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





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

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**Table Of Contents** 

| NPC EVOLVING MOTIVATION                 |                 |
|---|-----------------|
| RULES                                   | 3               |
| When NPC Motivations Take Center Sta    | ge4             |
| Motives, Actions, & Keywords            | 5               |
| Evolving Motivations Sheet              | 7               |
| Evolving Motivations Sheet              | 8               |
| Evolving Motivations                    | 9               |
| The Big Example: Crisis at Monitor D-37 | <sup>7</sup> 16 |
| DETAILED FLOWCHARTS FOR                 |                 |
| MGME2E                                  | . 22            |
| Fate Questions                          | 23              |
| Fate Questions (2-page)                 |                 |
| Fate Questions (2-Page, Inside Margins) | 26              |
| Random Events                           | 28              |
| Scenes                                  | 29              |
| Scenes (2-page)                         | 30              |
| Scenes (2-Page, Inside Margins)         | 32              |
| Combined Flowcharts                     | 34              |
| COLLECTED TABLES & SHEETS               | 35              |

COVER ART

# **Getting Motivated**

The unpredictability of Non-Player Characters is one of the most exciting aspects of solo roleplaying to me. When you meet a new NPC, you never know who they are or what they're about until you've discovered it through play. Once that's done, you have a feel for them and this serves as Context for later interpretations.

However, those NPCs can be slow to change over time. This issue of *Mythic Magazine* introduces the Evolving Motivations system, a ruleset that helps establish the motives of an NPC, and delivers mechanics to modify and evolve those motivations as time goes on. This can lead to NPCs who change faster during an adventure, making them unpredictable even after you've gotten to know them, while maintaining a sense of consistency.

The second article isn't an article, but a trio of detailed flowcharts for *Mythic Game Master Emulator Second Edition's* core mechanics. While MGME2E has flowcharts in it, these charts take them to the next level with more detail, making them especially handy as quick reference tools.

Happy adventuring!

Nana Spr



# **VARIATIONS**

New rules and twists on current rules

# NPC Evolving Motivation Rules

Generating Non-Player Character behavior is a subject that is often returned to in *Mythic Magazine*. Figuring out what an NPC does can be as simple as following your expectations about their actions or asking a Fate Question, or it can be more sophisticated and uncertain. See the sidebar, "What Did They Do This Time?", for a rundown of existing rulesets that address NPC behavior.

Most strategies determine what an NPC does right now, in a given moment. However, it would also be useful to know what an NPC plans to do, or wants to do, in the future, and how interacting with other Characters within Scenes effects their motivations. Establishing NPC motivations, what triggers those motivations, and how they act on those motivations, is key to creating dynamic NPCs.

This article presents a system for modeling NPC motivations that evolve over time and culminate in actions they take to fulfill their motivations. These actions further change their motivations, resulting in a loop where NPCs change over time, but in a way that remains consistent to their previous motivations.

## WHAT DID THEY DO THIS TIME?

Generating NPC actions can be both fun and frustrating, which is why the subject is revisited frequently. Following are other places you can find Mythic rules about NPC behavior:

- Whythic Game Master Emulator Second Edition, "Generating NPC Behavior", p. 106.
- Mythic Magazine #1 & Mythic Magazine Compilation #1, "Behavior Checks Simplified".
- Mythic Magazine #9 & Mythic Magazine Compilation #2, "Generating NPC Behavior With Fate Questions".
- Mythic Magazine #12 & Mythic Magazine Compilation #2, "RPG Social Skills With Mythic's Behavior Check".
- Mythic Magazine #13 & Mythic Magazine Compilation #3, "Creature Crafter Simplified".
- Mythic Magazine #24 & Mythic Magazine Compilation #4, "When Characters Distrust Each Other".
- Mythic Magazine #32, "'Gather A Crew' Mythic Adventures".
- Mythic Magazine #34, "One-Page Creature Crafter".

# WHEN NPC MOTIVATIONS TAKE CENTER STAGE

Roleplaying adventures are full of interaction. Your PC is talks with someone they hired to help guide them through a mountain pass. A Character tries to convince a dockyard worker into joining them on their plan to steal a ship. A wizard makes a bargain with an infernal fiend.

In a solo or Gamemaster-free adventure, we might let Fate Questions or Meaning Tables help determine what an NPC does or says. Our interpretation of those prompts is based on past Context, so we can take into account how that NPC has behaved in the past. This is how we



determine what motivates them, by what we know about them.

These are good strategies to work out what an NPC does and why they do it. But, if you want these kinds of interactions to be a central component of your adventures, we can take this process a step further and make NPCs more dynamic.

Before diving into the nitty gritty, let's go over some situations where you may want shifting NPC motivations to be a recurring theme.

## **TEAM DYNAMICS**

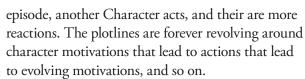
The interplay of personalities, often extreme personalities, is the basis of many, many movies and shows. Witness a group of superheroes tackle a galactic menace, but what might be most entertaining is watching all the moments where they annoy each other or do something behind the others' backs, or act in some way that we saw building through previous scenes.

The evolving motivation rules presented in this article can be used as a framework for the interplay of personalities within a team. In a Mythic adventure, this team may be composed of your Player Character and NPCs. This system can help you determine how the other teammembers behave at any given time, and how those interactions change their current attitudes and future behaviors. This leads to team dynamics that shift and grow.

## **SOCIAL-FOCUSED PLAY**

You don't have to establish Character motivations just to determine what they say and do while pursuing a main goal. It can be the main goal of an adventure itself.

Think of some of your favorite television shows. Much of the time, their plots revolve around what one of the recurring Characters does in an episode and how the others respond to it. In the next



This can make a fun model for solo Mythic play as well. You might have your Player Character wizard, along with a small NPC team with a rogue, a warrior, and a ranger. The Threads you pursue could be there to give everyone purpose, but what you're really playing for is to see what the NPCs get up to. Escorting a merchant wagon through the Goblin Woods may be the job, but dealing with the repercussions of your rogue stealing from the caravan would be the adventure.

#### PLOTS AND SCHEMES

Using a system to model evolving Character motivations works really well when you want an adventure that involves scheming and plots.

For instance, consider this example:

Your starship captain accepts an ambassador from an enemy nation onto their ship. It's a goodwill gesture, an attempt at peace. The ambassador is friendly and courteous, and even accompanies the captain on a mission to a new planet.

There, the ambassador rescues a member of the crew from certain death. This peace thing is really working out well!

A few Scenes later, however, the ship's defenses suddenly go offline and it's attacked. It turns out the ambassador was just trying to win over the captain's trust to gain access to aid in the ship's capture.

Tracking shifting motivations makes NPC scheming more lively and unexpected. You may think you know what a Character is up to, but then they reveal what they are really up to and everything changes.

# (1) INTERACTION AS ESCALATION

This system considers interactions with NPCs to take place on an escalating basis. NPC motives and actions evolve, often in response to what's happening around them and how others interact with them. We want their motivations to change over time, eventually culminating into steps they take that they deem necessary.

While "escalation" almost implies something negative or destructive, it doesn't have to be. However the NPC acts on their motivations it will likely be something interesting. Previous interactions this NPC engaged in, whether with other NPCs, the Player Character, or events in the adventure, escalated their motivations to the point where they act.

# DYNAMIC CHARACTERS ARE INTERESTING

Those are good reasons to model shifting NPC motivations, but maybe the best reason is simply because it's fun and interesting. You could use this system in any Mythic adventure where you want to throw a spotlight on certain NPCs whose thoughts and actions you want to follow more closely.

# MOTIVES, ACTIONS, & KEYWORDS

This system relies on the interplay between Character motivations, as defined by Keywords, and how those motivations change over time. Eventually motivation escalates into action.



It's difficult to tell if the Council Of Yond is on your side or against you. They begrudgingly allow your PC permission to travel through their woods, but are they doing it because they support your cause or are they luring you into a trap? Only time, and further interactions with them, will reveal their motivations.

# Characters

First, identify the NPCs you want to track. Only include those NPCs whose motivations you care about. Even then, you can be selective, since this system will activate those Characters from time to time and keeping track of too many NPCs may become a chore. You can start tracking an NPC, and stop, at any time.

# Motivation

Characters all have motives for what they do, and those motives guide their actions. Character motivation is used to help interpret what an NPC will do when they act.

# **Actions**

Character motivations lead to Character actions. This is where things get exciting. Character actions can be just about anything, such as a Character yelling in an angry outburst, taking time from plundering a dungeon to help a beleaguered village, or doing something foolish which helps an enemy.

# Keywords

Keywords are used to describe a Character's motivations and actions. These Keywords will change over time, reflecting how the Character's views and strategies change. The same Keywords are used to describe what a Character is thinking, what they react to, and what they do.

# **Invoking**

An NPC's motivations are triggered when Keywords are invoked, pushing them to evolve their motivations and eventually take action.

# **EVOLVING MOTIVATIONS SHEET**

The Evolving Motivations Sheet is used to keep track of NPCs, their Keywords, and when interactions invoke their Keywords. You can find the sheet on the next page.

# **Tracked Characters**

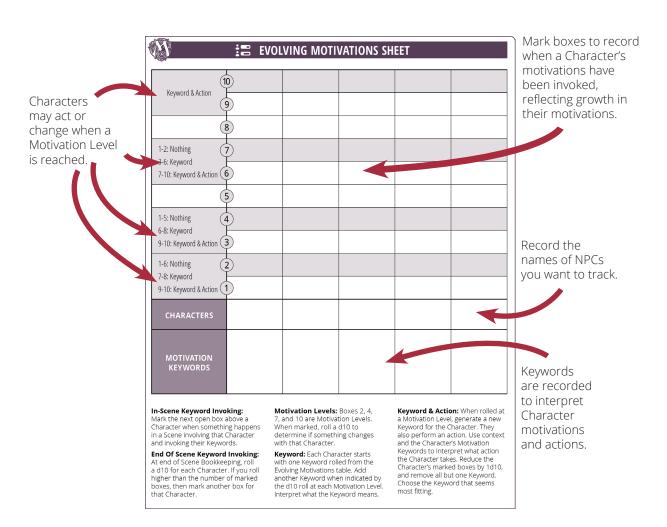
List Non-Player Characters on the sheet whose motivations you want to follow during the adventure. Some reasons you may want to include a Character:

### **CLOSE TIES**

The NPC has a connection to your Player Character. For instance, NPC team members or Characters who provide resources.

#### IT'S COMPLICATED

Your adventure involves NPCs with complicated, shifting, or unclear motivations. You can track those NPCs to guide how their motivations play out. For instance, this could apply to power politics, such as the court of a king or a council of governors. The Evolving Motivations system will help keep track of shifting attitudes, and determine when an NPC hatches a plan or forms an alliance.





# **E** EVOLVING MOTIVATIONS SHEET

| Keyword & Action   | 9  |  |  |
|--|----|--|--|
| (  | 8  |  |  |
| 1-2: Nothing (<br>3-6: Keyword                             | 7) |  |  |
| 7-10: Keyword & Action (                                   | 5  |  |  |
| 1-5: Nothing (<br>6-8: Keyword<br>9-10: Keyword & Action ( | 3  |  |  |
| 1-6: Nothing 7-8: Keyword                                  | 2  |  |  |
| 9-10: Keyword & Action ( CHARACTERS                        |    |  |  |
| MOTIVATION<br>KEYWORDS                                     |    |  |  |

#### **In-Scene Keyword Invoking:**

Mark the next open box above a Character when something happens in a Scene involving that Character and invoking their Keywords.

End Of Scene Keyword Invoking:

At end of Scene Bookkeeping, roll a d10 for each Character. If you roll higher than the number of marked boxes, then mark another box for that Character.

**Motivation Levels:** Boxes 2, 4, 7, and 10 are Motivation Levels. When marked, roll a d10 to determine if something changes with that Character.

**Keyword:** Each Character starts with one Keyword rolled from the Evolving Motivations table. Add another Keyword when indicated by the d10 roll at each Motivation Level. Interpret what the Keyword means.

**Keyword & Action:** When rolled at a Motivation Level, generate a new Keyword for the Character. They also perform an action. Use context and the Character's Motivation Keywords to interpret what action the Character takes. Reduce the Character's marked boxes by 1d10, and remove all but one Keyword. Choose the Keyword that seems most fitting.



You could include NPC's who don't have a close tie to your PC and aren't very important ... yet. They may be in a position where, should their views change or if they decide to act at a key point in the adventure, they suddenly become very important. This could include NPCs such as the innkeeper you see when you return from adventures, who is always friendly but also knows a lot about you and could be very helpful, or harmful, if they chose to be.

### **VILLAINS**

Antagonists in your adventure can be included on the sheet as a way to model their motivations and actions changing throughout an adventure in response to Player Character actions. This can make a central villain feel more dynamic and pro-active. It can also create moments where a Big Bad makes a surprise action that you saw the adventure building toward, but didn't know what they were going to do until they did it.

### **INTERESTING NPCS**

The reasons listed above for placing an NPC on the Evolving Motivations Sheet are all good ones, but you don't need a good reason to track an NPC. You can do it because it's fun and interesting. Tracking any NPC brings them to life a little more, makes them more surprising, and gives another way your adventure can spring a twist on you.

# **Evolving Motivations Keywords**

Evolving Motivations Keywords are the muscle of this system. Keywords are used to interpret what an NPC is thinking, what motivates them, what their goals are, and how they act.

When you place an NPC on the sheet, roll for their first Keyword on the Evolving Motivations Meaning Table (on this page). This will give you a word to write under their Character's name. This is just the beginning, as more Keywords can be added later and Keywords can be dropped. An NPC's list of Keywords will change as the adventure progresses.

#### EVOLVING MOTIVATIONS

|            | EVOLVING                   | MOTIVA     | IIION2  |
|------------|----------------------------|------------|---|
| 1:         | Aggressive                 | 51:        | Idea  |
| 2:         | Anger                      |            | Imitate   |
| 3:         | Antagonize                 | 52.        | Important   |
|            |                            | JJ.        | Important   |
| 4:         | Assist                     | 54:        | Imprison  |
| 5:         | Attack                     | 55:        | Increase  |
| 6:         | Attain<br>Bestow<br>Betray | 56:        | Indulge   |
| 7:         | Bestow<br>Betray<br>Block  | 57:        | Information   |
| 8:         | Betray                     | 58:        | Inquire   |
| 9:         | Block                      | 59:        | Inspect   |
| 10:        | Bold                       | 60:        | Invade  |
| 11.        | Break                      | 61.        | Imprison Increase Indulge Information Inquire Inspect Invade Leadership |
| 12.        | Business                   | 62.        | Leave   |
| 12.        | Careless                   | 62.        | Location  |
| 1/1.       | Change                     | 64.        | Loyal   |
| 14.        | Close                      | 04.<br>CF. | LUyai   |
| 15:        | Close                      |            | Misuse  |
|            | Communicate                |            | Move  |
| 17:        | Complete                   | 67:        | Mundane   |
|            | Conceal                    | 68:        | Mysterious  |
|            | Conflict                   | 69:        | Needs   |
| 20:        | Continue                   | 70:        | Neglect   |
| 21:        | Control                    | 71:        |   |
| 22:        | Cooperate                  |            | Observe   |
|            | Create                     |            | Official  |
|            | Danger                     |            | Open  |
| 25.        | Deceive                    | <b>75:</b> |   |
|            | Decrease                   |            | Peace   |
|            | Defend                     |            | Physical  |
|            | Defiant                    |            | Plot  |
|            | Delay                      |            |   |
| 29.        |                            |            | Possessions   |
| 30:        |                            | 00.        | Power   |
|            | Disrupt                    |            | Protect   |
|            | Divide                     |            | Punish  |
| 33:        | Enemy                      |            | Pursue  |
| 34:        | Environment                | 84:        | Release   |
| 35:        | Expose                     | 85:        | Return  |
| 36:        | Fear                       | 86:        | Reward  |
| 37:        | Fierce                     | 87:        | Safety  |
| 38:        | Fight                      | 88:        | Simple  |
| 39:        | Foolish                    | 89:        |   |
|            | Frantic                    | 90:        |   |
| 41.        | Friend                     | 91:        |   |
| 42.        | Goal                       | 92:        | Strength  |
| 43:        |                            | 93:        |   |
| 43.<br>44: | Guide                      | 93.<br>94: |   |
|            |                            |            |   |
|            | Harm                       | 95:        |   |
| 46:        |                            | 96:        |   |
|            | Heal                       | 97:        | Take  |
| 48:        | Help                       |            | Technology  |
| 49:        |                            | 99:        |   |
| 50:        | Норе                       | 100        | <b>:</b> Use  |
|            |                            |            |   |

Mavel the ranger has wondered into the Dragroot Forest, the domain of the mysterious Council of Yond. Mavel needs to spend some time in these haunted woods as he seeks to stop a growing evil.

Upon first meeting representatives of the Council, the Player determines through Fate Questions that they will not seek to hinder Mavel's progress, but they aren't thrilled at his presence either.

The Player decides to track the Council's motivations, so they add them to the Evolving Motivations Sheet. Rolling a Keyword from the Evolving Motivations Table, the Player gets "Observe". They write this down in the Motivation Keywords box for that Character.

Unlike most rolls on Meaning Tables, you only roll one word at a time with the Evolving Motivations system. Once rolled, you can interpret what the Keyword means but you can keep this interpretation open to a different interpretation later. This initial interpretation helps you establish the Character's motivations right now.

## **KEYWORDS AS MOTIVATION**

Keywords are used to interpret NPC motivations and behavior at important points in the adventure. If you need to know what is motivating an NPC, make an interpretation from their listed Keywords. For instance, in the example above, the Player may interpret the Keyword of Observe to indicate the Council is motivated by wariness over what Mavel is doing in their forest and plans to keep an eye on him.

## **KEYWORDS AS ACTIONS**

If an NPC acts during a Scene, you can use the Keywords to help interpret what they do. For instance, the Player in the example above may trigger a Random Event during an adventure.

# KEYWORDS FOR CONSISTENCY

Motivation Keywords provide an easy way to know a lot about an NPC without knowing too much, and shaping their behavior so that it's consistent over time.

You'll likely use the same Keywords over and over again for different situations. While Keywords may not change often, the Context you interpret them in will, so the words will inspire new interpretations while retaining some consistency.

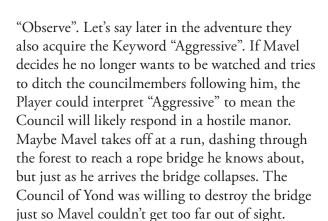
For instance, in the example of the Council of Yond, the first Keyword generated was "Observe". This made a lot of sense given the initial Context, where Mavel was an intruder in their forest realm. The Council plans to keep an eye on Mavel. In other situations, that Keyword can have similar but different interpretations. Maybe later in the adventure Mavel gets attacked by a forest creature. He knows the Council is watching the battle, but the Player interprets "Observe" to mean that they do not act to help Mavel. They're just going to watch.

As more Keywords are added, the range of interpretations can expand. This shows how the NPC is changing over time, how their motivations and goals develop. Or, the growing Keywords can represent that we are learning about their motivations and goals.

For instance, in the example, the Player added "Aggressive" to the Council's Keywords. This could mean that the PC is learning just how serious the Council is about protecting their domain.

The Event involves the Council of Yond. When interpreting what the Council does, the Player could include their Motivation Keywords as part of the Context.

Keywords can be helpful in determining when an NPC reacts to another Character's actions or to events in the adventure. For instance, we know the Council of Yond have a Keyword of



## **INVOKING KEYWORDS**

An NPC's Keywords are invoked if something happens in the Scene that fits in with how you're interpreting their Keywords. For instance, in the example Mavel decided he was going to try and outrun his observers to lose them. Since the Player was interpreting the Keyword of "Observe" to mean the Council wanted to keep track of Mavel, the ranger's actions of trying to ditch them invokes the Keyword of "Observe".

Invoking Keywords causes a Character's Motivation to increase.

## **Motivation Boxes**

The 10 boxes above the Character's name on the Evolving Motivations Sheet measure how often that Character's Keywords are invoked during play. Something happens which catches the Character's attention, which increases their chances of acting in response.

Whatever is stirring the Character may be known, such as something that happens in a Scene that includes that Character. For instance, Mavel trying to ditch the Council's surveillance is a known action that directly involves the NPC being tracked.

An NPC's Motivation may also increase for unknown reasons that happen "off camera", where the Player isn't aware of a reason.

# (1) KEEPING MEANING IN MIND

An NPC's Motivation Keywords, and how you interpret them, becomes important adventure Context.

For instance, in a weird west style of game your PC may team up with a bandit named Cecil. This happened because both Characters are stuck in a gulch, deep in the desert, and there are zombies wandering around all over the place. To get out alive, both Characters will have to work together.

The Player rolls a Keyword for Cecil and gets "Leadership". That one word can mean a lot of different things in this situation, but the Player decides it means that Cecil is not good at playing well with others. He immediately tries to assume the leadership role between him and the PC.

This interpretation of "Leadership" is important as it establishes what kind of person Cecil is and how hard he is to work with. That would serve as running Context throughout the adventure, whenever Cecil's actions need to be determined through the lens of "Leadership".

Later in the adventure Cecil may get a second Keyword, "Start". Given what we know about Cecil and his need to be in control, the Player could interpret this new word to mean that Cecil grabs the PC's arm, halting them in their tracks, suddenly seized by the need to start a conversation to make sure both of them are "On the same page". This further develops Cecil's need to control and could be more recurring behavior, where Cecil occasionally asserts his authority.

That's only two words, "Leadership" and "Start", and they could mean a million different things in a million different Contexts. But in the Context of Cecil, the Player has a clear idea what they mean and that meaning carries through to all interpretations made for this Character throughout the adventure.

# INCREASING MOTIVATION THROUGH MYTHIC PLAY

When a Character you're tracking on the Evolving Motivations Sheet is present in a Scene, keep in mind their Keywords and the Context surrounding that Character. If something happens in the Scene involving that Character that relates to their Keywords, then consider the Keywords invoked. Place a check mark in the next open box above the Character's name.

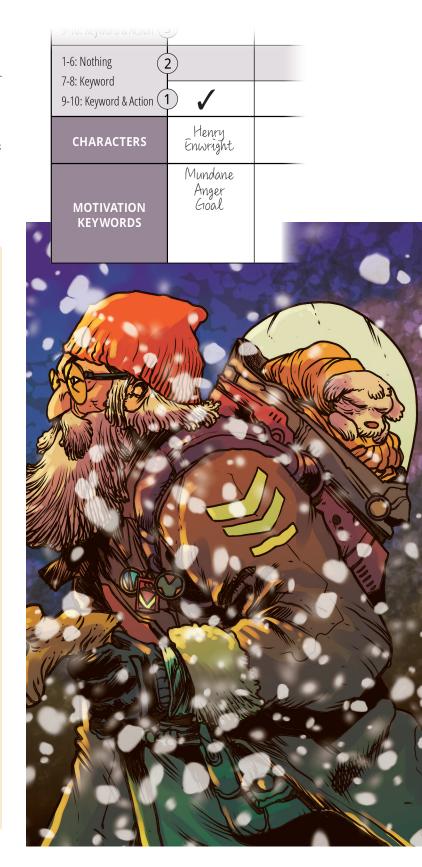
A Player is in an adventure involving intrigue on a distant, frozen moon. The Player Character, Soolan, is trying to thwart an unscrupulous merchant who seeks to undermine a struggling outpost. On a world where it is winter all the time and resources are few, the outpost needs all the help it can get to stay warm, fed, and alive.

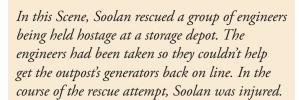
To help, Soolan needs to travel frequently to other outposts on the moon to trade for resources, make new alliances, and sometimes to confront agents who are working to undermine her efforts.

An important NPC is Henry Enwright, a pilot who uses his shuttlecraft to take Soolan where she needs to go. Henry has been on this moon for a long time, and he's not too keen on people making trouble so he enthusiastically helps Soolan.

Henry is important enough to the adventure that the Player wants to make his behavior more dynamic by using the Evolving Motivations rules. After a number of Scenes, Henry has these Keywords: Mundane, Anger, and Goal.

The Player has been interpreting these Keywords to mean that Henry lives an ordinary life, and he wants to keep it that way. He likes to fly people around in his shuttle, and he likes to hang out with his dog Mr. Eeps. That's his life. However, he's also angry at the chaos the merchant is sowing, so he has made it his goal to help Soolan protect the outpost.





After sending the engineers home, Soolan summons Henry to pick her up and deliver her to a hospital for treatment. Considering that Soolan was injured by agents of the merchant, the Player decides this invokes Henry's Keywords of "Anger" and "Goal". This is exactly the kind of mayhem that makes Henry mad, and is why he is working with Soolan. The Player checks a box off on the sheet for Henry, indicating that these events are fueling his motivations.

## INCREASING MOTIVATION DURING END OF SCENE BOOKKEEPING

Characters tracked with the Evolving Motivations Sheet are active, even when they aren't in a Scene. They may be having experiences you aren't aware of, or are making plans, or simply thinking about what's happened.

Out of Scene developments with a Character are tracked during the end of Scene Bookkeeping phase. Go through your Evolving Motivations Sheet and roll a d10 for each Character followed. If you roll higher than the number of boxes marked, then check off another box: the Character's Keywords were invoked outside of the Scene in some way. If you roll equal to or less than the number of boxes marked, then nothing happens.

For instance, in the previous example, Henry got his first Motivation box marked. At the end of the Scene, the Player would roll a d10 for Henry to see if another box is checked. A roll of 1 would mean no check mark, while a roll of 2 to 10 would mean that another box is marked. If

# SCALING MOTIVATION

The Evolving Motivations system is designed to emulate the evolving motivations of a Character, indicate how they may respond to something that pings their motivations, and what they might do to act on those motivations.

The kind of situations we're talking about can be anything. For instance, you might use this system to gauge the attitudes and behaviors of a court of backstabbing royals who are always pushing their personal ambitions. Does Cedric, who wants to be king some day, poison his war hero cousin out of jealousy? Or, you could use it to determine when the annoying NPC party member decides to be especially annoying by delivering a bad joke at the worst possible time.

The kind of motivations and situations we're interested in tracking is part of the Context. For instance, the example on this page established that Henry Enwright has ideas about the kind of life he wants to live, but he also has opinions about what's happening on his moon and he's motivated to do something about it. That's the Context surrounding Henry, and that Context feeds into how we interpret the Keywords associated with him.

Maybe you're roleplaying a crew of intergalactic misfits whom your PC is the captain and leader. Each NPC team member is colorful and over-the-top; you're going for humor. The Context here may be about the unusual things they do or say. The explosives guy has a penchant for lighting things on fire to get attention, the warrior woman likes to ramble about past victories, the sharpshooter never speaks but occasionally can be found eating the strangest and grossest things. This is the Context surrounding these Characters, setting the scale of this system to simulating Character quirks and mannerisms.

You don't need to formally decide what motivational scale you're tracking. The Context you build around each Character will do that. It is helpful, however, to keep in mind that you can use this system to follow any kind of evolving behavior that you're interested in tracking.

Henry had 5 boxes already marked, then a roll of 1 to 5 would mean nothing happens, while a roll of 6 to 10 would indicate to check another box.

When you first place a Character on the sheet they won't have any boxes checked, so that first end of Scene Bookkeeping is guaranteed to result in a marked Motivation box.

# **Motivation Levels**

On the Evolving Motivations Sheet you'll see four levels are shaded: 2, 4, 7, and 10. These are Motivation Levels, and when one is reached it may indicate that something changes. This starts with a Motivation Action Check.

## **Motivation Action Checks**

When a shaded box is marked, roll a d10 and compare it against the table to the left of the shaded box. This will give you a result of Nothing, Keyword, or Keyword & Action.

#### **NOTHING**

This Action Check resulted in Nothing happening. The Character continues on as before.

## **KEYWORD**

This result indicates you need to roll for another Keyword for the Character from the Evolving Motivations Table. This new Keyword joins the other existing Keywords and becomes part of the Context for making interpretations about the Character.

Getting a "Keyword" result indicates that the Character's motivations are changing in response to the adventure.

When a Motivation Keyword is added make an interpretation of what it means for that Character. Consider existing Keywords as part of the Context

## **KEYWORD SALAD**

NPC's are likely to have anywhere from one to five Keyword. You don't have to include all of the Keywords in your interpretation of their actions, just the ones that fit the most in the given situation.

For instance, Soolan's Player determines that Henry acts in response to a Motivation Action Check. The Scene involves Soolan facing down a pair of enforcers who have shown up to harass colonists. The Player needs to determine what action Henry takes in this situation. The Keywords available are Mundane, Angry, Goal, and a new word of Strength.

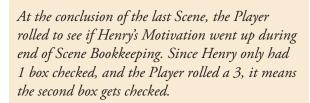
The Keywords that resonate the most with the Player are Angry and Strength.

The Player interprets this to mean that Henry gets so angry that he steps forward and threatens the enforcers, telling them that if they don't knock it off they're going to face the strength and wrath of the colony. The merchant's enforcers may view this as an amusing and empty threat, but it shows us that Henry is getting more involved in the fight.

The more Motivation Keywords a Character has the wider their range of actions are as well as situations that invoke their Keywords. This makes them more dynamic as time goes on. Pre-existing Keywords establish continuity in their motivations and actions, while new words show an evolution to their motivations.

when they connect. For instance, with Henry, his Keyword of Anger connects to the Keyword of Goal, where he has the goal of helping Soolan because of his anger.

Gaining a new Keyword may prompt immediate action from the Character. It's up to you if that happens as the result of "Keyword" doesn't require action from the Character. However, if it makes sense for the Character to act on the new interpretation then have them do so.



This box is a shaded Motivation Level, so the Player rolls a d10 and checks the table on the left. A roll of 7 indicates "Keyword".

The Player rolls on the Evolving Motivations Table and gets "Succeed". They write this in Henry's Motivation Keywords box under "Mundane, Angry, Goal".

While the Player doesn't have to interpret this new Keyword into anything just yet, it does give them ideas. For instance, it makes them think that the experience of delivering a wounded Soolan to a hospital strengthens Henry's desire to see her succeed in her mission to stop the unscrupulous merchant. He may be more motivated to help her later, or even to take action of his own.

#### **KEYWORD & ACTION**

A result of "Keyword & Action" means you generate a new Keyword, just like with the "Keyword" result, but it also means the Characters takes an action. The new Keyword can be used to help determine what action they take.

When determining the action, consider the Context around this Character and the Keywords associated with them.

If the Motivation box is checked during a Scene, you can have the Character act immediately during the Scene. If the box is checked as a result of end of Scene Bookkeeping, then the Character acts at the beginning of the next Scene. Whatever is happening at the start of that Scene will likely also influence how you interpret the Character's action.

Whatever the Character does, it should be

in keeping with the current Context and the Keywords associated with them. (See "Scaling Motivation" on page 13 for strategies on how to determine the scope of a Character's actions.)

What if, in the previous example, the Player had rolled a 10 when performing the Action Check for Henry. This would have indicated a new Keyword and an Action.

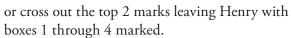
The Keyword generated was "Succeed", but this time the Player also has to interpret an action to go with this, which Henry does at the start of the next Scene.

The Player determines that the next Scene is about the Character recuperating in the hospital. To determine Henry's action in this Context, they consider his Motivation Keywords. We know he's angry about what's going on. This latest development seems to have prompted him to be more motivated for Soolan to succeed in stop the aggressive merchant.

The Player interprets it to mean that Henry marches into Soolan's hospital room and declares that he wants to do more than just fly Soolan around. He has a rifle and he knows how to use it; he wants to join her with actively stopping the merchant.

Rolling "Keyword & Action" during the Motivation Action Check has a few other consequences. Acting on their motivations changes them, allowing the Character's motivations to evolve in new directions. The action was a culmination of their motivations building up. This resets them as their motivations reorient to new goals.

After you've determined an action for the Character, roll a d10 and reduce the marked boxes by this number starting from the highest level box. For instance, if Henry Enwright has 6 Motivation boxes checked and you roll a 2, erase



If you roll equal to or higher than the number of checked boxes then uncheck all of them.

Also, remove all Motivation Keywords for that Character except one. Choose the one Keyword to remain that seems to fit the Character the best by describing their current, strongest motivation.

Let's get back to Henry, angry and declaring his will to fight. The Player rolls a d10 to eliminate marked boxes and gets 2. Henry only has 2 boxes currently marked, so the Player crosses out both, leaving all of Henry's boxes currently open.

Now the Player has to cross out all of Henry's Keywords except one. Looking the list over, the Player sees Keywords of: Mundane, Anger, Goal, and Succeed. Which one fits Henry the best and should endure?

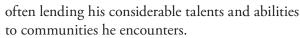
The Player decides to leave Succeed, since it represents Henry's current frame of mine. He wants to help Soolan succeed in driving the aggressor away. The other Keywords of Anger and Goal seemed to be about getting Henry to Succeed, and Mundane represented where Henry started. Henry has moved beyond that point and is all about helping Soolan.

# THE BIG EXAMPLE: CRISIS AT MONITOR D-37

For an Evolving Motivations Big Example we turn to deep space, where the Player Character is trying to prevent a community from suffering total destruction.

The PC, Mathazar, is a space-faring explorer traveling from world to world to learn about advanced species. He travels alone on his ship,





In this adventure, Mathazar has come across Monitor D-37, a city in space with a population of about 50,000. Monitor D is far from any other outposts or civilizations, requiring it to be self-sufficient.

When Mathazar encounters them, the city is in a panic over the impending approach of a colossal cosmic creature called the Zothorax. The size of a small moon, the creature is making its way toward the planet Monitor D orbits to feed on its upper atmosphere. With the space city directly in the behemoth's path, the community will surely be destroyed.

Mathazar is attempting to work up a solution to divert the creature while the populace organizes an evacuation. They have several weeks before the impending doom, not enough ships to get everyone away, and no one they can call for help.

The adventure has cultivated a sense of desperation among the populace of Monitor D, who are starting to panic and behave erratically.

The Player wants to model this behavior using the Evolving Motivations system. They choose two Characters from the Characters List that are the most important for this scenario: Monitor D's governor Shangra Peer, and the citizens of Monitor D.

Shangra had only just been introduced into the adventure in the previous Scene, where Mathazar met her and offered his services. The Player had also introduced the people of the space city as a Character on the List as a way to portray reactions to the coming cataclysm.

Since the Player is now tracking both of them, they have to roll for the first Keyword for each. For Shangra, we get Mysterious, and for the Citizens, we get Betray.

The Player's initial interpretation of these Keywords is that Mathazar can't get a grasp on what strategy Shangra Peer is preparing for the cosmic monster. Is she favoring stopping the creature, or fleeing from the city? It's unclear and mysterious.

For Betray, the Player interprets this to mean that fear and chaos is starting to take hold on Monitor D. There are reports of people looting and stealing from each other, and anyone who possesses a private ship is guarding it carefully. Trust is eroding rapidly.

The next Scene involves Mathazar trying to calm a riot in the public marketplace, where someone spoke out that the governor was lying about the danger. The PC succeeded in calming people down before it broke out into full scale violence.

Since this Scene involved citizens of Monitor D, the Player decides that fears of being betrayed by their own government invokes the Motivation Keyword of Betray. This causes the first mark to appear on the Evolving Motivations Sheet.

At the end of the Scene, the Player rolls a d10 for each of the two tracked Characters. Since Shangra currently has no boxes checked, the d10 die roll automatically is higher than zero, so she gets her first mark.

Citizens have 1 mark, so the Player would have to roll over 1. They roll 1, so there is no change.

| 6-8: Keyword<br>9-10: Keyword & Action                 | 3)           |          |  |
|--|--------------|----------|--|
| 1-6: Nothing<br>7-8: Keyword<br>9-10: Keyword & Action | 2)           | <b>√</b> |  |
| CHARACTERS   | Shangra Peer | Citizens |  |
| MOTIVATION<br>KEYWORDS                                 | Mysterious   | Betray   |  |

In the next Scene, Mathazar wants to motivate everyone to work together. He convinces a local celebrity to broadcast messages of reassurance and hope, encouraging the citizens of Monitor D to pull together.

This is another Scene that involves the Citizens, and the Player decides that this invokes the Keyword of "Betray" because the messages are meant to counter fears. The Player marks another Motivation box for Citizens. This brings them to the first Motivation Level at box 2, requiring an Action Check.

The Player rolls a d10 to see if anything happens and gets 2, for Nothing. If the broadcasts have any effect on the people, it's not immediately obvious.

The Scene ends and the Player rolls for end of Scene changes to Motivation. For Shangra, the Player rolls 8, which is above the 1 box checked. This means another box is checked, bringing her to a Motivation of 2.

The Player rolls to see if anything happens and gets 9, for Keyword & Action. Rolling for the Keyword, we get Inspect. The Player interprets this to mean that Shangra is instituting martial law on Monitor D, requiring inspection of all citizens to assess their resources.

| 6-8: Keyword   | 3)                               |          |  |
|--|----------------------------------|----------|--|
| 1-6: Nothing<br>7-8: Keyword<br>9-10: Keyword & Action | 2 <b>+</b>                       | <b>/</b> |  |
| CHARACTERS   | Shangra Peer                     | Citizens |  |
| MOTIVATION<br>KEYWORDS                                 | <del>Mysterious</del><br>Inspect | Betray   |  |

Since "Keyword & Action" was rolled, the Player has to roll a d10 to reduce the number of checked boxes for Shangra. They roll 5, which reduces Shangra's marked boxes from 2 to none.

The Player also has to reduce Shangra's Motivation Keywords down to one. We started with Mysterious, not knowing what the governor was going to do. Inspect resolved that by Shangra taking aggressive enforcement action. The Player decides to keep Inspect and drop Mysterious.

Finishing the Bookkeeping rolls, the Player rolls a d10 for Citizens and gets 1, which is equal to or less than their 2 boxes checked so nothing changes.

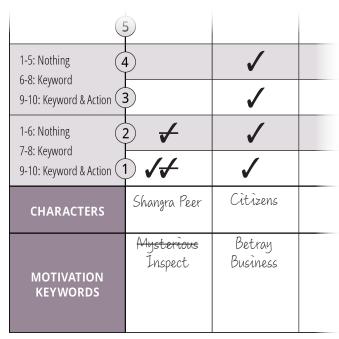
The next Scene begins with the governor instituting martial law in the city. The Player interprets the Keyword of Inspect to mean that Shangra orders soldiers to begin inspecting the spacecraft of citizens, taking an inventory. There are also soldiers posted throughout the city.

This Scene involves outcry from the citizens, and fear that the governor is planning to choose who is going to live and who is going to die, rather than trying to avert the catastrophe. In this environment, Mathazar is studying up on the lore of the Zothorax, trying to find a way to ward it off.

With martial law and an oppressive military presence, the Player decides this invokes the Citizen Keyword of Betray: these actions by the governor reinforce fears. The Player adds another marked box for Citizens.

At the end of the Scene Bookkeeping, the Player determines Shangra and the Citizens both get a new marked Motivation box. This brings Citizens to another Motivation Level at 4. The Player rolls to see what happens and gets 8, Keyword.

Rolling for a new Motivation Keyword to add to Citizens, the Player gets Business. The Player interprets this to mean that an underground business has developed where brokers are selling seats on spaceships to the highest bidders. Escape has become a shadow enterprise. The Player keeps this interpretation in mind as Context.



In the next Scene Mathazar discovers that vintage records show there was a type of starship engine that seemed to annoy the Zothorax. Perhaps, if flown close enough to the behemoth, the engine could be revved up enough to make the creature veer away to another planet in the system.

Did such an old ship still exist on Monitor D? Mathazar needs to discover if one does.

Nothing happened in this Scene that directly involved Shangra or Citizens, so no boxes were checked. During Bookkeeping, both Shangra and Citizens get another check.

This brings Shangra to box 2 again, a Motivation Level. Rolling to see what happens, we get 2, for Nothing.

In the next Scene, Mathazar sneaks into the governor's office and looks through the inspection records she collected of all of the ships. Mathazar discovers that one craft is docked on Monitor D that matches the specific engine profile he's looking for. Unfortunately, it belongs to the ringleader of the black market escape plan. This is going to be a problem.

Even though this Scene involved the governor's inspection plan and the black market escape business, the Player doesn't check any boxes

| 7-10: Keyword & Action                 | 5                                |                    |  |
|--|----------------------------------|--------------------|--|
|  | 5                                | <b>√</b>           |  |
| ů                                      | 1                                | <b>√</b>           |  |
| 6-8: Keyword<br>9-10: Keyword & Action | 3                                | <b>√</b>           |  |
| 1-6: Nothing 7-8: Keyword              | 2 / +                            | /                  |  |
| 9-10: Keyword & Action                 | 1) /+                            |                    |  |
| CHARACTERS                             | Shangra Peer                     | Citizens           |  |
| MOTIVATION<br>KEYWORDS                 | <del>Mysterious</del><br>Inspect | Betray<br>Business |  |

because neither Shangra nor Citizens were involved in this Scene. If a Character doesn't know about an interaction then it can't effect their motivations.

At the end of the Scene the Player rolls for the two Characters, adding a new check mark to both.

| 3-6: Keyword & Action                  | 5)                               | <b>√</b>           |
|--|----------------------------------|--------------------|
| (!                                     | 5                                | <b>√</b>           |
|  | 1)                               | <b>✓</b>           |
| 6-8: Keyword<br>9-10: Keyword & Action | 3                                | <b>✓</b>           |
| 1-6: Nothing 7-8: Keyword              | 2/4                              | <b>✓</b>           |
|  | <b>√</b> <del>√</del>            | <b>✓</b>           |
| CHARACTERS                             | Shangra Peer                     | Citizens           |
| MOTIVATION<br>KEYWORDS                 | <del>Mysterious</del><br>Inspect | Betray<br>Business |

In the next Scene, Mathazar approaches the owner of the special ship and tries to talk them into his plan of using it to drive the monster off. This encounter doesn't go well, and Mathazar ends up fleeing as he's shot at.

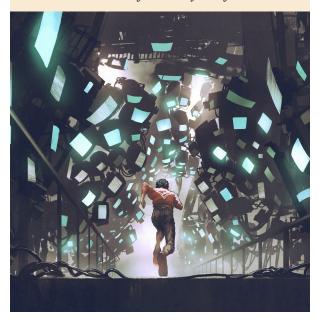
Since this Scene involved Citizens and the plan to sell escape seats, the Player decides that the Keyword of Business is invoked, adding another mark to Citizens. This brings us to 7 boxes, and a new Motivation Level. Rolling to see what happens, the Player gets 7: Keyword and Action.

Rolling for the new Keyword, we get Idea. The Player interprets it into this:

Mathazar is fleeing from the ship captain and his guards. That little chat did not go well at all.

Mathazar fires a few blaster shots down the corridor to cover him crossing a hall toward an exit door. Before he dashes out, he can hear the ship captain calling out to him.

"Your idea of flying at the beast gave me an idea, Mathazar! I'll leave Monitor a few days early, just so I don't accidentally scare the creature off. After all, if I saved the day accidentally at the last minute, I'd have to refund everyone's fare!"



Mathazar sighs. The timeline to solve this problem just narrowed.

Since this was an action, the Player has to roll a d10 to reduce the number of boxes checked for Citizens. They roll 3, crossing off the top 3 marks. This brings Citizens down from 7 checked boxes to 4.

They also have to reduce the number of Keywords down to one. The Player decides that the most relevant Keyword at the moment is Idea. The focus of Citizen motivation has changed since the beginning of the adventure. It went from fear of being betrayed by the governor, to centering on the motivation that spurred a black market escape route, and now to the idea of hatching this escape plan early.

Rolling again at the end of the Scene to adjust

| (8                                     | 3                                |  |  |
|--|----------------------------------|--|--|
| 1-2: Nothing<br>3-6: Keyword           | 7)                               | +  |  |
| 7-10: Keyword & Action                 | 5                                | $\checkmark$                                     |  |
|  |                                  | <b>\rightarrow</b>                               |  |
|  | 1                                | 1  |  |
| 6-8: Keyword<br>9-10: Keyword & Action | 3)                               | <b>√</b>   |  |
|  | 2/+                              | <b>√</b>   |  |
| 7-8: Keyword<br>9-10: Keyword & Action | <b>/</b>                         | <b>√</b>   |  |
| CHARACTERS                             | Shangra Peer                     | Citizens   |  |
| MOTIVATION<br>KEYWORDS                 | <del>Mysterious</del><br>Inspect | <del>Betray</del><br><del>Business</del><br>Idea |  |





## **IN-SCENE VERSUS OFF-SCENE**

When an NPC acquires a new Keyword, it's interpreted into new motivations and likely new actions. If the Keyword is generated during Bookkeeping, then you might come up with an interpretation that indicates the Character acts, but you don't see it in a Scene.

For instance, in this example the Player generated a new Keyword for Citizens, "Business", and interpreted it to mean that an underground enterprise developed on Monitor D catering to people's fervor to escape. This was an off-scene interpretation the Player made, it didn't involve anything happening within the Scene. Even though no direct action resulted, it still created new Context the Player was aware of.

When an Action Check at a Motivation Level indicates action is taken (a result of "Keyword & Action"), then something happens that is visible in a Scene. It either occurs during the Scene when the result is generated, or at the beginning of the next Scene.

Depending on whether your play style trends toward a narrative versus a simulationist approach, you can decide whether to allow off-Scene interpretations. If you'd rather keep all of the action within a Scene, then when a new Keyword is created for a Character during Bookkeeping and it doesn't require action to go with it, don't interpret it just yet. You can leave the Keyword until the next opportunity comes along, in a Scene, involving that Character.

Motivation boxes, Shangra stays the same at 3 boxes checked because the Player rolled a 3, and Citizens get one more box checked because the Player rolled a 9 and there were 4 marked boxes. Through the rest of the adventure, Mathazar

| (8                                     | 3                                |  |  |
|--|----------------------------------|--|--|
| 1-2: Nothing<br>3-6: Keyword           | 7)                               | +  |  |
| 7-10: Keyword & Action                 | 5                                | +  |  |
| (į                                     | 5                                | <b>√</b> ≠                                       |  |
|  | 1                                | <b>√</b>   |  |
| 6-8: Keyword<br>9-10: Keyword & Action | 3                                | <b>✓</b>   |  |
|  | 2/+                              | 1  |  |
| 7-8: Keyword<br>9-10: Keyword & Action | <b>√</b>                         | 1  |  |
| CHARACTERS                             | Shangra Peer                     | Citizens   |  |
| MOTIVATION<br>KEYWORDS                 | <del>Mysterious</del><br>Inspect | <del>Betray</del><br><del>Business</del><br>Idea |  |

tries to enlist the help of the governor in taking the ship by force so he can use it to save the city. This will involve interaction with the governor, which will likely lead to evolutions in her motivations, which could lead to any number of outcomes. Maybe she'll side with Mathazar and decide his plan is the best option. Maybe she'll think the idea is crazy and too much of a risk. Much of what she does will depend on where her motivations trend toward.

The Citizen motivations migrated toward a sinister place, with escape turned into a commodity and the prospect of salvation viewed as a threat to the enterprise.



# TOOL BOX

Something for you to consider or use

# Detailed Flowcharts For MGME2e

A visual representation of rules is always useful, given how much there is to keep track of in a typical roleplaying experience. *Mythic Game Master Emulator Second Edition* included numerous flowcharts to show how various rules systems work. However, those flowcharts were meant to give broad overviews of the systems to make understanding the rules easier and faster. They weren't designed to be placed in front of you and stand completely on their own, largely replacing the text and charts around them.

So let's do that now! Over the next few pages you'll find some of the same flowcharts from MGME2e, but supercharged with more detail. This includes flowcharts for Fate Questions, Random Events, and Scenes.

Given the size and scope of some of these flowcharts, I've included a few variations to make them easier to use based on the medium you're using them with (digitally on a desktop, phone, or tablet, or printed out on paper).

Let's get charting!

# **FLOWCHART VARIATIONS**

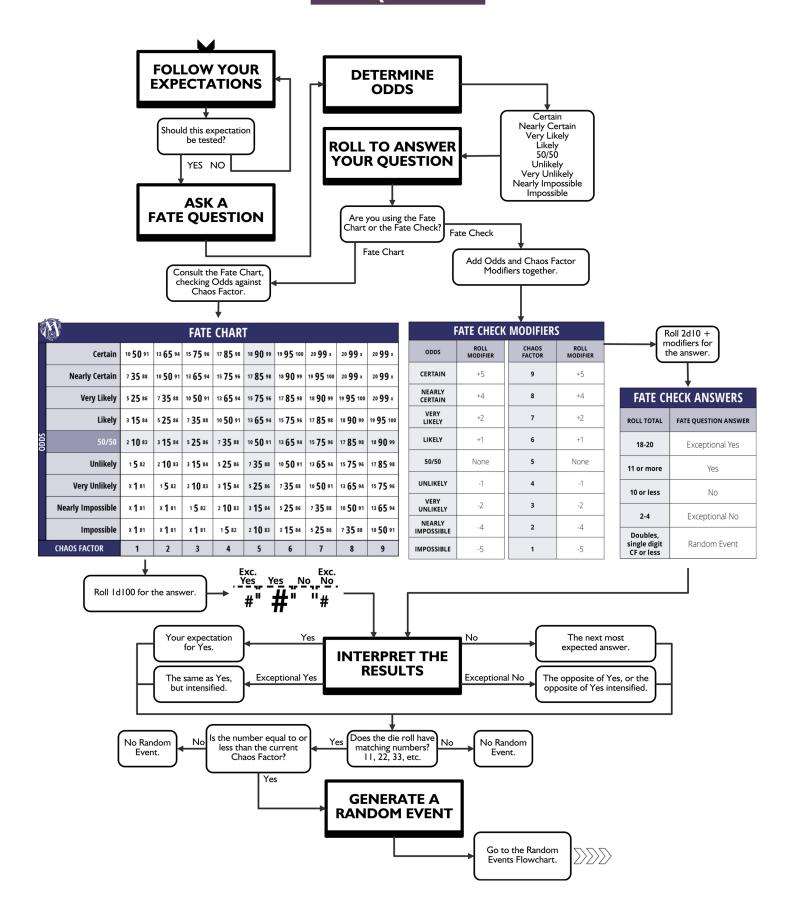
There's a lot of information packed in these flowcharts, and there are various ways players will use this information. Some of you may view the PDF file on your phone, tablet or desktop, some will want to print them out, and some will view this in a printed book version.

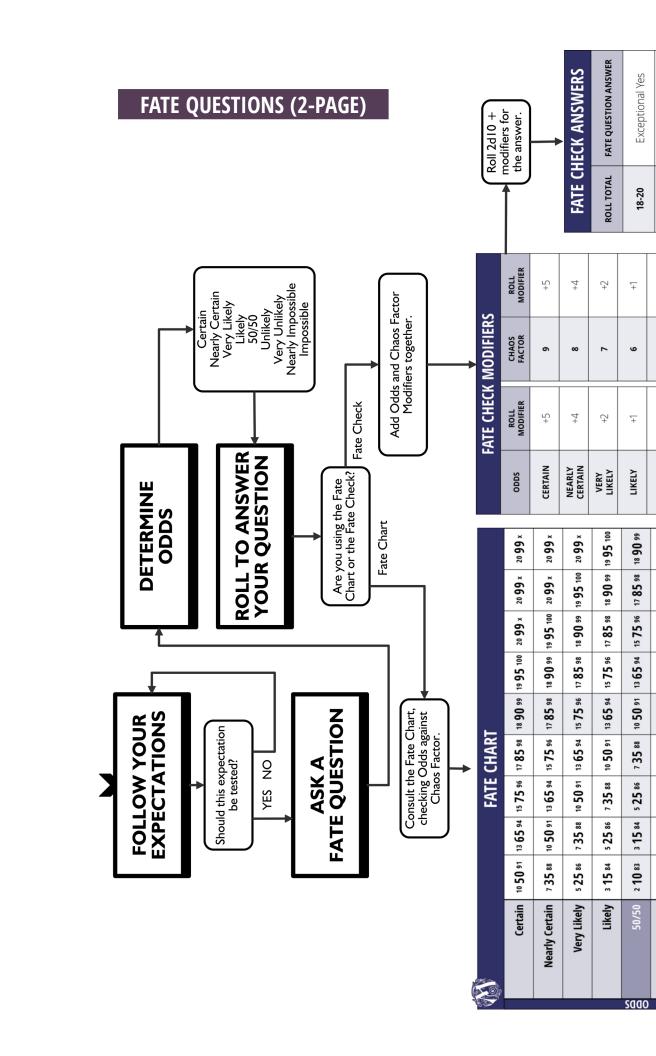
To try and make the Fate Questions and Scenes flowcharts as useful as possible, I've presented them in multiple ways. Each has a single page version. Each also has a two-page version where the flowchart is tilted on its side so it can span both pages. There's a second version of the two-page spread that breaks in the middle for those who want to print the pages and allow for margins. These flowcharts are divided in the middle, so if you print them you'll likely have to trim the blank edge with a pair of scissors and tape them together.

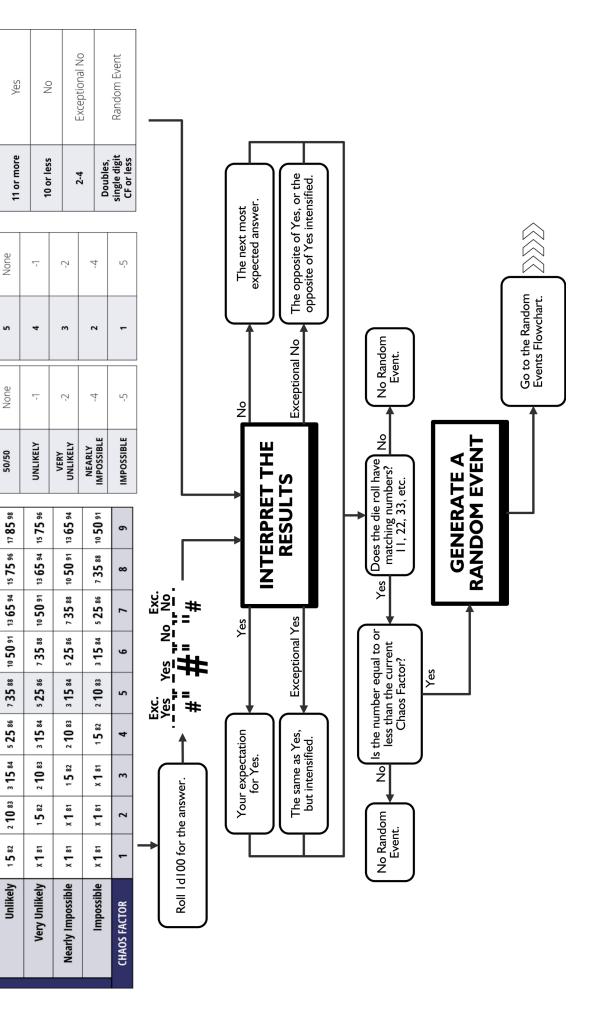
There's probably some other variations I missed, but I hope that by presenting the flowcharts in multiple formats you can find one that works best for you.

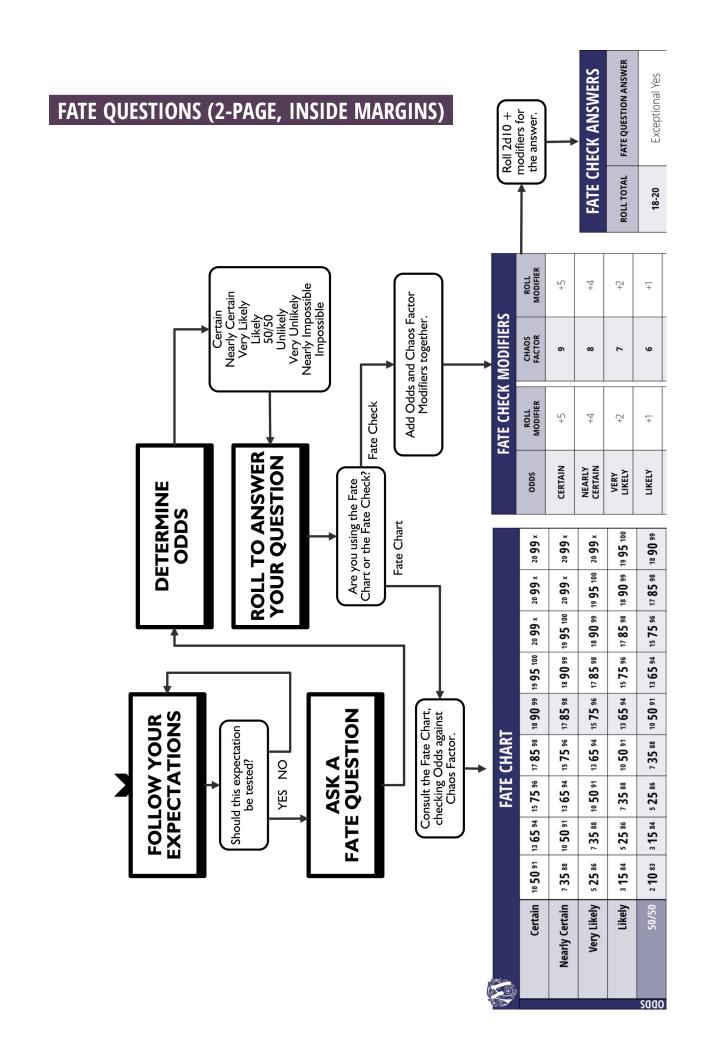
On each page, the borders at the top and bottom have been removed to allow for more room for the flowcharts.

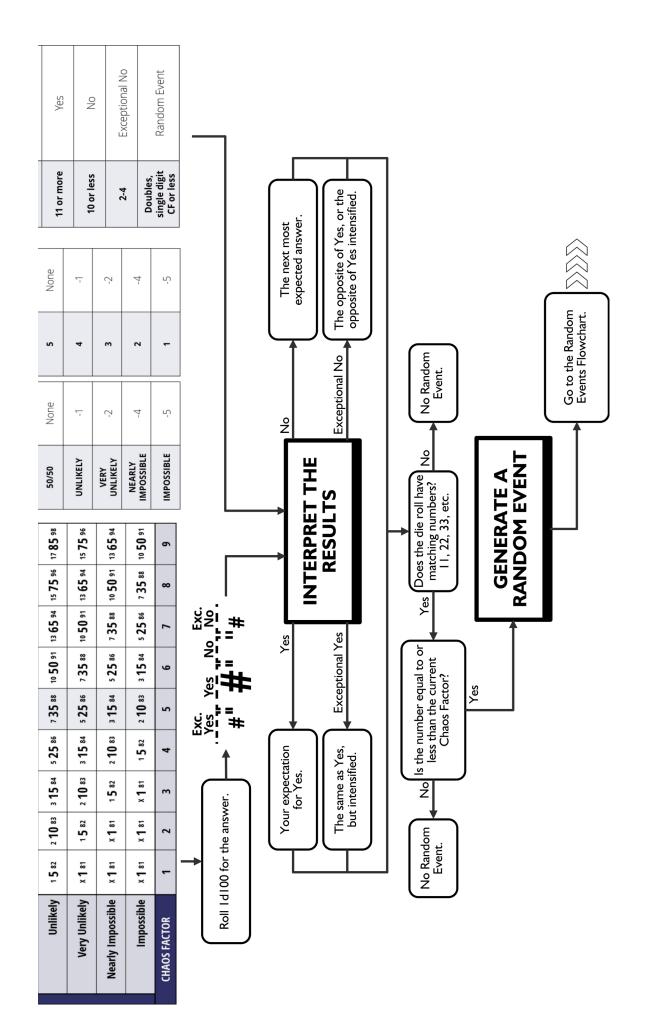
## **FATE QUESTIONS**











#### **RANDOM EVENTS** Roll Id100 **CONSIDER DETERMINE** on Random **CONTEXT EVENT FOCUS Event Focus** Table. RANDOM EVENT FOCUS TABLE Does the Focus require NO an existing 1d100 NPC or **RESULT** Thread? 1-5 Remote Event YES 6-10 Ambiguous Event Roll on the Threads or Characters 11-20 New NPC List. 21-40 NPC Action 41-45 **NPC** Negative **DETERMINE EVENT MEANING** 46-50 NPC Positive 51-55 Move Toward A Thread Choose a Meaning Table and roll d100 twice to 56-65 Move Away From A Thread get two words. Close A Thread 66-70 **INTERPRET YOUR** 71-80 PC Negative **RESULTS** 81-85 PC Positive 86-100 Current Context If you're having trouble with an interpretation, you can ... Use the I Dunno Roll more Meaning Rule: Ignore the Ask Fate Questions Table words to

to clarify.

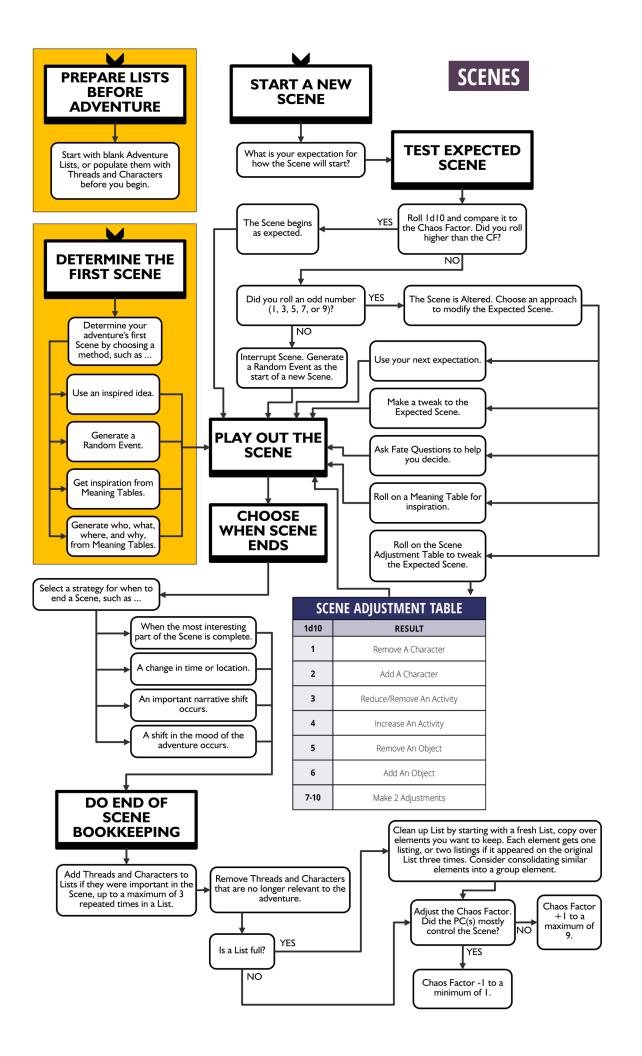
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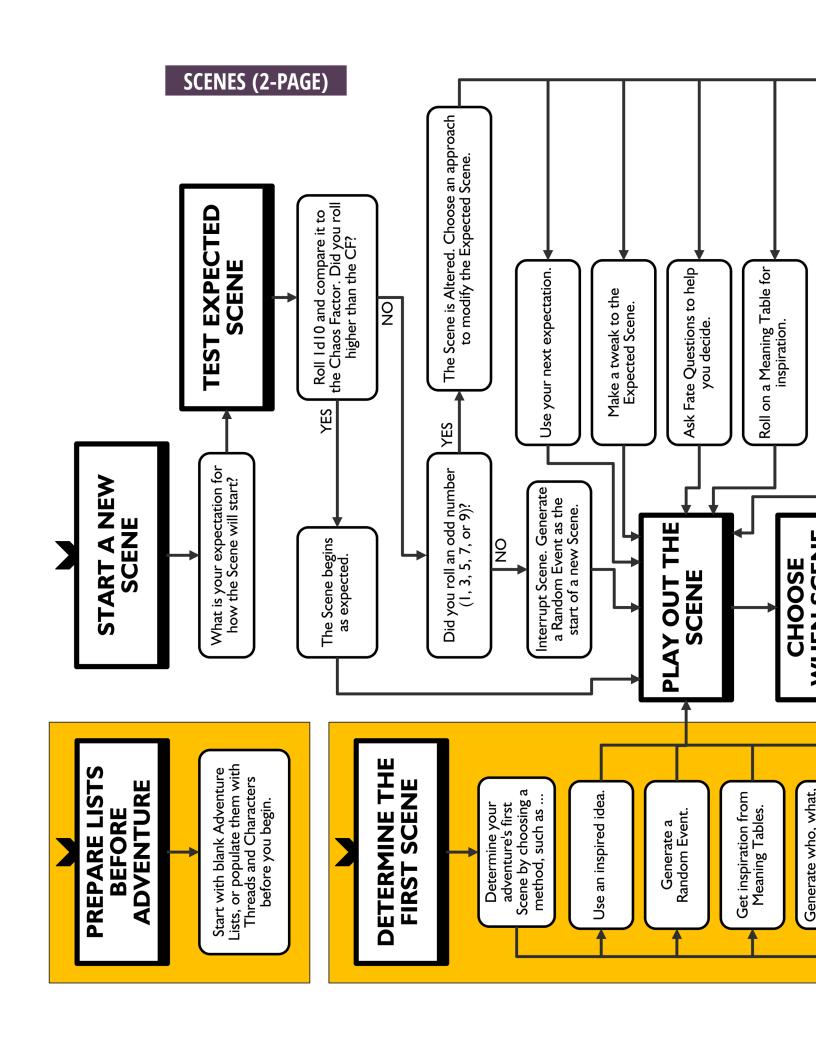
interpretation.

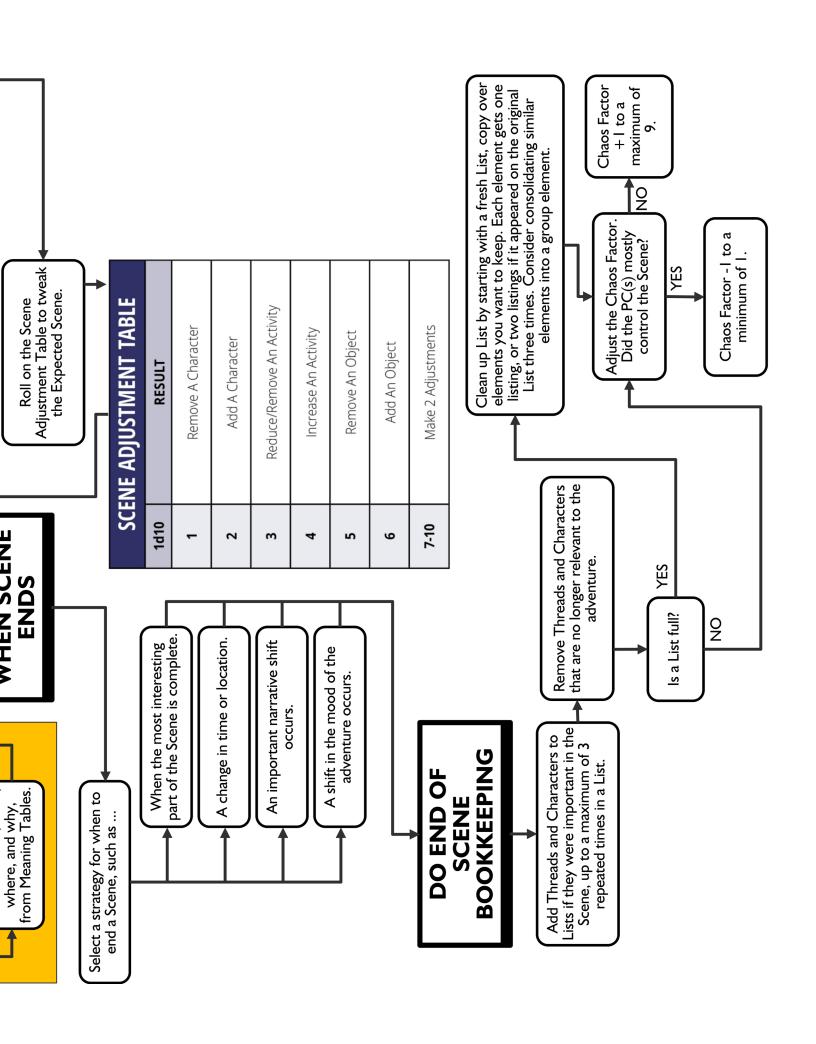
Random Event and

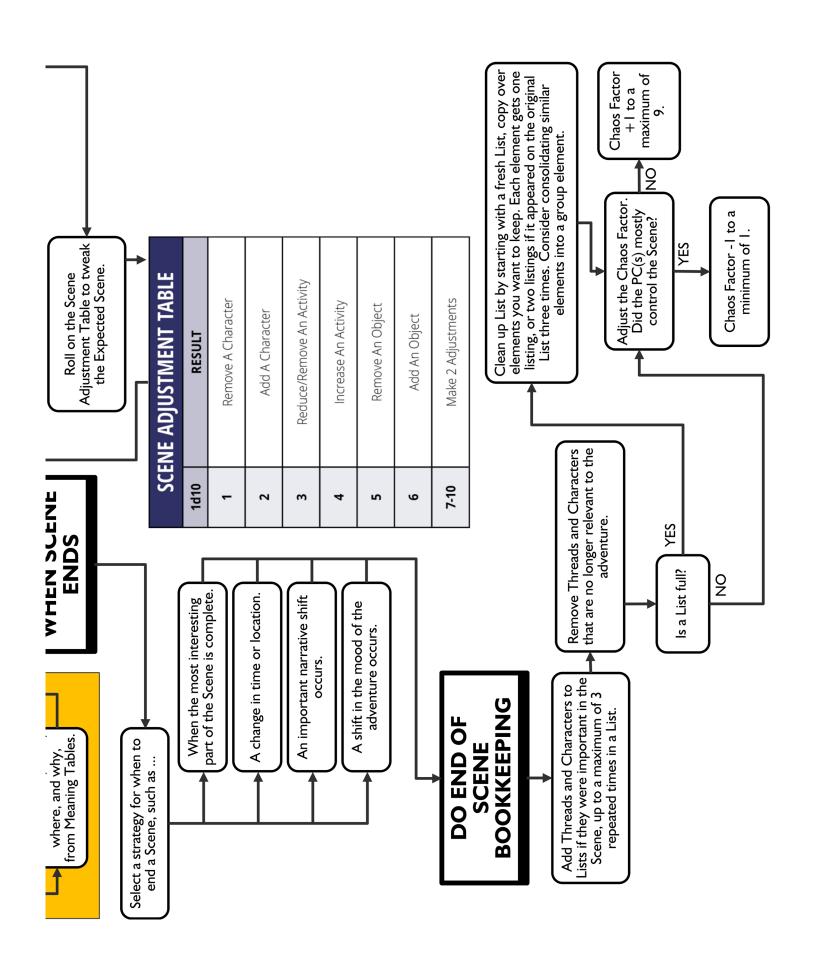
continue with the

adventure.

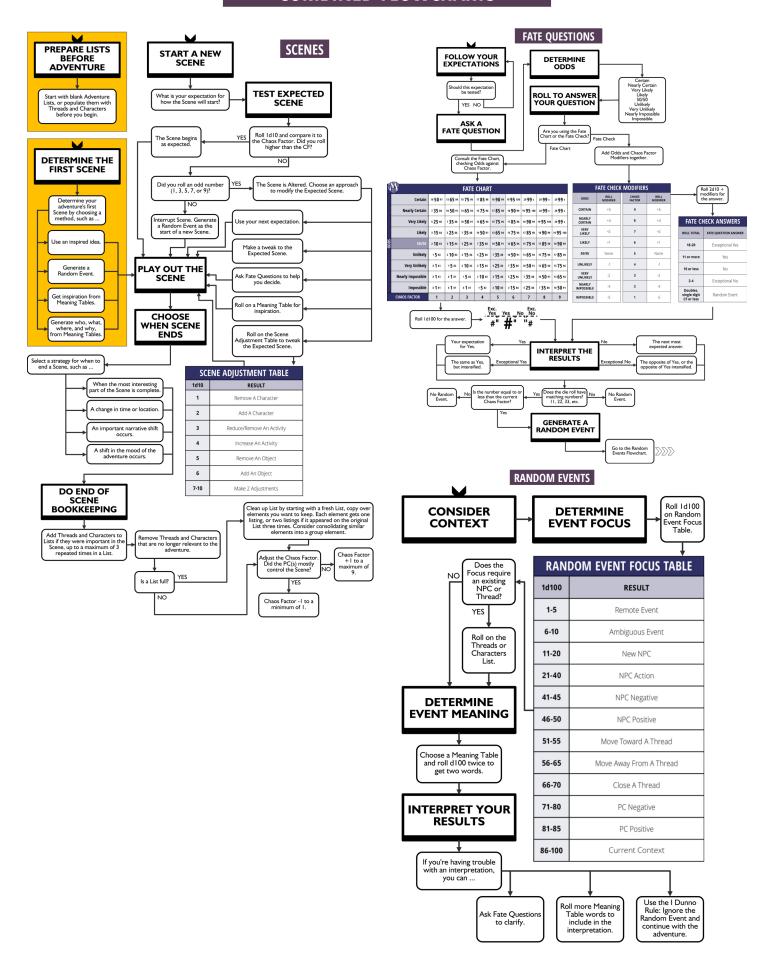








## **COMBINED FLOWCHARTS**





# **EXECUTION STATE OF S**

| Keyword & Action                       | 10               |  |  |
|--|------------------|--|--|
| Reyword & Action                       | 9                |  |  |
|  | ( <del>8</del> ) |  |  |
| 1-2: Nothing                           | 7                |  |  |
| 3-6: Keyword<br>7-10: Keyword & Action | 6                |  |  |
|  | 5                |  |  |
| 1-5: Nothing                           | 4                |  |  |
| 6-8: Keyword<br>9-10: Keyword & Action | 3                |  |  |
| 1-6: Nothing                           | 2                |  |  |
| 7-8: Keyword<br>9-10: Keyword & Action | 1                |  |  |
| CHARACTERS                             |                  |  |  |
|  |                  |  |  |
| MOTIVATION<br>KEYWORDS                 |                  |  |  |
|  |                  |  |  |

#### **In-Scene Keyword Invoking:**

Mark the next open box above a Character when something happens in a Scene involving that Character and invoking their Keywords.

**End Of Scene Keyword Invoking:** At end of Scene Bookkeeping, roll a d10 for each Character. If you roll higher than the number of marked

boxes, then mark another box for that Character.

Motivation Levels: Boxes 2, 4, 7, and 10 are Motivation Levels. When marked, roll a d10 to determine if something changes with that Character.

**Keyword:** Each Character starts with one Keyword rolled from the Evolving Motivations table. Add another Keyword when indicated by the d10 roll at each Motivation Level. Interpret what the Keyword means.

**Keyword & Action:** When rolled at a Motivation Level, generate a new Keyword for the Character. They also perform an action. Use context and the Character's Motivation Keywords to interpret what action the Character takes. Reduce the Character's marked boxes by 1d10, and remove all but one Keyword. Choose the Keyword that seems most fitting.

| <b>EVOLVING</b> | MOTIVATIONS |
|-----------------|-------------|
|                 |             |

| _          | A   |            | 1.1.                                     |
|------------|---|------------|--|
| 1:         | Aggressive                                      |            | Idea                                     |
| 2:         | Anger   |            | Imitate                                  |
| 3:         | Antagonize                                      | 53:        | Important                                |
| 4:         |   |            | Imprison                                 |
| 5:         | Attack  | 55:        | Increase                                 |
| 6:         | Attain  | 56:        | Indulge                                  |
| 7:         | Bestow  | 57:        | Information                              |
| 8:         | Betray  | 58:        | Inquire                                  |
| Q٠         | Rlock   | 59:        | Inspect                                  |
| 10:        | Bold  | 60:        | Invade                                   |
| 11:        | Break   | 61:        | Leadership                               |
| 12:        | Business  | 62:        | Leave                                    |
| 13:        | Bold<br>Break<br>Business<br>Careless<br>Change | 63:        | Leadership<br>Leave<br>Location<br>Loyal |
| 14:        | Change  | 64:        | Loval                                    |
| 15:        | Close   | 65:        | Misuse                                   |
| 16.        | Communicate                                     | 66.        | Move                                     |
| 17.        | Complete  | 67.        | Mundane                                  |
| 12.        | Conceal   | 68.        | Mysterious                               |
| 10.        | Conflict  | 69.        | Needs                                    |
|            | Continue  |            | Neglect                                  |
|            | Control   | 70.<br>71· | Object                                   |
| 21.        | Cooperate                                       | 71.        | Observe                                  |
| 22.        | Create  |            | Official                                 |
|            | Danger  |            | Open                                     |
| 24.        | Deceive   | 74.<br>75. | Oppose                                   |
|            | Decrease  |            | Peace                                    |
|            | Defend  |            | Physical                                 |
|            | Defiant   | 70.        | Plot                                     |
|            | Delay   |            | Possessions                              |
|            | Deny  |            | Power                                    |
| 31:        | Dicrupt   |            | Protect                                  |
| 32:        | Disrupt<br>Divide                               |            | Punish                                   |
|            |   |            |  |
| 22.        | Enemy<br>Environment                            |            | Pursue<br>Release                        |
|            |   |            | Return                                   |
| 36:        | Expose  |            |  |
| 30.<br>37: | Fear  |            | Reward<br>Safety                         |
|            | Fierce  |            |  |
| 38:        | Fight   | 88:        | Simple                                   |
| 39:        | Foolish   | 89:        | Start                                    |
|            | Frantic   | 90:        | Stop                                     |
|            | Friend  | 91:        | Strange                                  |
| 42:        |   | 92:        | Strength                                 |
| 43:        | I   | 93:        |  |
| 44:        | Guide   | 94:        |  |
|            | Harm  | 95:        |  |
|            | Hasty   | 96:        |  |
|            | Heal  | 97:        |  |
| 48:        |   | 98:        | Technology                               |
|            | Hinder  |            | Trust                                    |
| 50:        | Норе  | 100        | <b>:</b> Use                             |
|            |   |            |  |

# **MEANING TABLES: ACTIONS**

## **ACTION 1**

| 1:  | Abandon   |
|-----|-----------|
| 2:  | Accompany |
| 3:  | Activate  |
| 4:  | Agree     |
|     | Ambush    |
|     | Arrive    |
| 7:  | Assist    |
| 8:  | Attack    |
| 9:  | Attain    |
| 10: | Bargain   |
| 11: | 0         |
| 12: | Bestow    |
| 13: | Betray    |
| 14: | Block     |
| 15: | Break     |
| 16: | Carry     |
| 17: | Celebrate |
| 18: | Change    |
| 19: | Close     |
| 20: | Combine   |
|     |           |

- **21:** Communicate **22:** Conceal **23:** Continue 24: Control **25:** Create **26:** Deceive **27:** Decrease **28:** Defend **29:** Delay **30:** Deny **31:** Depart 32: Deposit **33:** Destroy 34: Dispute **35:** Disrupt **36:** Distrust **37:** Divide **38:** Drop **39:** Easy **40:** Energize
- **41:** Escape **42:** Expose **43:** Fail **44:** Fight **45:** Flee **46:** Free **47:** Guide **48:** Harm **49:** Heal **50:** Hinder **51:** Imitate **52:** Imprison **53:** Increase **54:** Indulge **55:** Inform **56:** Inquire **57:** Inspect **58:** Invade **59:** Leave **60:** Lure
- **61:** Misuse **62:** Move **63:** Neglect **64:** Observe **65:** Open **66:** Oppose **67:** Overthrow **68:** Praise **69:** Proceed **70:** Protect **71:** Punish **72:** Pursue **73:** Recruit **74:** Refuse **75:** Release **76:** Relinquish **77:** Repair **78:** Repulse **79:** Return 80: Reward
- **82:** Separate **83:** Start **84:** Stop **85:** Strange **86:** Struggle **87:** Succeed **88:** Support **89:** Suppress **90:** Take **91:** Threaten **92:** Transform **93:** Trap 94: Travel **95:** Triumph **96:** Truce **97:** Trust **98:** Use **99:** Usurp **100:** Waste

**81:** Ruin

## **ACTION 2**

**41:** Hope

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

- **21:** Disadvantage **22:** Distraction **23:** Elements **24:** Emotion **25:** Enemy **26:** Energy **27:** Environment 28: Expectation **29:** Exterior **30:** Extravagance **31:** Failure **32:** Fame **33:** Fear **34:** Freedom **35:** Friend **36:** Goal **37:** Group **38:** Health **39:** Hindrance **40:** Home
- **42:** Idea **43:** Illness 44: Illusion **45:** Individual **46:** Information 47: Innocent **48:** Intellect **49:** Interior **50:** Investment **51:** Leadership **52:** Legal **53:** Location **54:** Military **55:** Misfortune **56:** Mundane **57:** Nature **58:** Needs **59:** News **60:** Normal
- **62:** Obscurity **63:** Official **64:** Opposition **65:** Outside **66:** Pain **67:** Path **68:** Peace **69:** People **70:** Personal **71:** Physical **72:** Plot **73:** Portal **74:** Possession **75:** Poverty **76:** Power **77:** Prison **78:** Project **79:** Protection **80:** Reassurance

**61:** Object

**81:** Representative **82:** Riches **83:** Safety 84: Strength **85:** Success **86:** Suffering **87:** Surprise **88:** Tactic 89: Technology **90:** Tension **91:** Time **92:** Trial **93:** Value **94:** Vehicle **95:** Victory **96:** Vulnerability 97: Weapon 98: Weather **99:** Work **100:**Wound

## **MEANING TABLES: DESCRIPTIONS**

## **DESCRIPTOR 1**

- Adventurously
   Aggressively
   Anxiously
   Awkwardly
- 5: Beautifully
  6: Bleakly
  7: Boldly
- 8: Bravely
  9: Busily
  10: Calmly
- 11: Carrefully12: Carelessly13: Cautiously
- 14: Ceaselessly15: Cheerfully16: Combatively
- 17: Coolly18: Crazily19: Curiously
- **20:** Dangerously

- 21: Defiantly
- 22: Deliberately23: Delicately24: Delightfully
- 25: Dimly26: Efficiently27: Emotionally
- **28:** Energetically**29:** Enormously
- 30: Enthusiastically31: Excitedly
- **32:** Fearfully**33:** Ferociously**34:** Fiercely
- **35:** Foolishly**36:** Fortunately
- **37:** Frantically **38:** Freely
- **39:** Frighteningly **40:** Fully

- **41:** Generously
- **42:** Gently **43:** Gladly
- **44:** Gracefully
- **45:** Gratefully**46:** Happily**47:** Hastily
- **48:** Healthily **49:** Helpfully
- **50:** Helplessly
- 51: Hopelessly52: Innocently
- 53: Intensely54: Interestingly
- **55:** Irritatingly **56:** Joyfully
- 57: Kindly58: Lazily
- 59: Lightly60: Loosely

- **61:** Loudly
- **62:** Lovingly **63:** Loyally
- **64:** Majestically
- **65:** Meaningfully **66:** Mechanically
- **67:** Mildly **68:** Miserably
- 69: Mockingly70: Mysteriously71: Naturally
- **72:** Neatly **73:** Nicely
- **74:** Oddly
- **75:** Offensively
- **76:** Officially **77:** Partially
- **78:** Passively **79:** Peacefully
- **80:** Perfectly

- **81:** Playfully
- **82:** Politely
- **83:** Positively **84:** Powerfully
- **85:** Quaintly
- **86:** Quarrelsomely
- 87: Quietly
- **88:** Roughly **89:** Rudely
- **90:** Rudely **90:** Ruthlessly
- **90:** Ruthlessiy **91:** Slowly
- 92: Softly
- 93: Strangely94: Swiftly
- **95:** Threateningly
- **96:** Timidly **97:** Very
- 98: Violently
- **99:** Wildly **100:** Yieldingly

## **DESCRIPTOR 2**

- 1: Abnormal
- **2:** Amusing **3:** Artificial
- **4:** Average
- **5:** Beautiful
- **6:** Bizarre **7:** Boring
- 8: Bright
- **9:** Broken
- **10:** Clean **11:** Cold
- **12:** Colorful
- 13: Colorless14: Creepy
- **15:** Cute
- **16:** Damaged **17:** Dark
- **18:** Defeated
- 19: Dirty20: Disagreeable

- **21:** Dry
- **22:** Dull
- **23:** Empty
- **24:** Enormous**25:** Extraordinary
- **26:** Extravagant
- **27:** Faded
- 28: Familiar
- **29:** Fancy**30:** Feeble
- 31: Feminine32: Festive
- **33:** Flawless
- **34:** Forlorn **35:** Fragile
- **35:** Fragile **36:** Fragrant
- **37:** Fresh
- **38:** Full **39:** Glorious
- **40:** Graceful

- **41:** Hard
- **42:** Harsh **43:** Healthy
- **44:** Heavy
- **45:** Historical
- **46:** Horrible **47:** Important
- **48:** Interesting
- **49:** Juvenile **50:** Lacking
- **51:** Large **52:** Lavish
- **53:** Lean **54:** Less
- **55:** Lethal
- 56: Lively57: Lonely
- 58: Lovely59: Magnificent60: Masculine

- **61:** Mature
- **62:** Messy **63:** Mighty
- **64:** Military
- **65:** Modern
- **65:** Modern
- 66: Mundane67: Mysterious
- **68:** Natural
- **69:** Normal
- **70:** Odd
- **71:** Old
- **72:** Pale **73:** Peaceful
- **74:** Petite
- **75:** Plain
- 76: Poor77: Powerful
- **78:** Quaint
- **79:** Rare **80:** Reassuring

- **81:** Remarkable
- **82:** Rotten **83:** Rough
- **84:** Ruined
- **85:** Rustic
- **86:** Scary **87:** Shocking
- **88:** Simple
- **89:** Small**90:** Smooth
- 91: Soft92: Strong
- 93: Stylish
- **94:** Unpleasant **95:** Valuable
- **96:** Vibrant
- **97:** Warm**98:** Watery
- **99:** Weak **100:** Young

# MEANING TABLES: ELEMENTS





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