple Characters easier. It also keeps your unfolding narrative more on track because most of the game activity still comes back to this main Character.
- Ⓜ It gives more purpose to the other Characters. Whoever the additional Characters are, they serve as a sort of resource or backup to the Primary Character. This helps you establish who those additional Characters are.
- Ⓜ It helps reduce confusion when juggling multiple Characters. When in doubt about which Character to bring to the front, you can always go to the Primary Character.

### TROUPE HIERARCHY TABLE

| CHARACTER | ROLE |
|---|---|
| **PRIMARY CHARACTER** | This is your main Player Character. The additional Characters support this one in some way. |
| **SECONDARY CHARACTER** | This is a single Character who is similar in importance to the Primary Character, but is not the focus of the adventure. This Character should be distinct from the Primary Character, bringing their own abilities into the adventure. |
| **SUPPORTING CHARACTERS** | This is one Character, or a group of Characters, who are less important than the Primary or Secondary Characters yet serve a supporting role in some way. |

The Primary Character should be the Character you are most interested in playing, but one you wouldn't mind taking a break from sometimes during the adventure.

*A Player wants to try their hand at a troupe style solo game. The setting is a pulp adventure in Victorian times that takes place on a mysterious island where dinosaurs and other strange elements from a forgotten age are found.*

*The Player decides that they want their Primary Character to be Rodrick, a physician who embarks on an expedition to the island to find his sister, an adventurer who set out and never returned.*

*Normally in this type of setting the Player might have chosen a more action oriented Player Character. The island is dangerous, with roving dinosaurs, man-eating plants, and who knows what else. It doesn't sound like the kind of place a lone medical practitioner might go.*

*Since this is a troupe style adventure, however, the Player decides that the Primary Character can be less suited to the environment, and let the additional Characters pick up the slack.*

## The Secondary Character

The Secondary Character is a single Character who is almost as important as the Primary Character. This Secondary Character should compliment the Primary Character in ways that add necessary skills, abilities, or resources that the Primary Character lacks.

This should be a Character whose shoes you will most likely step into when the Primary Character doesn't quite fit the Scene. For instance, if the Primary Character is a wizard and the Secondary Character is a warrior who serves the wizard's interests, then you may decide it's more fitting to play the warrior in a Scene that involves recovering

### MOB MENTALITY

You can find variations of troupe style play in numerous roleplaying games. While their styles and approaches may differ, they all offer the same opportunity: to roleplay a group.

Troupe play is different than a Player Character with a group of supporting NPCs. You have more of a stake in the Characters of the troupe. The entire troupe is like a Character itself, requiring careful creation. The troupe is like a band, where the Primary Character is the lead singer, the Secondary Character is the lead guitarist, and the Supporting Characters are the rest of the band adding to the overall sound. While your attention may be on one member of the band at any given time and each member has their own identity, there is also an overall identity to the whole band.

This group identity is what you construct when you assemble your troupe, and the troupe as a whole is what you're playing, not just a single Character.

It's important when making the troupe to think of them as working together and supporting each other. They should have a common goal or motivation, a reason to have each others' backs.

a relic from a cave infested with monsters where combat skills would come in handy.

*Our intrepid Player is ready to come up with the Secondary Character to back up their physician Primary Character. The Player is thinking this should be a more rugged individual, someone who can be plugged in to Scenes involving island dangers.*

*The Player settles on Cecil, a mercenary whom Rodrick hires as a bodyguard. Cecil is a former soldier and possesses a wide range of survival and firearms skills. This sounds like just the kind of person you'd want at your side in a jungle full of dinos.*

To keep things simple, the Secondary Character can be less detailed than the Primary Character. See "Reducing PC Clutter" on page 4.

## Supporting Characters

This is one or more Characters who are less important than either the Primary or Secondary Character. Or, at least less important to you narratively; their talents may end up being very important. You can choose a single Character to be the Supporting Character, a group of Characters, or a whole classification of Characters.

For instance, the Player in our dinosaur island adventure may decide to make the captain of the ship delivering them to the island be their only Supporting Character. Or, they may decide that the Captain and his trusted first mate are both Supporting Characters. Or, the Player may decide that the entire crew of the ship are the Supporting Characters.

Supporting Characters are there as a resource to the Primary and Secondary Characters. Just as the Secondary Character can step in if the Primary Character's abilities aren't appropriate for a Scene, Supporting Characters can substitute for the Secondary Character.

These can be individually named Characters or unnamed, just a group of loosely identified Characters you can call upon when necessary.

Just as with Secondary Characters, Supporting Characters can be lightly defined, only building detail around them when necessary.

*The Player thinks about who the Supporting Characters should be. They consider using the captain and crew of the ship, but decide they would rather keep those Characters as regular NPCs.*

*The Player decides that Cecil isn't just a mercenary for hire but the captain of a group of mercenaries he commands. This includes four soldiers who all obey Cecil. The Player doesn't name any of them*

There is a hierarchy of importance and interest to your troupe Characters that you can assign as you wish. In a futuristic cyberpunk style game, you may decide that you want a mechanically enhanced biker to be your Primary Character, or perhaps he's the muscle and protector as a Secondary Character, or maybe he's part of a group of bikers you can call upon serving as Supporting Characters.

## SEND IN THE CLONES!

You can think of the hierarchy of troupe Characters as a ladder of importance and usefulness. The Primary Character is who you want to focus on; their abilities and story is your main interest. The Secondary Character is a close second, bringing abilities to bear that the Primary Character lacks but they are still of less interest to you. Finally, we have the Supporting Characters, who offer a third and least important layer of resources.

One additional benefit Supporting Characters can bring to the adventure is stepping up if the Secondary or Primary Character falls.

Troupe style play can allow you to introduce more danger and peril into your adventures than you normally might in a solo game. Maybe you usually cut your Player Character some slack in an adventure so they don't get killed with a bad roll, or you usually let them fail forward for the sake of the adventure narrative continuing when the going gets rough.

With troupe play you can let your Characters perish or exit the adventure and the story continues because you can move another Character upward. If the Secondary Character falls, you advance a Supporting Character as the new Secondary Character. If you're okay with the Primary Character perishing, you could move up the Secondary Character or a Supporting Character.

*yet, and doesn't generate any other details about them. It's enough right now to know they exist and are loyal to Cecil.*

*Using a group of mercenaries as the Supporting Characters appeals to the Player because this is a pool of Characters who can be drawn from to send into situations so dangerous the Player may not want to risk their main Characters. Also, if Cecil should perish on the island one of the Supporting Characters could step up and take his place.*

# WHEN TO BE WHOM

You're a troupe. Now what? Which Character do you play and when?

Well, that's up to you. Let's run down a few ways we can go about this.

## Play Everyone, All The Time

You could assume control of all members of your troupe in each Scene, treating them like a traditional adventuring party. This can be a lot of work, however, so I don't consider it the primary option for troupe style solo play.

If you choose one of the options below, where you select a Character to roleplay, you will likely still end up in Scenes where others Characters from the troupe are present. In those cases I would suggest treating those other Characters as NPCs during that time while you focus on the Character you're playing.

## Pick And Choose

Before a Scene begins choose which member of the troupe you want to play in that Scene. You can make this choice before testing the Expected Scene, or make your adventure a little easier by selecting the Character after you test the Scene.

Choosing allows you to play the Character you most feel like playing at the time and the one who fits the scenario you expect the most in this Scene. This is where you can use the varied talents and abilities of your troupe Characters, selecting which one you think will work best.

To keep things simple I would suggest choosing a Character and having them be in the Scene by themselves, with the other members of the troupe being elsewhere if possible. For instance, Dr. Rodrick wants to decipher an ancient language found carved into a temple wall. The Player chooses that Character for the Scene, bringing

some of the NPC crew of the ship along to help carry his gear and supplies. This means that the Secondary Character, Cecil, and his band of mercenaries are doing something else or otherwise can't come along.

You can include other members of the troupe in the Scene if it makes more sense or the Scene develops that way. For instance, in the example above the Player may include members of Cecil's crew to come along for protection, which adds Supporting Characters to the Scene. If more than one member of your Troupe is present in a Scene, I suggest focusing on the one Character you chose and treating the others as NPCs like you normally would in a Mythic adventure. Follow your expectations about what they do, or ask Fate Questions, while you assume full control of your chosen Character. This allows you to focus your attention and creative control on one Character, and let the dice manage the others.

## Roll For It

If you aren't sure which Character you want to play in a Scene, or you would like to be surprised, you could roll to see which troupe member you take. Roll 1d100 on the Troupe Table to see who it is.

## HANDLING LISTS

Troupe Characters should be considered Player Characters and Non-Player Characters. They can be either one at different times.

When starting your troupe adventure, place the names of all members of the troupe in the Characters List. If the Supporting Character is more than one Character, then treat them as a group and place one listing for them. For instance, the Player for our dinosaur island adventure would put "Cecil's mercenaries" on the Characters List to

| TROUPE TABLE | |
|---|---|
| **1D100** | **TROUPE CHARACTER TO PLAY** |
| **1-65** | Primary Character |
| **66-90** | Secondary Character |
| **91-100** | Supporting Character |

account for the Supporting Characters.

During the Scene, the Character you've chosen to play is considered the Player Character for that Scene. For instance, if the Player selects Dr. Rodrick for a Scene then Rodrick is the Player Character and any other troupe Characters present are considered NPCs.

This distinction is mostly used when you apply Random Events. Events calling for the Player Character refer to the troupe member you are currently playing.

It's possible to get a Random Event where the Event Focus Table selects the Character you're playing for an NPC Event. For instance, if the Player has assumed the role of Rodrick in a Scene, they may get a Random Event of NPC Action where rolling on the Characters List gets us Rodrick. If this happens then consider the roll on the Characters List to be "Choose" instead, and select the Character who makes the most sense for the Event.

## SPONTANEOUS TROUPE PLAY

So far in this article I've assumed you're starting a Mythic adventure with the intention of playing as a troupe. This doesn't have to be the case. Maybe you are five Scenes into a regular Mythic

## A CURE FOR THE SINGLE PLAYER BLUES?

Troupe style play may be a solution to a problem that comes up sometimes with solo roleplay: getting bored of your Player Character.

It happens to all of us at some point. You may have poured your creativity and attention into constructing your PC and growing the adventure around them, but around Scene 10 or by the fifth adventure, you've grown a little weary of them.

With traditional social roleplay there is always some back and forth going on between your PC and the others, so the spotlight isn't always on one Character. With solo play, it's all about you. While on the plus side this means you can develop your PC faster by having the adventure be more about them, but on the other hand you don't get a chance to include other PC's into the mix and vary your focus.

But with troupe style play you can do this. You're not playing a Player Character, you're playing a troupe of Characters. You can plug in the troupe Character who interests you the most right now, or fits best in a particular moment. This can add additional variety to your solo plays to keep the momentum fresh.

adventure, having built up a nice array of NPCs in your Characters List, and you're starting to think it would be a blast to play one of them for a Scene. You could decide mid-game that you want to form a troupe going forward, and define who the Primary, Secondary, and Supporting Characters are from the pool of Characters you have on hand.

Troupe solo play can develop like this when you want to switch from your Player Character and take on the persona of an NPC. Not only is this fun, but it's a way to solve a couple of problems that sometimes crop up in a solo adventure.

## LACK OF INTEREST

It happens to the best of us. We start our solo adventure with a great idea and a ton of enthusiasm, but at some point the ideas start to run dry and the energy runs flat.

One way to reinvigorate an adventure is to switch Characters. You could place your Player Character onto the Characters List, treating them as an NPC, and take on the role of one of the other Characters on the List.

This can give you a fresh perspective on the adventure from a whole new point of view. You'll have to shift into thinking about what motivates this Character, what would they do, and how would they approach problems that is different from how your former main Player Character would.

## NOT SURE WHERE TO GO NEXT

Even when our interest remains high, it's possible to run into the problem of not being sure where to go next with the adventure. What should the next Expected Scene be? You may be unsure what your Player Character should do.

Switching Characters is a way to maneuver around this obstacle. Similar to solving the problem of lack of interest, by looking through the lens of another Character you get a new perspective. This could open up avenues in your adventure you hadn't thought of before.

You may only have to do this for a single Scene, getting the adventure back on track, and then switch back to your main PC afterward.

If a troupe does develop spontaneously, try looking for connections between the troupe Characters that binds them together such as shared goals or enemies. As the adventure moves forward, these connections can strengthen, giving the troupe more of an identity and a reason for being in the adventure.

# THE BIG EXAMPLE: NEREUS AND THE POISONED TIDE

In this Big Example, the Player is using a post-apocalyptic roleplaying game with Mythic. The game features desolate wastelands, desperate factions fighting for sparse supplies, and tribes of mutated humans who have evolved uniquely over generations.

The Player Character is Nereus, a member of the amphibious merfolk who live in the ocean off a coastline inhabited by warring groups of humans. The Player already knows what this adventure is going to be about: Nereus' underwater tribe is threatened by the approach of The Red Tide, an aquatic phenomenon of kelp and algae mutated by radiation and Ancient Times toxins. It's turned a crimson red and seeps a deadly poison into the surrounding waters. The giant and deadly mass is slowly migrating along the coast toward the merfolk village nestled along the shallow sea floor.

The village elder had contracted with a human tribe to provide a chemical countermeasure, but the tribe double-crossed the merfolk and didn't make good on the deal. Now, with only days left until the lethal tide arrives, Nereus must retrieve the chemical to save their village.

Given the dangers involved in this mission the Player doesn't think Nereus can handle this alone. They decide to use the troupe rules and form a group with various skills.

Nereus is a scout, with skills in wilderness survival, stealth, and evasion. He will act as the Primary Character in the troupe. However, he's not much of a talker and they're going to need negotiation skills once they reach the human settlement.

The Player adds a new Character to the mix, Ephyra. This will be the negotiator, the Player

assigning social and persuasion skills to her. The Player doesn't want to spend too much time developing Ephyra, so they just jot down a few notes about her for now.

The Player decides that Nereus and Ephyra are important members of their tribe, the only ones Morcant the elder would entrust with such a mission.

The Player considers who should be part of the Supporting Characters for this troupe group. We already have the lead Character, Nereus, with his scouting skills. He will be the most active Character for the journey ahead, making sure the way forward is safe. We have Ephyra, who is expected to take over once we arrive at the human village. Who else is needed?

The Player decides the troupe requires protection, and considers having the Supporting Character be a nameless group of merfolk soldiers who can be called upon when necessary. However, the Player decides they would rather narrow this down to a single specialist Character: Marilla, who has a variety of combat skills and can be called upon if things get violent. The Player doesn't expect to need them much, since this adventure will likely focus on wilderness travel, survival against the elements, and social interaction with the humans, but it's best to be safe.

The Player is happy with this group. The three Characters each have a distinct role to play in their common mission, with their abilities complementing the others'. This will allow the Player to vary the style of the adventure at times,

## THANKS KEITH!

The idea behind this Big Example comes courtesy of Keith Malinowski from the Word Mill Games Patreon. Thanks a lot Keith! I'm a big fan of post-apocalypse games so this idea was a direct hit with me.

### ADVENTURE LISTS

**THREADS LIST**

| | | |
|---|---|---|
| 1-2 | Retrieve chemicals | 1 |
| 3-4 | CHOOSE | 2 |
| 5-6 | CHOOSE | 3 |
| 7-8 | CHOOSE | 4 |
| 9-10 | CHOOSE | 5 |
| 1-2 | CHOOSE | 6 |
| 3-4 | CHOOSE | 7 |
| 5-6 | CHOOSE | 8 |
| 7-8 | | |

**CHARACTERS LIST**

| | | |
|---|---|---|
| 1-2 | Nereus | 1 |
| 3-4 | Ephyra | 2 |
| 5-6 | Marilla | 3 |
| 7-8 | CHOOSE | 4 |
| 9-10 | CHOOSE | 5 |
| 1-2 | CHOOSE | 6 |
| 3-4 | CHOOSE | 7 |
| 5-6 | CHOOSE | 8 |

shifting from stealth and exploration, to social interaction, and combat when necessary. They can play Nereus when dealing with the wilderness and survival, and switch up the game into a battle of wits later with Ephyra. If combat takes center stage the Player can bring Marilla forward.

The Player prepares their adventures Lists, adding Nereus, Ephyra, and Marilla. Normally, the Player Character isn't included in the Characters List, but since this is a troupe style adventure Nereus is both a Player Character and an NPC.

It's time to begin, and save our village!

*Morcant the Elder gathers Nereus, Ephyra, and Marilla in the village center to wish them luck. Villagers float around them, gathering in the midst of their underwater home, desperately hoping the trio can bring back the antidote to the Red Tide.*

*Led by Nereus, they swim up to the surface and climb ashore onto a rocky beach. The sky is dappled with red and orange clouds, signs of the nearby wasteland that spawned the poisonous threat they are fighting against.*

Over the next few Scenes, the Player assumes control of Nereus each time. The Player didn't map out the terrain before the adventure, choosing to do it as they play, giving Nereus a chance to use his scouting skills.

Nereus finds a path through a twisted forest, and he briefly explores the site of an ancient ruin where he ends up fleeing from a mutated creature that resembles a rainbow hued alligator.

The ruins intrigued the Player, so in the next Scene they take control of Marilla to have her head to the site and try to kill the beast so the place can be fully explored.

*Marilla steps into the den of the Rainbow Teeth. The place is the decayed and blasted shell of a once great ancient building. Perhaps, if the monster can be dealt with, something useful can be found further inside.*

This Scene gives the Player Character a chance to step away from the stealthier Nereus for an action packed combat Scene, where Marilla battles the monster.

Marilla succeeds in the fight, and the Player follows the Scene with one where Marilla explores the ruins. While asking a Fate Question about what Marilla finds, the Player generates a Random Event. The Event Focus is NPC Positive, and rolling on the Characters List gives us "Marilla". That doesn't work since the Player is currently controlling Marilla, so the Player changes the roll to "Choose", and selects Nereus as the NPC. Since the Player isn't currently playing Nereus, they are considered an NPC.

Rolling on the Action Meaning Tables to help interpret the Random Event, the Player gets "Continue" and "Mundane".

Since this Event is supposed to be good for Nereus, the Player interprets this to mean Marilla finds something that would help Nereus with his scouting. It's an object that will help them continue, and it's something mundane although useful. The Player interprets this to mean that Marilla finds a pair of powered binoculars that still function. Finding tools of the Ancients that work is very valuable, Marilla is proud to bring this treasure back to camp.

## ALL FOR ONE, ONE FOR ALL

The group aspect of troupe play makes it unique from regular roleplay. You aren't just represented by a single Player Character, but by a collection of Characters. Their individual actions in a Scene will help or hurt the group overall. They have not only their own interests to look after, but also the interests of the troupe.

This is evident in this example where Nereus discovers an ancient site. Nereus was able to do this thanks to his scouting skills. However, he couldn't fully explore the site because his combat talents were not sufficient to handle the beast guarding the entrance. So, the Player switches between the combat poor Nereus to the combat capable Marilla. She can handle the beast and successfully explore the location. During her exploration she discovers treasure, a pair of high-tech binoculars. While this item would be useful for her, it's especially useful for Nereus as it will aid him in his scouting activities.

All members of the troupe are contributing, stepping in when their role calls for it and supporting other members of the troupe when they fall short.

After several more Scenes the group makes their way to the human settlement where they hope to bargain for the lifesaving chemicals. For the first Scene in the settlement, before getting down to negotiations, the Player wants to experience what the place is like. All three of the troupe Characters are present for this Scene, so the Player decides to directly control one Character and treat the other two as NPCs. Since the Player doesn't have a preference over which Character hat to wear for this Scene they roll on the Troupe Table to make it a surprise. A roll of 84 means the Player chooses the Secondary Character, Ephyra. This Scene will be conducted from her point of view. The Player

runs through the Scene, using Fate Questions and Discovering Meaning to get a sense of what the settlement is like.

*Ephyra, Nereus, and Marilla enter the human settlement, the place bustling with activity. The three merfolk marvel at all the open commerce taking place in the dusty streets, barely conscious of how the humans stop to stare at the rare sight of wandering Sea People.*

*Marilla gets into a misunderstanding with a food vendor, which draws some attention. Worried this could escalate into a confrontation, Ephyra steps in and sooths everyone's tempers with her silver tongue. It also didn't hurt that she bought everyone a drink.*

The Player wraps up the Scene with the trio finding an inn to stay at. The next Scene is the meeting with the settlement leader. This should be an important Scene, and is the reason why Ephyra was part of the troupe. The Player decides to control Ephyra, the Secondary Character, for this Scene. She will be acting alone as she negotiates for the chemicals to save her aquatic village. 🐚
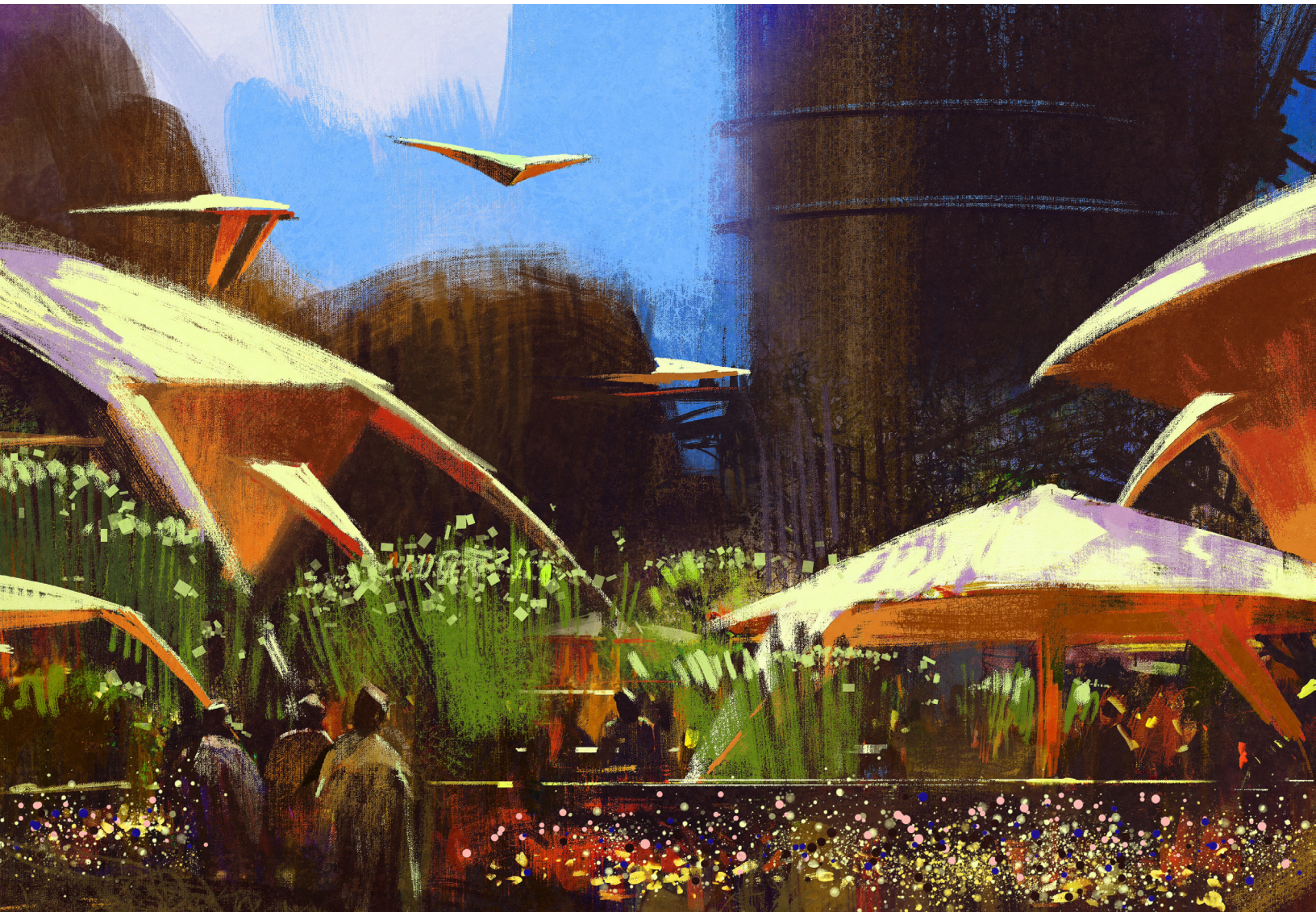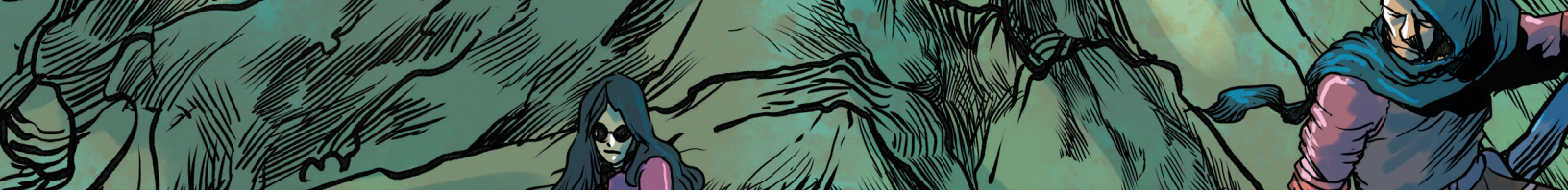
# WHAT IF

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

# Solo Roleplay In Video Games

Immersive, open-world video games can be a joy to get lost in, to wander and explore. They offer opportunities to unleash yourself from the usually linear storyline and make choices for yourself.

As a video game, they still lack the unlimited range of choices that tabletop roleplaying allows. The game follows the path set by its designers. However, you can merge the two worlds together ... the immersive and sensory rich video game environment with creative and limitless solo roleplaying ... for a surprisingly interesting experience. Yes, I'm talking about actually rolling dice, in real life, while you play a video game to determine what happens in the video game world.

Let's explore how this can be done!

## WHERE ROLEPLAY AND THE DIGITAL WORLD ALREADY MEET

I feel like this is such a strange idea that before we dive in we should consider how this is already being done to show that it's not such an unusual concept after all.

Many players of open world games and digital RPGs recognize the expansive potential of their immersive environments and create their own roleplay groups within that world. You can find these players gathering and organizing in online forums, and then playing their experiences in the game world. It's like LARPing in a virtual environment. Players utilize the rich content present in the game, while adding whole new layers of story through improvisational roleplay. It's a group endeavor, with players weaving new storylines for each other.

Stepping away from video games for a moment, tabletop roleplayers have lots of digital tools at their disposal. From virtual tabletops to mapping software and utility apps to help organize our games, digital tools can go a long way to enhancing the tabletop roleplaying experience. Visuals and ambient music alone can help deepen the immersion.

Let's bring both of those worlds together: TTRPG players who appreciate the extra immersion that digital tools can bring to the experience, and video game players who have discovered why roleplaying is such a powerful story developing exercise. Why not use the immersive environments of a video game as a digital tool for tabletop roleplaying, while bringing our RPG skills and tools into the game?

# WHAT WE NEED TO BEGIN

To get started, you need a video game you like that has an immersive, open world environment. I'm no expert in digital games so I won't even attempt to make a list here. Besides, it's a huge and growing number of games, so there is no shortage of options.

I think games that work best for this are ones where you have a lot of player autonomy. While parts of the game may dictate that you must do certain things or engage with particular NPCs or aspects of the game, there is at least one place in the game where you can do what you want. This is the environment where most of our solo roleplay will take place.

You also need Mythic, or your oracle of choice. Keep some dice near at hand while you play, and prepare to make notes, and that's it!

## THEATRE OF THE MIND

This style of roleplay adds new layers of detail and immersion to an open world video game experience. Most of that extra immersion takes place in your head, in the theatre of your mind. It's a new layer of story lore that goes on top of what the game presents to you.

This allows you to create new meanings to in-game events, assign new motivations to the actions of NPCs, give backgrounds to your character and those you encounter, and create whole storylines where none existed before.

When it works out well, the video game elements may recede into the background, becoming more important as catalysts for triggering roleplay events and opportunities.

Merge the story elements, characters, visuals and sounds of an immersive video game with solo roleplaying for a unique hybrid of the digital world meeting the pen and paper world.

# IN-GAME PROMPTS

The concept behind this style of play is to use events in the video game as prompts for the solo roleplay aspect to add another layer of narrative. For instance, the game will have its own thematic setup and opening scenario, which you can then embellish with Fate Questions and Discovering Meaning. This way you can add more history to your Player Character, provide more depth to what you already know about the game, and add new storylines that can be resolved later through roleplay.

See "How This Might Look In Practice" on the next page for a sample run through of playing solo in a video game.

At any point in the game where it seems appropriate, stop playing and use an in-game prompt to roleplay what is happening. After you've resolved the current situation, then continue with the game.

*A Player started a village building video game set in the bronze age. Your task is to forge a town from the raw forest, attract settlers to join you, and eventually expand it into a city if you can. The game is full of grind as you construct buildings and maintain the welfare of your growing population. The Player views this game as a good backdrop to roleplay in.*

*They experience a moment where they encounter a traveler on the road and convince them to join the settlement as a blacksmith. In the video game, the NPC is very straightforward without much nuance to them and the act of inviting them to join you is just clicking a button. The Player decides this is a prompt for roleplay.*

*Since the Player only has a vague idea that this encounter can be more, but they aren't sure what, they ask the Fate Question, "Is there more to this guy?" Mythic comes back with Yes. The Player rolls on a Meaning Table for inspiration about what*

## EXPANDED OPTIONS

For most of this article I assume you're playing an open world, immersive video game from a first person or third person perspective. These are the kind of games that are sometimes referred to as walking simulators, where a lot of your time in the game is spent roaming.

However, lots of video games offer immersive, open world experiences in other styles, from real time strategy games to detailed RPGs and simulations of all sorts. There's no reason why you couldn't turn a railroad building simulation, a cozy farming sim, or a civilization expanding game into a solo Mythic adventure.

Most of the advice in this article still applies to these other kinds of games. The basic idea is to use in-game events as prompts for solo play.

*makes this NPC special, and they interpret the result to mean the NPC is an infamous pirate who is on the run.*

*The Player roleplays this encounter, just like they would if they were in the midst of a regular Mythic Scene. Using Fate Questions and Discovering Meaning the Player Character recognizes the pirate, who admits to who he is. They come to an agreement that the PC will take the NPC in to their village where they can hide, serving as the blacksmith.*

*The Player includes the new NPC on the Characters List, and adds "Hide the pirate" on the Threads List as a new in-game goal.*

In this example the Player created a whole new storyline, giving depth to a vanilla in-game NPC with just a little roleplaying. This storyline could later develop in the adventure into just about anything.

# HOW THIS MIGHT LOOK IN PRACTICE

How would solo roleplay in a video game look in practice? Let's try an example and say a Player wants to roleplay in their favorite immersive video game, *Tomb Breakers! Darkest Descent*. The game is a first person map exploration game taking place on an open world island. It has survival game features to it as well as some light roleplaying aspects, like a simple skill tree system. The goal of the game is to explore a mysterious island and its cave systems while evading animated skeletons, undead, and rival NPC adventurers who are trying to get to a fabled treasure before you do.

While exploring the island, the Player has decided that the appearance of a recurring animal is a prompt to ask for a Random Event. It's a blue bird that occasionally appears, landing on a nearby tree branch to warble a song then fly off. Whenever this in-game scripted event happens, the Player asks the Fate Question "Does a Random Event occur?" The Player pauses the game to ask, and Mythic says No, so they resume the game. The appearance of a bluebird like this happens about once every hour in real time, so the Player decides that's a good interval to be prompted to ask this Question.

Later in the game the Player comes across an NPC. It's a neutral NPC, an inhabitant of the island. They are occasionally encountered. While some offer bits of random conversation or drop a rumor, most just go about their business and serve as background elements in the game.

The NPC, a fisherman, wanders toward the PC coming right up to their face. He pauses, then turns to walk away, something the NPCs in the game sometimes do.

The Player pauses the game, treating this action as a prompt to mean the NPC may interact with them. They ask the Fate Question, "Does he say something to me?" Mythic comes back with Yes.

Rolling on a Meaning Table for inspiration, the Player determines that the fisherman wants to help the PC on their quest to find the treasure. The Player interprets this to mean that the NPC gives the PC a map of an uncharted part of the island. The Player uses a mod they downloaded earlier that allows unexplored portions of the island to show up on their ingame map, having this new information represent what the fisherman showed to them.

The Player names the fisherman "Marrik," adding him to the Characters List. Maybe he'll show up again later in the game.

While exploring the section of the island that Marrik's map revealed, the Player comes across a colorful mural carved into a boulder. Within the game, this is a unique point of interest on the island but it has no other in-game significance other than decorative. The Player decides that their PC may be able to decipher meaning from the script in the mural. They pause the game and ask, "Do I get any meaning from it?" Mythic says Yes, and a Random Event.

Discovering Meaning to find out what the PC learns, they interpret the results to mean that the mural talks about a cult practiced on the island with secret members and mysterious goals.

For the Random Event, the Player rolls NPC Action on the Focus Table. On the Characters List, they get "Marrik". Rolling on Meaning Tables to help interpret the Event, the Player determines that the mural proves that Marrik is a member of the cult and earlier gave the map to you on purpose. This means the cult is aware of the PC and wanted them to go this way. Why is unknown just yet.

The Player is happy with this development. The existence of a cult is a new element to the game that roleplay has developed.
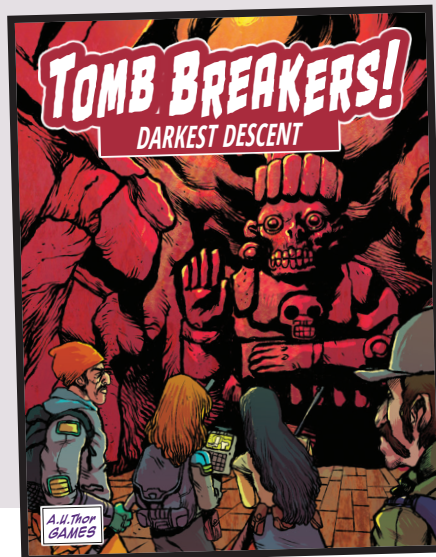
## Maintaining Mystery

To keep uncertainty in the roleplaying aspect of the game, whenever you interpret an in-game event to be a prompt, ask a Fate Question to see if you should pursue it. For instance, in the example above the Player asked "Is there more to this guy?" Or, you could ask, "Is this a prompt?"

Yes results mean you should pause the game and roleplay the moment like a regular Mythic Scene. No results mean to ignore the prompt and keep going. This way in-game prompts that are chosen because they happen with regularity are not guaranteed to result in a roleplaying opportunity, it's a potential opportunity.

Asking if you should act on a prompt will also keep you from getting overwhelmed if the game throws a lot of prompts at you. For instance, maybe you decide that NPC's walking right up to you is a prompt for interaction. An NPC bumps up against you and you ask, "Is this a prompt?" giving it Odds of 50/50. Mythic says Yes and you resolve the encounter. A few minutes later another NPC walks up to you. Since this follows so closely on the previous encounter, you may assign this lower Odds, such as Very Unlikely. Or, you may skip asking about the prompt altogether.

## Choosing Prompt Triggers

A prompt from the game is a signal to pause and roleplay a Mythic Scene based on the prompt and the current Context. What counts as a prompt is up to you. You should decide what in-game events are considered prompts, and what they are prompting.

For instance, you might decide that an NPC who randomly waves in your direction is a prompt to ask, "Does the NPC want to sell me something?" In a strategy game that has turns, you could decide that every tenth turn prompts you to ask, "Does a Random Event happen?"

## USING MODS

To gain more control of the game you're roleplaying in consider downloading and applying mods to them. Many popular games have online modding communities offering a wide range of custom game changes. These can include modifications like manipulating player statistics, adding items to the game, adjusting variables in the game like how much damage creatures do, and many more.

Some games offer console commands, or cheat codes, that allow easy manipulation of game elements without modding.

For most gamers these tools are available to change the flavor of the game, to add interest after the game has become familiar and stale to them, or to make it easier or harder to complete. For a roleplayer, however, these tools give us more options for bringing our roleplay directly into the game.

For instance, let's say you're playing a survival video game. It's set in modern times, you're lost in a jungle, and it's mostly you against the environment. You have access to cheat codes that allow you to change the game in various ways, including: a godmode where your character cannot be hurt, flight mode where you can "fly" anywhere, and a light command that adds an instant light source to dark areas like caves.

Let's say through roleplaying the Player has added magic to the game. Some of the plants found in the jungle can be used as ingredients to cast spells. Rather than have this purely exist as a roleplaying element, the Player can bring it into the game itself using the cheat codes. Godmode is an Invulnerability spell, flight mode is a Flight spell, and the light command is a Create Light spell.

Mods can also help expand your feeling of immersion by making the game look more like how you want it to look for your roleplaying experience.

During events in the game, you may decide that getting an idea about the event is enough to serve as a prompt. For instance, maybe in a video game about the old west your Character gets attacked on the road by bandits. Within the game this is a straightforward combat situation, the bandits are just randomly spawned NPCs who sometimes appear to attack. In the midst of the battle the Player gets an idea that maybe this encounter is more, so they decide this is a prompt, pause the game, and ask the Fate Question, "Is there more to this encounter?"

Maybe Mythic says yes, and you determine through Fate Questions and Discovering Meaning that the bandits were sent by an NPC you had met earlier in the game. They are trying to kill you because you had interfered with the sale of a farm in a previous section of the game. Now we have a new storyline: the NPC wanted that farm for some kind of shady enterprise and is willing to murder to protect it.

Defining prompts then acting on them is how you can build your roleplay on top of the in-game elements without having to think much about it or plan the moments out. It offers a convenient trigger to make something new happen.

In-game events that happen infrequently but with regularity make good prompts to seek roleplaying input from Mythic. For instance, if the video game you're playing features seasons that change, you may decide that shifting from one season of the year to another is a prompt to check for a Random Event. Or in a game featuring a fantasy forest, sometimes the trees come alive in a colorful way, serving as a prompt to check for Events or for some roleplaying element you've added to the game like your Player Character transforming into an animal or having a vision.

## NPC BUMBLING AS PROMPTS

If you've spent any amount of time in a first person open world game with NPCs you've encountered the strange ways they tend to act. Game NPC behavior is the stuff of memes. Give Kommander Karl a search on YouTube and take a look at his NPC videos for a thorough and amusing rundown of the wacky NPC behavior we've come to accept.

Aside from the oddity of it all, NPC antics can be roleplaying gold when we view them as potential prompts for solo play. The bumbling is noticeable enough to catch our attention, making them great prompt triggers. The NPC actions might be unique enough that we can assign specific meaning to each one, such as a Character glitching and walking through a wall is a prompt that they may have robbed that place. The behaviors can be clues to the prompts we want them to trigger.

For instance, in first person games sometimes NPCs walk right up to you without any purpose. They have random and scripted movement which can bring them into your personal space. This can make for a prompt to ask "Does the NPC interact with me?"

Or, maybe NPCs in your game sometimes appear to gesture and speak, but say nothing and aren't addressing any other NPC you can see. In your roleplaying environment you may decide this is a prompt trigger to ask if the NPC is casting a spell.

When roleplaying interactions with NPCs, you can use these odd behaviors as an indicator of how they respond and what they say. While you may use Fate Questions or Meaning tables to determine their actions, you could choose that a random smile from an NPC means the action will be positive and a frown means it'll be negative.

You can use unusual NPC behavior to serve as triggers for prompts not related to the NPC themself. In this way, unique NPC behaviors act as a sort of clock to trigger something like asking for a Random Event.

## MYTHIC ELEMENTS

This style of play is like playing a regular solo Mythic adventure as you also play a video game. While the mechanical aspects of Mythic solo roleplaying will mostly be what you are accustomed to, there are a few things that should be changed.

For instance, you don't need to generate an opening Scene for the adventure. You can use what the game presents. If the scenario offered by the game doesn't feel complete to you, you can use Mythic to add more depth to it.

For instance, maybe you're playing a zombie apocalypse simulation game. The game itself offers no explanation for your character being where they are, it simply starts the game with you in an abandoned house in a neighborhood crawling with zombies. Before the game begins, you could use Fate Questions and Discovering Meaning to determine more about who your Player Character is, what they did before the world ended, and how they ended up in this house. This may develop plot elements for you. You might determine that your PC was separated from their family during the chaos, so being reunited with them is now one of their main goals. It doesn't matter that this storyline isn't supported by the video game itself, you can support it through roleplay.

You also don't need to follow Mythic's Scene structure. The video game itself handles that with the in-game prompts you have chosen determining when to check for roleplay elements. Mythic's Scene structure is designed to maintain narrative beats in an adventure, but the video game and the prompts you have chosen take over this role.

## Lists

You'll still need the Threads and Characters Lists, adding elements you think are important. This can include goals you develop as well as ones that are present in the game itself. For instance, with the zombie simulator, we might add "Survive" to the Threads List since that's a primary game objective, and add "Find family" since that's a roleplay objective.

You may want to leave NPCs off the Characters List who are well represented in the game itself. That's because the video game will take care of when these NPC's appear, what they do, and if you've associated any prompts with them what happens when they appear. However, you may still want to include NPCs who benefit from Mythic control. For instance, in the zombie game there may be no point in putting "Zombies" in the Characters List since the video game is throwing zombies at you all the time. However, in the example in "How This Might Look In Practice" it made sense for the Player to add "Marrik" to the List. Even though that NPC can be found wandering the island and may be encountered again through the game, since the Player created additional meaning around the NPC, including giving them a name, it makes sense to add them to the Characters List.

## MAKING IT MORE IMMERSIVE

Adding a layer of solo roleplaying to a video game can make the game richer. While the game offers context and prompt opportunities, the mechanics of video games can also distract from roleplay immersion. Here are some simple ways to keep the sense of immersion alive.

### WALK, DON'T RUN

Once you get familiar with a video game it's tempting to run when you travel on foot, or to use fast travel options like waypoints. However, we don't run in real life every time we go from point A to point B, so why do it in your roleplaying game? When playing in first or third person, try moving naturally to enhance the sense of realism. Walk when it makes sense to walk, and run when it makes sense to run.

### TAKE TIME TO THINK

Now that you're walking you may have more free time on your hands. This isn't dead time, it's useful. Use the time in your game where little is going on to think about the roleplaying portion. Dwell on the plotlines you've developed, or think about a recent event you rolled. This is valuable time to cement these experiences in your head and expand the lore they represent.

### FIRST PERSON MAKES IT PERSONAL

Lots of immersive games offer the opportunity to play in third person perspective, where you can see your Player Character, or first person, where you are looking at the game world through their eyes. Playing in first person, when possible, may be more immersive to the roleplaying experience. For one thing, it feels more like "you" acting in the game world rather than your Character. Also, you may be limited in how you can customize the appearance of your game Character. By going first person you don't have to see them all the time, so you can imagine they look any way you want them to.

### PAUSE WHEN NECESSARY

Your video game isn't meant to be played like we're doing here, so it won't necessarily give you the time to roll on the Fate Chart or think about what a Meaning Table is telling you. Letting the game continue to run while you play through roleplaying elements may be distracting, so feel free to pause the game while you roleplay then resume the game when you're done.

Since we aren't using Mythic's standard Scene structure there is no Bookkeeping phase, so you'll have to pause every once in a while to update your Lists. You can do this when it feels natural to do so.

## Chaos Factor

Lack of Scene structure and a Bookkeeping phase means we also don't have a clear time to adjust the Chaos Factor. You may choose not to use the Chaos Factor in this style of play, always leaving the CF at 5 for Fate Questions. If you do choose to adjust the Chaos Factor, you could couple it with the pauses you take to update Lists. That becomes your Bookkeeping time.

## Random Events

Random Events add unexpected roleplaying twists, just as they do in typical Mythic play. You can decide if you want Fate Questions to trigger Random Events while roleplaying in a video game or not. If you're adding a lot of roleplay elements then allowing Random Events can be useful. However, if you are only roleplaying lightly in the video game, you may find allowing Random Events to be more intrusive than helpful.

Whether they add or detract from your game may not be discovered until after you get into it, so feel free to include or cut out Random Events as you see fit.

Since we aren't using Mythic's Scene structure, allowing Random Events to appear from game world prompts is a good way to return some of the randomness and narrative shifting capabilities of Interrupt Scenes. If you're looking at Random Events as a replacement for losing Interrupt Scenes, then consider an in-game prompt that happens with some regularity at intervals. For instance, in your video game world you might see a shooting star race across the night sky

### 🔍 ROLEPLAYING = LESS WINNING

Depending on how ambitious you are when you play a game, there's something you may have to come to grips with if you try this approach: it makes actually playing the game a lot harder.

If you're okay with this, then great! Otherwise, you may find yourself bouncing back and forth between wanting to achieve game objectives as it was intended, and roleplaying. If you find this to be a struggle, then here are a few ideas to consider:

- **Take A Pause:** Getting sucked into the gameplay and away from the roleplay may be a sign that you need to take a few minutes break. This could be the time you need to reconnect with the roleplaying elements.
- **Slow Down:** Video games are designed to keep us busy. They feed a steady stream of objectives and challenges. This can lead to us wanting to tackle those goals faster and faster. If you find this biting into your roleplaying, then try slowing down a little bit.
- **Play Through The Game First:** Roleplaying in a video game may work best when you are very familiar with the game. If you've played through the whole game at least once then you know what to expect. Then, when you play it again while roleplaying you can get a new and unexpected experience. Having already completed the game will make you less likely to get distracted by game elements allowing you to focus on the roleplay elements.

sometimes. When it happens, it's colorful and easy to notice, so you won't miss it. They happen randomly, but seem to come by roughly once every hour of real time. You might think this is a good interval to trigger a Random Event, so you decide to treat the appearance of a shooting star as a prompt to ask the Fate Question, "Does a Random Event occur?" 🌑

## TROUPE HIERARCHY TABLE

| CHARACTER | ROLE |
|---|---|
| **PRIMARY CHARACTER** | This is your main Player Character. The additional Characters support this one in some way. |
| **SECONDARY CHARACTER** | This is a single Character who is similar in importance to the Primary Character, but is not the focus of the adventure. This Character should be distinct from the Primary Character, bringing their own abilities into the adventure. |
| **SUPPORTING CHARACTERS** | This is one Character, or a group of Characters, who are less important than the Primary or Secondary Characters yet serve a supporting role in some way. |

## TROUPE TABLE

| 1D100 | TROUPE CHARACTER TO PLAY |
|---|---|
| **1-65** | Primary Character |
| **66-90** | Secondary Character |
| **91-100** | Supporting Character |

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

## OBJECTS

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

# MYTHIC MAGAZINE

## MONTHLY MUSINGS AND CRUNCHY BITS FOR MYTHIC PLAY!

MYTHIC MAGAZINE IS AVAILABLE MONTHLY THROUGH PATREON AND DRIVETHRURPG