

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

MYTHIC MAGAZINE

The Villain Crafter

Mythic As A Player Emulator

VOLUME 41



MYTHIC MAGAZINE

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

MYTHIC MAGAZINE IS DISTRIBUTED THROUGH [PATREON.COM](https://patreon.com) AND [DRIVETHRURPG.COM](https://drivethrurpg.com).

PATREON

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

DriveThruRPG

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

WRITING & DESIGN

Tana Pigeon

COVER ARTWORK

Jorge Muñoz

INTERIOR ARTWORK

*Jorge Muñoz &
Tithi Luadthong*

Word Mill
GAMES

Word Mill Creative, LLC

5055 Canyon Crest Dr. • Riverside, CA 92507

www.wordmillgames.com

Mythic Magazine Volume 41 © Copyright 2024 by Tana Pigeon and Word Mill Creative, LLC. All rights reserved. Word Mill Games is a dba of Word Mill Creative, LLC. Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews or for personal use, is expressly prohibited. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

For information about additional licensing rights under
Creative Commons, go to www.wordmillgames.com/license.html

Table Of Contents

THE VILLAIN CRAFTER.....	3
Create The Villain.....	4
<i>Villain Archetype</i>	6
Build The Villain Organization.....	9
<i>Villain Organization</i>	10
Lieutenants & Minions.....	11
<i>Villainous Lieutenants & Minions</i>	14
The Big Example: The Moonshard Blade.....	16
MYTHIC AS A PLAYER	
EMULATOR.....	18
Why A Player Emulator?.....	19
Managing PC Paperwork.....	20
Mythic Player Emulator.....	23
More About Emulated PC Behavior.....	31
Player Style.....	34
<i>Player Style</i>	35
COLLECTED TABLES.....	36
COVER ART.....	46

Villains Vs. Players

Greetings, and welcome to the 41st issue of Mythic Magazine ... the Villains and Players issue!

The first article is “The Villain Crafter”, a system for randomly generating big bads for your adventures. Of course, villains rarely work alone, so the rules include creating the villain’s organization, their top lieutenants, and minions. The results are big picture tropes and archetypes, allowing you to run with the ideas generated and incorporate them into your setting.

The second article tackles an alternative use for the Mythic GME that players have experimented with since Mythic’s earliest days: using it to emulate Players instead of the Game Master. “How would this work?!” I hear you ask. That’s what this article is about, with strategies and ideas for how to make it come together. Time to reclaim your GM hat from Mythic!

This issue is another one of those happy congruences where the two articles play well together. Whip up a villain then watch how emulated Players deal with them!

Happy adventuring :)





INTERRUPT

Solutions to problems of Mythic proportions

The Villain Crafter

I love a good villain! Who doesn't, really. These are the Characters we love to hate. While not every roleplaying adventure needs a villain to go up against, they often do make excellent antagonists. Having a single primary villain as the focus of what Player Characters face makes it clear what has to be done.

Villains are rarely just an individual. They are often a whole package that includes the villain themselves, their top lieutenants who carry out their nefarious plans, lower level minions who do the ground work, and an overall organization that ties everything together.

A good, solid villain doesn't always take shape in a Mythic adventure, even if you want one too. The rules in this article are meant to make the process easier and to give a workflow for carrying it through. A villainous workflow.

If you're interested in building villains and their diabolical organizations, then read on!



WHEN WOULD YOU USE THIS?



The Villain Crafter rules create a general theme for a villain and their organization, quickly creating "big picture" Context to set up antagonists.

You could use this in a solo adventure to create a villain-focused narrative at the beginning. For instance, if you know who the villain is and what their organization is like, your adventure will start off with a lot of Context to work with. Beginning with this much information will propel your adventure to a quick start, generating lots of ideas from the get-go.

If that's too much knowledge to start with and you'd rather discover it as you go, you could use the Villain Crafter in stages. Wait to generate the villain when you first learn about them. Hold off on generating lieutenants, minions, and the organization until it makes sense to.

The Villain Crafter rules can replace what would normally be handled by Fate Questions or Discovering Meaning. For instance, instead of asking how the villain's organization is structured or rolling on a Meaning Table, you could construct it using the rules in this article.

Finally, this system works well with group roleplay. If you're a GM crafting a custom adventure, starting with the Villain Crafter will start you off with a lot of information about the antagonist. This can go a long way to shaping how the rest of the adventure is constructed.



CREATE THE VILLAIN

Step one: make the Villain. The Villain is more than just an NPC who opposes your Player Character. They are a story driver. Their goals and actions will likely define the obstacles your Player Character will try to overcome.

Is the Villain bent on global conquest? Then your Player Character may be tasked with preventing them from obtaining a magical artifact that allows them to command the gods. Is the Villain out for personal revenge? Then your PC may be protecting their target.

Villain Archetype

To establish who the Villain is and what they're all about, we start with determining an archetype for the Villain. This is a thematic category the Villain can be slotted within that says something about their motivations and goals.

Roll on the Villain Archetype table on pages 6 and 7 and treat the rolled archetype as Context when defining the Villain. While the descriptions are general, it should give you enough information for you to fill in the blanks with Fate Questions, Discovering Meaning, and Mythic play.

MODIFIERS

The Villain Archetypes table includes modifiers to rolls on tables found later in the Villain Crafter. If you plan to hold off on determining some of these factors until further into the adventure, then just make a note about what modifiers to apply later.



Villain Details

The Villain Archetype tables paint a general picture of what the Villain is about, but not a lot of specifics about who they are. Fill in the details about the Villain by asking Fate Questions or rolling on relevant Meaning Tables. You can use the Context you already know from the results you got from the Villain Archetypes table and the adventure to guide you.

For instance, if you are dropping this Villain into an ongoing campaign, you may have enough world building already in place where the Villain Archetype rolled makes sense. In a fantasy world of high magic and powerful kingdoms, an Archetype of “The Domination Game” suggests a classic dark lord type of Villain, for instance.

If the rolled archetype doesn’t make an idea immediately spring to mind, then use Mythic’s Meaning Tables for more inspiration. You can roll on the Actions Meaning Tables for details about what the Villain is doing and their goals, and the Descriptions Meaning Tables for what they look like. There are also a number of Elements Meaning Tables that fit naturally here, such as:

- ❶ Character Identity to establish who the Villain is or what their role is.
- ❷ Character Skills for their talents.
- ❸ Character Motivations and Character Personality to learn why they want what they want, and how they think.
- ❹ Character Appearance for how the Villain looks.
- ❺ Character Traits & Flaws if you want the Villain to have quirks.
- ❻ Character Background if you want to know where they came from.

You don’t have to roll on all, or any, of these tables, but pick and choose the details you think would make your Villain stand out best.



A BLAST, LITERALLY, FROM THE PAST

In a superhero adventure, the Player Character is an armored vigilante of the night. During the day, they own and run a large technology company which helps them to fund and equip their alter ego’s activities.

The adventure so far has revolved around some of the Player Character’s labs being sabotaged, destroying research and stealing equipment. Investigation reveals that these are not isolated or random acts; there is someone coordinating these efforts.

It’s time to create a villain.

To find out who this villain is, the Player rolls on the Villain Archetype table and gets “Bent On Revenge”. The Player interprets this to mean that the villain is someone their PC has battled and beaten before. The villain knows who they really are and is trying to undermine their resources by attacking their company.

To get a better idea of who the villain is, the Player rolls on the Character Identity Meaning Tables in *Mythic Game Master Emulator Second Edition*. They roll Hero and Elite. The Player recalls an earlier adventure where another superhero, a famous and well regarded one, went rogue and had to be taken down. That Character fits the words of “hero” and “elite”, so the Player decides this hero gone bad has resurfaced and is causing the trouble. It makes sense, they might also know who the PC’s real identity is and how to hit them where it hurts most.

This little bit of information gives the Player a solid start to this new arc of the adventure. Further Scenes can find out more about the villain, including the kind of organization they’re running and who is helping them.

	VILLAIN ARCHETYPE	
D100	ARCHETYPE	MODIFIERS O: Organization L: Lieutenants M: Minions
1-6	Bent On Revenge: The villain is all about getting back at someone or something that wronged them.	O: 0 L: 0 M: 0
7-16	Master Of Their Domain: Their power extends well beyond themselves into Minions, money, organizations, business, politics, etc.	O: +10 L: +10 M: +10
17-20	The Domination Game: Their goal is to control everything, to take over a company, a nation, a planet, a universe. Whatever the scope of their personal world, they want it all.	O: +10 L: +5 M: +5
21-22	Serves Another: The villain serves a greater master who is not directly involved in the adventure, but whose shadow falls over everything.	O: +5 L: +5 M: +5
23-24	Conquest: The villain is a conqueror in the military sense. Their goals are achieved through brute force.	O: +5 L: +5 M: +10
25-32	Schemer: The villain favors plans and schemes over direct assault and force.	O: 0 L: 0 M: +5
33-34	The Brute: The villain favors brute force over subtle schemes.	O: -5 L: -5 M: 0
35-36	Doing Their Job: Whatever it is the villain is doing, they simply consider it their job to do so. There is no passion or personal drive to it.	O: +5 L: 0 M: 0
37-38	Killer: The villain is bent on killing. This may be their primary goal, or this is their style in the pursuit of their main goal.	O: -5 L: -5 M: -5
39-40	Money Motive: The villain is doing this for the money. Attaining wealth and riches is what drives them.	O: -5 L: -5 M: -5
41-42	Inscrutable: The villain operates on motives particular to themselves. Maybe they are insane, or their thinking is alien. While their goals can be understood, their reasons for pursuing them make little sense.	O: +5 L: 0 M: 0
43-44	The Thrill Of It All: The villain is driven by excitement and challenge. They want to test their talents.	O: -10 L: -5 M: -5



VILLAIN ARCHETYPE

D100	ARCHETYPE	MODIFIERS O: Organization L: Lieutenants M: Minions
45-46	One Of The People: The villain is an ordinary person who, for their own reasons, decided to do what they are now doing.	O: 0 L: +5 M: +5
47-48	Class Act: The villain prides themselves on being cultured, sophisticated, or otherwise elite.	O: +5 L: +10 M: +10
49-52	Higher Purpose: The villain is a zealot or ardent believer in a philosophy, religion, creed, or code. Their goals are based in upholding this principle.	O: +5 L: +5 M: +5
53-56	Personal Need: The villain's actions are based on a personal need of their own. Maybe it's love or obsession, but it's all about fulfilling this one need.	O: -5 L: -5 M: -5
57-58	Has No Choice: The villain has no choice but to do what they do. Maybe they are a programmed automaton or are being mind-controlled. They have no free will in this matter.	O: +10 L: 0 M: +5
59-60	I Am The Best: The villain wants to prove they are the best at something by defeating whomever is generally perceived as the best.	O: -10 L: -10 M: 0
61-62	Making A Point: The villain is trying to make a point. This can be to show the world how wrong everyone is about something, to prove a vulnerability, etc. Their goals are meant to make a statement.	O: 0 L: +5 M: +5
63-70	Power: They want more power. A lot more. They're willing to do whatever they must to get it.	O: +10 L: +5 M: +10
71-74	Duty Bound: The villain feels it is their duty to pursue their goals. Maybe the duty was placed on them by another, maybe they assumed it themselves.	O: -5 L: -5 M: +5
75-80	Meaning Table: Roll on Mythic's Action Meaning Tables and interpret a Villain Archetype from this.	O: 0 L: 0 M: 0
81-100	Double Archetypes: Roll two Archetypes and combine them, including modifiers. If you roll Double Archetypes again, ignore it and re-roll.	O: 0 L: 0 M: 0

Villain Statistics

The details so far have been about who and what the Villain is, what they're up to, and why. This paints a narrative picture of the Villain, but at some point you'll have to convert them into game statistics for the RPG you're using.

Mythic GME 2e discusses generating NPC statistics as you need them on page 127. The gist of it is this: determine what you expect the statistic value to be, then ask the Fate Question "Is that what the statistic is?"

Yes means to use your expectation, Exceptional Yes means to use a value a little higher, No means to use a value a little lower, and Exceptional No means to use a value much lower. A Random Event with this Fate Question means there is a special condition associated with the statistic; generate the Event with an automatic Focus of Current Context.

Abilities, powers, spells, and more can be determined through Fate Questions, Discovering Meaning, or running with your expectations based on the details you've generated for the Villain.



STATISTICAL ANALYSIS: THE SPORE FROM BEYOND

The villain in your horror adventure turned out to be an otherworldly entity that took over the body of a hermit living deep in the woods. Through Discovering Meaning, the Player determined that the entity has powers including mind control, regeneration, and natural armor. The creature has one goal: conquer Earth by infesting the planet, and humanity, with its plant-like roots that allow it to control people and nature.

The Player's using an old school RPG system with Mythic. The game uses hit points and armor in the form of damage reduction. The Player expects the entity's hit points to be about 40. Testing this with a Fate Question, Mythic says Exceptional Yes. The Player interprets this to mean the hit points are actually higher, let's say 50.

For armor, the Player expects the entity to be kind of bullet proof, but not quite. They expect a value of 8. Testing this with a Fate Question results in a No with a Random Event.

The Player interprets this to mean the value is lower, at 6. For the Event, the Event Focus is Current Context, and the Meaning words rolled are Deposit and Innocent. The Player interprets this to mean that the entity's exterior is hardened, providing the armor value. However, if struck bare fisted, such as with a punch, there is a chance of infecting the attacker with some of its spores.



BUILD THE VILLAIN ORGANIZATION

A Villain rarely acts alone. While a single Villain can be a force to be reckoned with, often their true danger lies with the Organization they've structured to fulfill their aims.

Similar to establishing an Archetype for the Villain, now we're going to establish an organizational structure. Roll on the Villain Organization Table for a description. Don't forget to apply any Organization Modifiers from the Villain Archetypes table.

The Organization table may also indicate modifiers for the Lieutenant and Minions Tables. Combine those modifiers with any carried over from the Villain Archetype roll. For instance, if your Villain Archetype indicates a modifier of +5 to the Lieutenant Table, and the Organization result indicates another +5 modifier, then the final modifier for Lieutenants is +10.

You can find the Villain Organization Tables on the next two pages.

On the previous page, our example Player created some stats for a Villain: The Spore From Beyond.

The Villain Archetype that was rolled was "The Domination Game". The Player knows the spore's goal is to take over the small New England town where the supernatural infestation took root.

The Player wants to make this adventure about more than a monster attack, however. The Spore is the otherworldly leader of an Organization of some kind.

Rolling on the Villain Organization Table for inspiration, the Player rolls 25. This is modified by +10 because "The Domination Game" Archetype calls for a +10 modifier to the



INTERPRET TO VILLAINOUS PERFECTION

The tables in this article can give specific results. For instance, "Secret Society" sounds like quite a specific structure for a villainous organization. However, even if the results seem clear, don't feel a need to interpret them literally all the time.

Regardless of the table results, interpret the outcomes that fit the Context best. This is like treating the tables as more detailed Meaning Tables. Or, if you're familiar with *The Adventure Cramer*, they are similar to the narrative tropes it uses to build Turning Points.

If a result doesn't make any sense you can always ignore it. However, there's probably some kernel of connection that can be made with just about any result, even if you have to twist it.

For instance, the example on this page shows the Player rolling an organization of "Organized Crime" for a mind-controlling spore from outer space. While it's doubtful the supernatural monster will become the Godfather, there is sense to be made from the creature learning to manipulate not only human beings, but human illegal commerce. With money and resources at its disposal, and a growing criminal enterprise, the spore can spread itself even faster and exert more control over the human world.

Organization roll. This gives us a total of 35, for Organized Crime.

The Player interprets this to mean that the Spore is aware enough of humans to know which ones are best to infect and control to get what it wants. It's using these humans to build a criminal enterprise to help fund resources for greater expansion beyond the town.

 VILLAIN ORGANIZATION		
D100 + MOD	ORGANIZATION ARCHETYPE	MODIFIERS L: Lieutenants M: Minions
8 or less	None: There is no formal or informal organization. It's just the villain and any accomplices who work with them.	L: -10 M: -10
9-16	Gang: A group of individuals who have banded together to further the Villain's, and their own, goals.	L: -5 M: -10
17-22	Hired Hands: Most members of the organization are there because they are paid to be there. There is no larger organizing factor and the organization itself is fairly informal.	L: 0 M: -5
23-25	Followers: The organization is mostly informal, and composed of those who admire and follow the villain.	L: -10 M: -5
26-28	Family: The organization is the villain's family, or functions like one. They all feel closely, personally connected.	L: -5 M: -10
29-31	Cult: Similar to Followers, but more formalized and dedicated. Everyone in the organization is a true believer in the villain's vision and is there out of a personal sense of purpose.	L: 0 M: 0
32-40	Organized Crime: The organization is a coordinated effort to profit outside the law. This is similar to The Company, below, but less formal and more clandestine.	L: +5 M: 0
41-43	Secret Society: The organization successfully operates in secrecy, behind the scenes. This requires a high level of coordination and sophistication.	L: +10 M: +5
44-45	Army: The organization is highly organized and militarized, with the purpose of destruction and suppression. They may do other things too, but it is first and most importantly a military force.	L: +5 M: +5
46-47	Professionals: Similar to Organized Crime and The Company, except this organization is made up of highly skilled professionals with an area of specialty or expertise.	L: +5 M: +10
48-53	The Company: The organization functions like a powerful and lucrative business or corporation, except that it's fulfilling the villain's goals.	L: +10 M: +10

VILLAIN ORGANIZATION



D100 + MOD	ORGANIZATION ARCHETYPE	MODIFIERS L: Lieutenants M: Minions
54-56	Corrupted Organization: The organization was once legitimate but has been corrupted, probably by the villain. This could be a corrupt business enterprise, government agency, etc.	L: +10 M: +5
57-62	Syndicate: The organization is composed of multiple organizations, all with a common purpose. Lieutenants might represent the heads of various organizations within the organization.	L: +10 M: +5
63-65	Subversive & Sprawling: The villain's organization seems to spread everywhere. There might be operatives in any civilian or government agency, whether they appear legitimate or not.	L: +10 M: +10
66-68	Government: The organization is an actual government, which means the villain is likely the ruler or a very high ranking official of this nation.	L: +10 M: +10
69-74	Upscale: Roll again for an Organization, but scale it upward in size and scope (apply both sets of Modifiers). For instance, "Family" could go from a group of bonded individuals to a small town. Reroll results of Upscale or Double Archetype.	L: +5 M: +5
75-80	Meaning Table: Roll on Mythic's Action Meaning Tables and interpret a Villain Organization from this.	L: 0 M: 0
81 or more	Double Archetypes: Roll two Archetypes and combine them. Add together all modifiers. If you roll Double Archetypes again, ignore it and re-roll.	L: 0 M: 0

LIEUTENANTS & MINIONS

If your adventure features a primary Villain, odds are that the bulk of the adventure will involve clashing with their underlings and the machinations the Villain has set in motion. When you encounter a Villain's lackeys, you can roll for inspiration about them on the Villainous Lieutenants & Minions Table.

When It's Minion Time

Lieutenants, minions, underlings, hirelings, flunkies, lackeys, servants, cultists, soldiers, henchmen ... whatever you call them, most Villains have them. Someone has to get their hands dirty and try to stop the heroes from saving the day!

After creating a Villain and their Organization, it's possible those entities will mostly reside out of

Scene more as an idea than a concrete obstacle. You know who the Villain is and what they're Organization is like, but you may not directly encounter them during much of play.

What your Player Character is more likely to face is what comes out of that Organization to oppose them. That's when it's Minion time.

The Villainous Lieutenants & Minions Table gives a range of underling archetypes if you're looking for inspiration for a minion. While this ruleset recognizes two flavors of Villain underlings ... Lieutenants and Minions ... they

are both presented with the same table. The characteristics of both can be very similar.

What differentiates a Lieutenant from a Minion is a matter of scale. Lieutenants are more powerful, have more authority, and are more important than Minions.

The Villain Archetype and Villain Organization Tables may have given you modifiers to apply to your rolls for Lieutenants and Minions. Before rolling on the table, decide if you're generating a new Lieutenant or a Minion.

While Minions represent obstacles to Player Characters, a Lieutenant should be a significant challenge. They are the acting villain when the Villain isn't there. This is good Context to keep in mind when asking Fate Questions about them.



LIEUTENANTS

If your Player Character comes across an important member of the Villain Organization, you can think of that NPC as a Lieutenant. This is an NPC who has authority, much like the Villain himself. They should be a real challenge for the PC.

Lieutenants can be thought of as stand-ins for the Villain. They hold a similar level of command, have access to much of the same resources, and can command Minions.

The number of Lieutenants that exist in the Villain's Organization is up to you and Mythic. You may want to encourage more, or fewer, Lieutenants, depending on how much challenge you want your PC to face.

MINIONS

A Minion is any low level operative of the Villain who carries out their instructions and serves their purposes. In the context of a Mythic adventure, a Minion should be thought of as opponents who should not be too difficult to overcome for the PC. They are low level challenges.

You can roll on the Villainous Lieutenants & Minions Table each time a new Minion is presented if you want a lot of variety. Or, to keep it simple and for the Organization to have a characteristic type of Minion, you could assume that the archetype rolled for the first Minion encountered also applies to all Minions of this Organization you will meet later.

This is different than for Lieutenants, where there should be more variety and you may want to roll a new archetype for each new Lieutenant.



USING THESE RULES IN A MYTHIC ADVENTURE

The Villain tables provided here can be incorporated into a Mythic adventure in place of asking Fate Questions or Discovering Meaning.

For instance, if your science fiction Player Character discovers a planet is being threatened by an invader, that may be a good time to introduce a villain into your adventure. Instead of rolling on a Meaning Table to flesh one out, you can use the Villain Crafter.

Additional Meaning Table rolls and Fate Questions can flesh out the developing baddie.

That assumes you've already determined that you're dealing with a villain. In the example above, the Player knows a planet is being threatened, so they followed their expectations that the threat is a villain.

If you'd rather not assume a villain is at work and want to leave it to chance, you could ask a Fate Question such as, "Does this involve a Villain?" If the answer is Yes, then you can treat the situation as incorporating a classic villain and their organization.

You'll probably want to generate the Villain's Organization when you create the Villain, as the two often go hand in hand.

Lieutenants and Minions can be generated as you need them, if you need them. This can help create lower tier villains to fight against as your PC makes their way to a potential showdown with the main Villain.

Like Meaning Tables, the tables in this article are meant as inspiration. If you get an idea that is inspired by a roll, but doesn't quite fit the archetype or description, you should probably run with what your gut is telling you.

VILLAINOUS LIEUTENANTS & MINIONS		
D100 + MOD	LIEUTENANT ARCHETYPE	MINION ARCHETYPE
20 or less	As Expected: This Lieutenant or Minion is exactly what you'd expect from this Villain and their organization. This Character should be constructed to fill the narrative need at hand.	
21-25	Hired Hand: This Lieutenant or Minion works for the Villain because they are paid to work. They are mercenaries, not true believers.	
26-27	Groveler: Characterized by their groveling subservience to the Villain. The prototypical "Yes" Character.	
28-29	Has No Choice: They have no choice but to serve the Villain. Maybe they are a robot or are being mind-controlled. They have no free will in this matter.	
30-31	Anger Issues: This Lieutenant is defined by their anger, and they are happy to take that anger out on the Player Character.	Soldier: This Minion is a soldier, probably one of many, ready to do battle for the Villain.
32-33	Frenemy: They detest the Villain, but still serve them for some reason.	
34-36	A Promise Made: They serve because the Villain has promised them something. A payment, reward, or maybe something personal.	
37-39	True Believer: They sincerely believe in the Villain's mission and are there to serve.	
40-41	Personal Reasons: They have a personal, emotional reason for serving the Villain. Maybe they feel indebted, or they are following a family heritage.	Soldier: This Minion is a soldier, probably one of many, ready to do battle for the Villain.
42-44	Tough Stuff: This Lieutenant is all about intimidation and brute force.	
45-49	Specialist: They are really good at one thing, which is what the Villain wants them for.	
50-52	A Little Different: They are unusual in some flavorful way, such as wielding a signature weapon or dress in a characteristic fashion.	Soldier: This Minion is a soldier, probably one of many, ready to do battle for the Villain.
53-55	Fight Club: Whatever other purpose they serve, they primarily want to fight the Player Character.	Functional: This Minion serves a specific, mundane purpose, such as medic, communications officer, or some other station needed by the Organization.

VILLAINOUS LIEUTENANTS & MINIONS



VILLAINOUS LIEUTENANTS & MINIONS		
D100 + MOD	LIEUTENANT ARCHETYPE	MINION ARCHETYPE
56-58	Science!: They are a thinker, engineer, or inventor of some kind. They are designing or making important stuff for the Villain.	Functional: This Minion serves a specific, mundane purpose, such as medic, communications officer, or some other station needed by the Organization.
59-60	Teamwork: There are a pair, or more, of Lieutenants or Minions who work together. Roll for another Archetype and either apply it to all of them, or roll separately for each. If you roll Teamwork again, treat it as As Expected.	
61-65	Team Leader: They command a group of Minions. Roll on the Actions Meaning Tables for inspiration of the team's purpose.	Functional: This Minion serves a specific, mundane purpose, such as medic, communications officer, or some other station needed by the Organization.
66-67	Family Tie: The Lieutenant or Minion is related to the Villain in some personal or close way.	
68-69	Protégé: The Lieutenant is a rising star in the Villain's organization and is favored by the Villain.	On A Mission: They have one specific, important job, given to them by the Villain or a Lieutenant. Maybe it's to plant a bomb or to deliver a package, for instance.
70-72	Right Hand: The Lieutenant is second in authority only to the Villain, and can stand in for them when the Villain is not there.	
73-74	Necessary To The Plan: This Lieutenant doesn't just serve the Villain, they are integral to the Villain's plan in some way. Maybe they possess a unique attribute, role, or skill that makes them irreplaceable.	
75-76	Mini-Ruler: This Lieutenant is a minor Villain in their own right, commanding a domain in some capacity.	
77-82	Meaning Table: Roll on an appropriate Meaning Table of your choice and interpret a Lieutenant or Minion Archetype from this.	
83 or more	Double Archetypes: Roll two Archetypes and combine them. If you roll Double Archetypes again, ignore it and re-roll.	

THE BIG EXAMPLE: THE MOONSHARD BLADE

This Big Example takes place in a fantasy setting, with a Player Character who is a highly trained warrior who wanders the land.

They come upon a village that is in ruins. In this Scene, the Player learns that the village, and others like it, have been attacked and looted in recent months by a small, roving army.

The PC decides to make it their mission to find out who is doing this, why, and to stop them.

In the next Scene, the PC visits and investigates the hamlets that had been sacked. The Player determines that enough information is gathered to get a picture of who is behind the attacks. The

Player had already decided that they want this adventure to be about a villain.

It's time to roll!

A trip to the Villain Archetype Table rolls up Double Archetype. That calls for two more rolls on the table, which gives us "One Of The People" and "Has No Choice".

The Villain is an ordinary person of some kind whose will has been usurped. The Player wants more information, rolling on the Action Meaning Tables for inspiration of why the Villain has no choice, and gets Befriend and Possessions.

The Player makes this interpretation:

A local villager, a farmer, got lost one day when searching for a lost sheep. He wandered into an abandoned silver mine and tumbled down a cavern.

There, in the darkness, he came across an artifact thought lost to history. It was the Moonshard Blade, once wielded by a mighty warrior and conqueror.

When the farmer picked up the weapon, it spoke to him. The blade offered the man power and wealth, but he had to agree to a partnership. The man consented to the bargain, and the blade bonded itself to the his soul, taking control of his body and mind.

Armed with the Moonshard, the man must have assembled a force to engage in the raids. Possibly, the blade is trying to build up wealth and resources to assemble an army. The Player isn't sure yet, but they have enough information to generate an Organization for the Villain.

Before rolling for the Organization, the Player checks if any modifiers should be applied. "Has No Choice" includes a +10 Organization Modifier, and "One Of The People" has no Organization Modifier.

Rolling on the Villain Organization Table, the Player gets a 42, +10 for the modifier, for a total



of 52: “The Company”. This implies the Villain’s organization is well structured and organized. The Player makes this interpretation:

The Moonshard Blade is a sentient weapon, a spirit in the shape of a short sword that is bent on conquest and military rule.

In the ancient past it had guided its bearers to greatness, and it was intent to do so again.

Using the powers the blade bestowed on him, the Villain single-handedly attacked a village and took it over. Here is where the Moonshard gained its first recruits, starting to build an army.

The Blade had done this before, and it knew how to grow and manage a military force. It required disciplined, dedicated followers, a base of operations, supplies ... there was a lot to do, and it had it to be managed properly.

The Villain quickly built up an organized force around himself that included not just warriors, but merchants and farmers who could supply coin and food to the growing army.

The Moonshard’s campaign of conquest had begun.

The Player Character has an idea what they’re up against. If the Moonshard isn’t stopped soon, before its forces grow too large, it may not be able to be stopped at all.

The Player wants to know what the rank and file among the Moonshard’s forces are like. This sounds like a Minion, so the Player turns to the Villainous Lieutenants & Minions Table. The previous rolls give us a total Minion modifier of +20 (“Has No Choice” +5, “One Of The People” +5, and “The Company” +10).

Rolling, we get 7+20=27: “Groveler”.

The Player interprets this to mean that the bulk of the Moonshards forces are made up of grovelers



seeking the favor of the Villain. They have witnessed the Moonshard’s power and want to be on its side when the campaign is done, because no one wants to be on its bad side.

While trying to catch up to the Villain, following the wake of destruction, the PC comes across a town where some of the Villain’s troops linger. Among them is one of the Villain’s commanders.

The Player rolls on the Villainous Lieutenants & Minions Table for inspiration of what this Lieutenant is like. The modifier is (“Has No Choice” +0, “One Of The People” +5, “The Company” +10) +15. Rolling 28, our total is 43: “Tough Stuff”.

The Lieutenant is brutish and tough. After a couple of Meaning Table rolls, the Player determines it’s a gargoyle that has joined the Villain’s cause. Right now, that cause is to stop the Player Character from getting any further.

The PC is in for a fight. 🐉



VARIATIONS

New rules and twists on current rules

Mythic As A Player Emulator

It's time to switch hats from a solo Player to a solo Game Master. I see this discussed online sometimes, using Mythic as a Player emulator instead of a GM emulator. At first, this seems like a counter-intuitive strategy. Mythic is meant to fill the role of Game Master and help weave a narrative, answering questions as you go. How can you flip it around?

When you stop to think about it, Mythic as a Player Emulator not only makes all kinds of sense, but it can be a lot of fun.

If you've ever thought about playing solo while switching your role, or even if the concept is new and novel to you, this article will offer strategies to get the most out of the experience.

Using Mythic as a Player Emulator is good for exploring "what if" questions. For instance, what would a normal person do if a mutant fungal monster invaded their town? How would that scenario pan out if the person was a hero, or a soldier, or a scientist? This is a different question from what would you do as the Player in these situations.



WHY A PLAYER EMULATOR?

First, we have to ask: why? Why would a roleplayer even want to use Mythic as a Player Emulator instead of a GM Emulator?

Why Not Try A “What If”?

Why not emulate the Players, and play as the GM? We’re talking about solo roleplaying here. You can do anything you want. Even if this sounds like a weird or unlikely use of Mythic, why not give it a try to see how it works for you? You might discover a whole new way to enjoy your favorite games.

Using Mythic as a Player emulator is excellent for exploring “what if” questions and intriguing scenarios from a different perspective. It’s no longer about what you would do through your Player Characters, it’s about what someone else would do. How would a warrior handle this problem? What if the Character was a noblewoman instead, or a mage? What if they had a certain kind of personality, or a specific skillset?

You could answer these questions as a Player using an emulated GM. However, taking the “role” out of roleplaying means you have no idea what’s going to happen because you don’t know what the emulated Players will do.

Game Mastering Glory

Since solo roleplay emulates the decisions of a live GM, it’s easy to forget all the wonderful things about being a Game Master. For instance, world building. As GM, you can build your own worlds then watch as Players make their ways through them.

You can world build as a solo Player as well, but that kind of world building is often about



EXPERIENCE PURE NARRATIVE

My thanks to Deathworks, a Patron at the Word Mill Games Patreon, who brought up this interesting twist to a Player emulator:

Let’s take the Player Emulator strategy a step further. Mythic is emulating the Players. It’s also emulating the Game Master. Yes, it’s emulating both.

In this scenario, Mythic is doing almost all of the work. You are administering the system and applying your expectations and interpretations, but you aren’t making any of the decisions. You are a spectator watching a drama unfold.

In this approach, you are using Mythic to emulate both the actions of a GM, the unfolding narrative of the adventure, and the actions of the Players. The excitement in this strategy is to place all the cogs and mechanisms into place, then hitting play and seeing what happens.

discovery and exploration. You are probably building the world as you play in it. Or, you engage in world building before you play, but only build so much of it up to a point. From there, the adventure takes over.

As a GM, you can world build as much as you like and to any degree of detail you like. There’s no need to keep secrets. You are the creator of secrets, not the seeker of them. There is creative and authorial joy in this kind of world building, and that’s the domain of the Game Master.

Using Mythic as a Player emulator allows you to be this kind of GM. You can build a world, create NPCs, construct dungeons or locations, create plots, and set the wheels in motion, then watch as Mythic controlled Players try to figure it all out.

Game Master A Module

Not every Game Master wants to spend their time world building. Some may want to take a well crafted, published module and administer it as the Game Master. This is ready-made world building where you step in as the arbiter of the experience.

You have an idea of how you might handle this adventure, but what would emulated Players do? You don't know, and that's the interesting part!

MANAGING PC PAPERWORK

Before we dive into the nitty gritty of making Player emulation happen, let's talk about a potential obstacle: Player paperwork. If you're emulating a single Player Character then the adventure shouldn't be any more work than if you were emulating the GM in a solo game.

However, what if you want to be the GM to a full party of five or six Players? That's a lot of character sheets and details to take care of.

Maybe you relish the idea of making a full set of complete Characters, but maybe this task is putting you off from running a full party through an adventure.

Here are a few ideas for keeping the data management from wrecking the fun.

The Leader Approach

You could treat a party of Player Characters much like you might if you were playing one of them yourself and regarding the others as NPCs. If you're the Game Master who is emulating all of the Player Characters, then choose one of them to be the primary PC. They are the leader of the party.

With this approach, you could stat out the leader PC, generating a full Character as you



PRE-BUILT CHARACTERS

The discussion on this page is about preparing your emulated Player Characters as if they are PCs you would build yourself.

Of course, you could opt to not build them at all. Why not borrow, instead?

Locate already constructed Characters from the module you're using, or some other source. These could be NPCs who have an entirely different purpose in their source material, but you draw them out to be emulated PCs in your adventure. Maybe they're just stat blocks, but you may also get more Context like personalities, backgrounds, and motivations.

You could use online resources like random character generators if they exist for the RPG you're using.

You can rework any details you like, but borrowing the core details of NPCs and treating them like PCs in your adventure is a quick and easy way to construct a party that's ready to roll.

Another advantage to this approach is that it's more hands off than creating the PCs yourself. The selection of emulated PCs is a little more random because they were crafted by someone else. This can feel more like a genuine Game Master experience since, as a GM with a group of live Players, you would be dealing with what your Players come up with for Characters, not what you come up with for them.

would if they were your own.

The additional PCs in the party receive only minimal creation, just enough to know something about them. Other details are generated as you play, like you might do for an NPC in a Mythic adventure.

For instance, maybe you decide the leader of a party of five fantasy adventurers is a level 6 warlock. You generate this PC with a full Character sheet.

For the other four PCs in the party, you decide all of them are also level 6. You choose classes for them, name them, maybe decide on personality traits, and that's it. All other details, like hit points, weapons, spells they know, etc. can be generated on a need to know basis. Once generated, you write down that information so their character sheets grow the more you play.

This can greatly reduce the time involved in getting set up to begin your Player emulated adventure.

As You Go

Don't like the idea of the party having a leader? Then use the same idea as above, except all of the PCs in the party start as bare bones. Begin with just the statistical information you absolutely need at the moment, or what you're inclined to create.

Maybe that cleric should have a god assigned to them because it matters for the adventure. Maybe the mage needs to know certain spells. Maybe you need one of the PCs to be a rogue. It's these kinds of details you can firm up at the start. Everything else can come later.

This approach treats the PCs like any other NPC you would generate during the course of a Mythic adventure.



A MODEL FOR EMULATED PLAYER CHARACTER BEHAVIOR

SEE THE FLOWCHART
VERSION ON PAGE 23

Generating emulated Player Character behavior is central to this experience working smoothly. You can follow the steps below to establish what an emulated PC does or says. Later in the article we'll get into more detail about ways to add more variety to this.

Establish Baseline Expectations: Assume certain baseline behavior Context for each emulated PC. It should be something simple, like, "The warrior has anger management issues and likes to solve problems with his fists." It could be as simple as working off of tropes of the PC's class, background, or best skill.

Assume Behavior Consistent With Baseline Expectations: Whenever the PC is expected to do something, like how they handle a conflict, start with your expectation based on the baseline you established. For instance, that angry warrior would say something angry, the illusion mage is prone to deception. This expectation can extend from actions to things the PC says.

Roll Or Not To Roll: Follow your expectations about PC behavior in situations that are not critical to the progress of the adventure. If a moment is important, then ask a Fate Question to see if they do the thing you would most expect them to do, such as following the baseline expectation, or if they do something else.

Keep On Going: A simple way to determine PC behavior is to assume they will continue to do whatever it is they were last doing, but to call it into question sometimes with the Fate Question, "Do they continue?" Yes means they continue doing what they were doing. Exceptional Yes means they continue and will do so for longer so you don't have to check again for a while. No means they stop and change to what you would most expect them to do next. Exceptional No means they stop and do something different, roll on a Meaning table for inspiration.

Discover Meaning When You Want To Mix It Up: You don't always have to follow baseline expectations or ask Fate Questions to determine emulated PC behavior. You may be unsure what behavior to expect from a PC in a given situation, or you may just want to change things up. You can roll a pair of words from an appropriate Meaning Table, like Actions or Character Actions, Combat. When you interpret the words, apply it to the Context of the situation but also to the Context of the established behavior baseline.

All In

This is solo roleplay, we don't need to move at a rapid pace. If you'd like to take your time, maybe consider fully creating each and every Player

Character in the group. This gives you a chance to really get to know them and craft their capabilities to best complement each others', if that's what you'd like.



Deciding what emulated PCs do or say in an adventure can rely heavily on your expectations, and those expectations can rest on what you know about each PC. It doesn't have to be complicated. Simple statements or a few lines of Context is enough. For instance, this wastelands warrior is a fierce fighter, but he lost his brother to raiders. As such, he is very sympathetic to the plight of those who are not powerful enough to defend themselves. That is meaningful Context that can be used to establish your expectations about what this Character will do or say in just about any situation. Will he want to attack a camp of mutants? Probably not if it's tactically unwise. Would he want to attack if the camp were marauders who just raided a village? He would definitely see a need to act now, and maybe even get some revenge.

MYTHIC PLAYER EMULATOR

Mythic Player Emulator (PE) may not have the same ring to it as Mythic Game Master Emulator (GME), but it works much the same. Just, with a few tweaks.

So what changes do we make to the Mythic GME to turn it into the Mythic PE?

Only Fate Questions

Maybe the simplest approach to Player Emulation is only using Mythic's Fate Questions. Drop everything else, from Scene structure to Random Events to Lists and Chaos Factor. All of it goes, except Fate Questions.

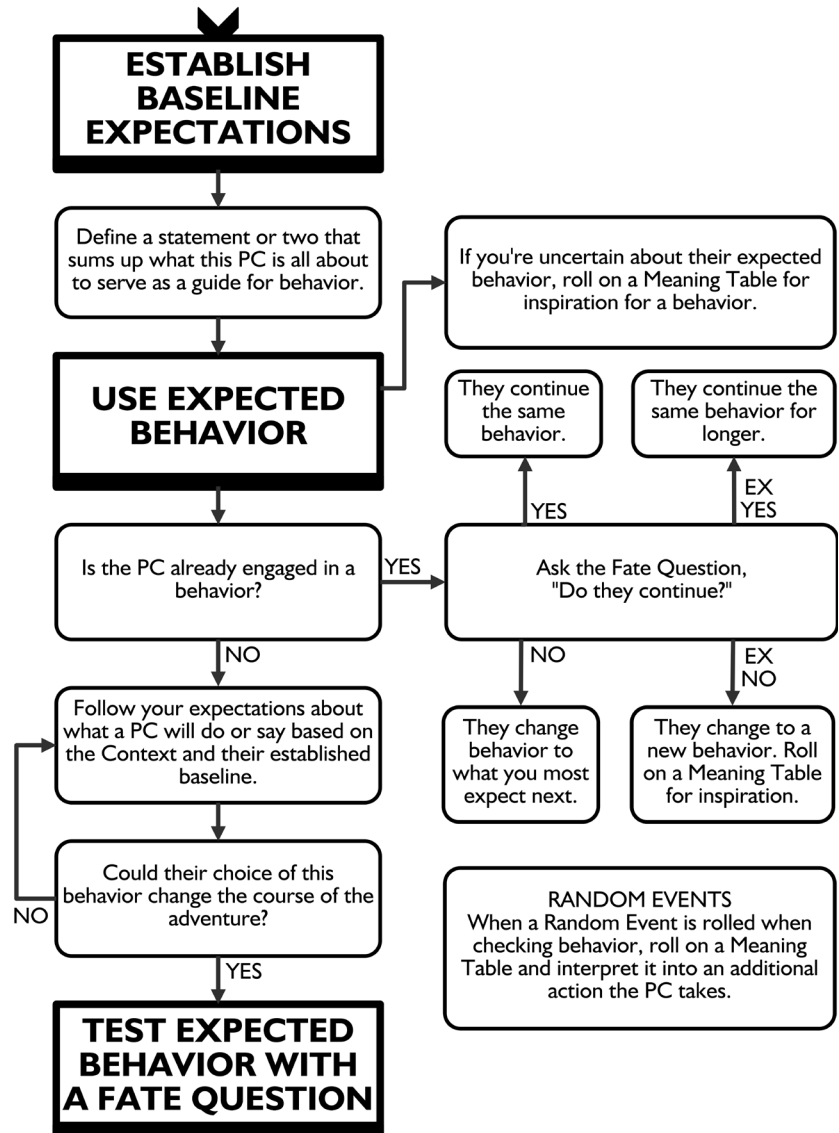
With this approach, you as the GM are handling all aspects of the adventure world just as you would for a group game. Fate Questions are used to decide Player Character decisions.

This would be Fate Questions like, "Do the Players open that suspicious chest?" "Do they search for traps?" "Does the PC attack the creature?"

These kind of PC oriented Fate Questions don't have to be just for deciding what they are doing right now. This could also include the kinds of questions you might ask real Players or the type of things they might have prepared for. (See "Mythic PE Questions" on page 24 for suggestions.)

For instance, maybe you went with making

A MODEL FOR EMULATED PLAYER CHARACTER BEHAVIOR



all of the PCs bare bones to begin with, so you don't know what spells that wizard has. When the opportune time comes, you might ask a Fate Question like, "Does the wizard have an appropriate spell?" or "Does she have fireball prepared?"

You would come up with the Questions based

on what you expect the PC's to do, and assign Odds based on the Context and established Player Character personalities (see "A Model For Emulated Player Character Behavior" on page 21).

If you want to incorporate more of Mythic's tools into a Player emulated game session, then following are some additional ideas to consider.

Co-GM

So far the assumption is that you're the Game Master and Mythic is emulating the Players and their Characters. However, you can have the best of all worlds by treating Mythic as your co-GM.

This is identical to how a GM would do this with a group, except you're also emulating the group. You are the GM, calling the shots, but you're also using Mythic in it's regular capacity. This includes Scene structure, Random Events, Chaos Factor ... the whole deal.

You are the primary GM. Mythic, in this case, is your assistant. Consider any prompts Mythic generates as suggestions that you can either run with or ignore.

You have full authority to modify as you go, no matter what Mythic presents. In some ways this is more satisfying when you are wearing the Game Master hat because you're not manipulating the narrative with your own Player Characters at stake. You're the GM, it's your role to direct the game universe!

In this approach, Mythic's systems would also be used to control the Players and their Characters. You may even use some of the following suggestions for alternative uses for Mythic mechanics, where you may end up using Mythic's systems in multiple ways: as a GM emulator and as a PC emulator.



MYTHIC PE QUESTIONS

Using Mythic as a Player Emulator still relies heavily upon Fate Questions. However, instead of asking questions about the game world you're managing, you're asking about the Player Characters.

This may be a different line of questioning than you're used to. These questions don't have to be limited to just what an emulated PC does, but they can also include useful items they may have, things their Players may have logically thought of before the session that you didn't consider, and even things like the tone and attitude of the group. Keep in mind that you are not only emulating the Player Characters, but the Players themselves.

Below are some suggestions for possible Fate Questions to ask of a group of emulated Player Characters. These may give you ideas for the kinds of questions you may want to ask.

- ❶ Does the party search the room?
- ❷ Does the Player Character attack?
- ❸ Did they think to bring *[some useful item that you have no idea if they have or not]*?
- ❹ Are the Players getting impatient to move the adventure along?
- ❺ Do they decide that this challenge is more trouble than it's worth?
- ❻ Does the Player think to roll against one of their PC's skills that would be most useful right now?
- ❼ Does the Player expend points to help in this situation? *[Applicable for game systems that use Favor Points or some other currency for Players gaining temporary advantages for their Characters.]*
- ❽ Does one of the PCs try to talk to the NPC?
- ❾ Does the party, as a whole, do what I most expect them to do right now?
- ❿ Do they decide to pursue this side quest?

Expected Scenes

Normally Scenes in Mythic are tested to see if they follow the adventure narrative you expect. As a Player emulator, you can either remove Mythic's Scene structure entirely or use it to test what you expect the Players to do at key moments.

Consider any new phase of the adventure to be a new Scene. This could include when something new and significant happens, when there's a change in scenery, or when some time has elapsed.

Consider how the Players and their Characters might respond to these changes, then fashion their actions into an Expected Scene. The results of testing this expectation won't change the narrative of the adventure itself, but it can direct how the Player Characters act.

Treating emulated Player behavior as a Scene would be rolled against in the same way you normally test a Scene: roll a d10, compare it to the Chaos Factor. A value over the CF means you get what you expect. If the roll is equal to the CF or less, then it's Altered if the roll is an odd number (1, 3, 5, 7, or 9) and Interrupted if even (2, 4, 6, or 8).

GETTING THE BIG PICTURE

An advantage to sometimes treating emulated Player behavior as a testable Scene is it allows you to get a big picture idea of how the Player Characters behave and what their Players are up to. You're pausing the action of the adventure for a moment to consider what the Players will do.

This also helps to keep Mythic's Scene structure alive during a Player emulated game. Doing this can help break the adventure up, making it easier to keep track of, much like when playing as a GM emulator. Scene starts and ends are opportunities to test PC behaviors, update Lists and the Chaos Factor, make notes, and do any other bookkeeping that is helpful.



THE PC'S ARE STILL PC'S

So far, emulated Player Characters aren't really treated much differently than normal NPCs. They're just around all the time. The behavior model on the previous pages is essentially the same advice given for NPCs in Mythic GME 2e. We'll get into considerations that change some of that, but even without hard mechanical rules applied, emulated PC's are not NPCs. There is a meaningful difference.

A big part of that difference is in your demeanor, as a GM, toward the PC's. Emulated or live, the Players and their Player Characters are your partners in this game. I think it's important to keep that in mind when emulating Players.

You're not just emulating the Player Characters, but the Players too. There's less mechanical structure around emulating the actual Players, who aren't present physically but are in spirit. This is similar to regular Mythic solo play where Mythic emulates the Game Master. Even though you are guiding Mythic and responding to its prompts, there is often still a feeling that there's an invisible GM present that we're bouncing ideas back and forth with.

The same should be true with emulated Players and their Characters. As Game Master, you should view them similarly to how you might with the PC's in a gaming group. You want to challenge them but not frustrate them, you want to play cooperatively so that everyone has a good time but competitively so that there's obstacles to overcome.

NPC's in an adventure serve a purpose. Sometimes it's an important purpose, but it's still a purpose. Player Characters are different. They don't just serve the purpose of furthering a narrative, they are the purpose of the adventure.

EXPECTED SCENE

If testing the expectation results in the Expected Scene happening, then run with what you expected the Players and their Characters to do.

ALTERED

If you roll an Altered Scene, then the PCs do something different than what you expected. Their actions would be what you would most expect next beyond your initial, primary expectation.

For instance, if the PCs are a group of investigators poking around occult matters, and the Scene involves them visiting an old town looking for clues about a disappearance, you may expect them to visit the relatives of the missing person. An Altered Scene indicates they do something else, what you would most expect next. In this case, that could mean they head to the local police or newspaper to see if they can dig up details.

INTERRUPT

Just as with Mythic normally, an Interrupt means you don't get the Expected Scene, you get something entirely different.

You can consider this a Random Event, but where the Event is an action taken by the Player Characters. The Event Focus is Current Context, so there's no need to roll on the Event Focus Table. Choose an appropriate Meaning Table, roll a pair of words, and interpret them into something the Player Characters do.

Let's say our game with the group of occult investigators has turned up a tome of forbidden lore. You determine that the emulated Players take the book back to their hotel room, where they plot what to do.

You decide this makes a natural break for a new Scene. What do you think the Players will do next?

You might decide that the most expected action is for them to use their skills to read the book and try to understand it. They may even try to cast a spell from it. As the GM, you already know what's in the book, and that it contains a spell to summon an extra-planar entity.

If you rolled against this expectation and the result was an Altered Scene, you'd have to consider what the Players and their Characters are most likely to do next. You may decide that they recognize the book may be dangerous and choose not to touch it just yet. Instead, they hunker down for the night and prepare their plans for the next day.

Rolling an Interrupt means they do something you didn't account for with the Expected or Altered



options. Rolling on Mythic's Action Tables, you get Refuse and Leadership. You might interpret this to mean that the Player Character who is usually leading this group wants to read the book, but the other members of the party protest. Their is a disagreement in the group. Resolving this disagreement could be the crux of this Scene.

Random Events

You could ignore Random Events generated when asking Fate Questions about emulated Player actions, or treat the Random Event as indicating the PC does something that you didn't ask for. In this case, Discover Meaning on an appropriate Meaning Table and interpret that into a PC action.

To keep the adventure moving smoothly, I suggest substituting the Random Event for the result of the Fate Question. In other words, ignore the Yes/No result and just go with the interpretation you make from the rolled Meaning words.

Another alternative is to consider the answer to the Fate Question, and the Random Event, as all one interpreted action. The Fate Question can help guide your interpretation of the Event.

Bottom line: Random Events generated with Fate Questions about emulated Player behavior is an opportunity to generate behavior that you don't expect. The Players surprise you.

Your emulated group of occult investigators have gone and done it! They read the book, cast the spell, and drew forth a cunning and demon-like entity from a dark dimension. Now the thing is loose, causing mayhem, and the PCs are trying to find a way to send it back.

A moment occurs where the emulated PCs learn of a secret society that may have the knowledge they need to banish the demon. The members are tight lipped, however, and don't want to help. Luckily,



PARTY, PC, OR PLAYER?

When emulating the Players, you're actually doing a number of different things. You're emulating individual Players, their Player Characters, and the group as a whole.

When interpreting Mythic prompts of emulated Player behavior, consider who the prompt is for. Much of the time, it may be easiest to treat the party of emulated Player Characters as a single unit. Questions like "Does the party proceed into the cavern?" and "Do they follow up on the clue?" are simpler to interpret than trying to ask similar questions for each member of the group.

Sometimes you'll have to focus on individual emulated Player Characters, assuming you're emulating more than one PC. This may come into play during combat, for instance, when you need to know what each PC does when it's their turn to act.

Finally, you may want to occasionally focus on the Players themselves. These are the imaginary owners of the emulated Player Characters, who may have their own opinions. While most of the time you can focus on the fictional PCs and party, it can be helpful to bring the Players into focus. For instance, you might ask, "Does the Player want to risk their Character for this dangerous maneuver?"

Put yourself in your emulated Player's shoes to decide if there are moments where you should be directing Fate Questions at them. There are instances in roleplaying where we, as Players, make decisions for our PCs not because it's something they would or would not do, but because we may or may not want to do it

the PCs learn where one of them lives.

The Player wonders if the PCs may try to break in to the cultist's house to find what they need. The Player poses it as a Fate Question, "Do they decide to bust into his house late at night?"

Mythic comes back with Yes, and a Random Event.



DIVIDE & CONQUER

The horror movie trope of a group splitting up rarely turns out well, but it can be an intriguing option for solo play. In a regular Mythic adventure, where you're the Player and Mythic is the GM, splitting up your group can be problematic. If your PC is in one place, and NPC members or additional PCs you control are somewhere else, now you as the Player know what both groups know ... instant Player knowledge versus Character knowledge problem to resolve.

But if you're the GM and you're emulating the Players and their Characters this problem magically goes away. It's okay if you know stuff, you're the GM!

Splitting an emulated Player Character party up is an interesting option to consider. It allows you to run the adventure from multiple points of view, with PCs acting independently of each other in different areas of the adventure.

You could resolve a Scene involving one group of PCs, then the next Scene is the other group. While both events may occur at the same time in-game, you can take your time as GM to resolve them.

This is something that's difficult to do in solo or group play. But with solo emulated Players, it's a workable option.

Rolling for Meaning Table words to help interpret the Event, the Player gets Relinquish and Needs.

The Player interprets this to mean that the PCs decide breaking into the guy's house, and potentially making an enemy of the society, is too great of a risk. They let this whole "get help from the Society of Tookintepa" idea go. It's time to figure out another plan.

In this situation, the Player chose to run with their interpretation of the Random Event, having it replace the Fate Chart answer to the Question.

Lists

If you're acting as the one-and-only GM, you may not need Mythic Lists. If you're using Mythic as a co-GM, then you could use Lists as usual.

You can also use Lists to track emulated Player Characters and their priorities. If you plan to do this in addition to using Lists as they are normally used, I would suggest keeping a separate set of Lists: one for the adventure narrative and one for the emulated Players.

EMULATED PLAYERS LISTS

Lists used for emulated Player Characters can help you decide when to single out a PC from the group and when they pursue one goal over another.

Place the emulated Player Characters in the Characters List. Whenever you need to select a PC from the group, roll on the List just like you would for a Character when generating a Random Event.

When you select a PC, whether by the dice roll landing on them or by your choice, then give that PC another entry in the List. This simulates some PCs being more active than others. Over the course of the adventure this will likely even out, since individual entries still max out at three.

Also follow the standard rule of only adding a name once per Scene. So, even if the same PC gets chosen three times in a Scene, you would only add their name once more to the List and only if they weren't already represented three times.

EMULATED PLAYERS THREADS LIST

For the Threads List, place any goals the emulated Player Characters may pursue. Some of these goals you may automatically place on the List. For instance, if you're running a group of emulated PCs through a published adventure, you may decide that the core quest of the adventure automatically goes on the List.

At times during the adventure, there may be uncertainty whether emulated PCs pursue a goal or not. This could arise with side quests or anything that happens where you think a PC may have an interest in it. In this case, you could pose it as a Fate Question, “Do they decide to pursue this goal?”

Even if the answer is Yes to that Question, it may only mean that the goal goes on the Threads List. Maybe they actively pursue the goal at some point, maybe not. The dice will tell.

If you get an Exceptional Yes to this Question, then the goal goes on the List as a Thread and the PCs choose to actively pursue that goal right now if they can. If it’s possible for them to do this, then they stop whatever it is they were pursuing and shift their focus to this new goal.

The Threads List can also contain goals that the Players may have, not just their PCs. For instance, you may decide that an emulated Player has a personal goal of leveling up or advancing their PC during this adventure. In that case, you might make a Thread entry of “Level up PC.” Whenever that Thread comes into play, it would indicate that their Player would take whatever option is currently available to them that would most likely help advance their Character.

Just like with the Characters List, you would roll on the Threads List when you need to decide what goal a PC or the group as a whole is focusing on. This may come into play at points in the adventure when you’re uncertain what the group is going to do.

Chaos Factor

If you’re using Mythic as a co-GM, where Mythic is generating Scenes and Random Events, then you could handle the Chaos Factor as you normally do. There’s no need to change it.

If you’re taking on all of the GM duties,



WELCOME TO NPC TOWN!

This system makes assumptions you may find complicate your Mythic life too much. For instance, emulated PCs are still treated like PCs and not NPCs. In other words, they’re special. They don’t go on the same Lists as NPCs.

It’s also assumed that you’re acting as the GM. Or at least, mostly filling that role. Mythic is either doing no GM duties or is assisting you.

In all of these circumstances, Mythic functions differently than it normally does.

If you want a simpler, more “Mythicy” experience, then here’s some suggestions:

- ❶ Treat the adventure as a typical Mythic session, and treat the PCs as NPCs. You have the regular Characters and Threads Lists as normal, and the PCs go onto the Characters List just like any NPC would. Everything else works as it normally does in Mythic, such as Scene structure and rolling for Expected Scenes.
- ❷ Generate Random Events as you normally would in a Mythic adventure, including rolling on the Event Focus Table. Any NPC related results would be rolled on the Characters List as usual and could result in a PC being rolled. That’s fine, treat them as NPCs. If you get a Focus of PC Negative or PC Positive, then choose a PC from the List instead of rolling.
- ❸ Pick and choose any rule variations in this article that you think would be fun, and avoid any that you think would not be. For instance, you may decide to go with the normal Chaos Factor rules from standard Mythic. Or, maybe you like the idea of the CF shifting randomly, so you go with the suggestions from the next page.

and are mostly controlling emulated PCs with Fate Questions, the Chaos Factor becomes less important. For simplicity, you may want to leave it at a value of 5 and not change it.

Or, an alternative is to treat the Chaos Factor as a randomizing force for emulated Player actions. In this case, the Chaos Factor could be changed each Scene. At the end of a Scene, or whenever you think it appropriate, roll a d10. If you roll above the Chaos Factor then raise the CF by 1 point to a maximum of 9. If you roll equal to or less than the Chaos Factor, then lower it by 1 to a minimum of 1.

This randomly adjusts the CF, which will change the results you get from Fate Questions and Expected Scenes as you play. This can be thought of as reflecting changes in tone or attitude among the Players, sometimes shifting them into modes where they are more prone to do what you expect them to do and sometimes they act more unexpectedly.



The Chaos Factor can be used to help randomize emulated Player Character behavior. The higher the CF, the less likely the PC is going to behave as expected because you'll get more unexpected behaviors generated through Random Events and Altered and Interrupted Scenes. For instance, you may have a PC who normally follows the rules, but while playing cards to try and raise money he might suddenly decide that now is a good time to cheat.

MORE ABOUT EMULATED PC BEHAVIOR

You may already be familiar with generating actions and behaviors for NPCs in your games. Switching roles to GM while emulating the Players, you'll likely have to generate a lot more behavior since that's primarily what we're looking for now. This time, from the Players and their Characters.

We've already discussed using expectations, Fate Questions, and Discovering Meaning. The "Model For Emulated Player Character Behavior" gives a framework for deciding what they do. While there are numerous steps in it, the method boils down to this: The Player Characters do what you expect them to do, until they don't, and the Player Characters keep doing what they were doing, until they don't.

Generating emulated PC behavior has to be easy and fast, because you're going to be generating a lot of it and it shouldn't be a chore. At the same time, we want the actions to be meaningful.

Let's break down the above formula and look at it from a few angles.

Follow Behavior Expectations

Your expectations are a good place to start with PC behavior. It gives us a default behavior that the PCs will engage in, without any dice rolling. The simplest and fastest way to generate PC behavior (and NPC behavior) is to decide what they do based on your expectations. The PC's discover a treasure chest in a dungeon room, the expectation is that they open it; they ride in to a new town, they probably look for a place to stay; they get captured, they try to escape.

Then we can question those expectations any time we want to see if we get to a "until they

EMULATED PC BEHAVIOR FORMULA IN A NUTSHELL

The Player Characters do what you expect them to do, until they don't, and the Player Characters keep doing what they were doing, until they don't.

don't" phase.

Expectations for PC behavior can be built through Context. You can start by assigning each PC a simple descriptor or phrase that sums them up. This can help you determine what their expected behavior is going to be.

Ready to be a GM to emulated Players, the GM creates a group of PCs. Each is assigned a basic background and descriptor.

The adventure is a not-too-scary horror adventure where the PCs are YouTubers who make videos about the supernatural. The adventure is going to be about them discovering something real.

The first PC is Jenny Leer, the mastermind behind the channel. She's the one who got the others into this and has a passion for making videos about weird stuff.

Rolling on the Characters Meaning Table for words to describe her, we get Mighty and Glad. The GM makes this interpretation: "Jenny is super pleased her friends are part of her YouTube channel. She really wants this to work."

In this example, we know enough about Jenny to determine much of her behavior. We know she'll be encouraging of her friends to check out supernatural stuff, she'll jump at chances to start filming, she'll likely have resources necessary to pull all of this off, and she'll work hard and take

risks to make this a success.

That's a lot of good Context to work with and goes a long way to determining Jenny's behavior in almost any situation without having to roll for it.

DOING WHAT THEY'RE DOING

Knowing a Character is one way to determine their expected behavior. Another very simple way is to see what they're doing right now, and assume they will keep on doing it.

If the PC is engaged in a fight with a monster, there's no reason to expect them not to keep fighting the monster in the next round.

... Until They Don't

I think these are the most important words in the behavior formula, "... until they don't." This is what changes emulated PC behavior from being completely what we expect, to something we expected less, and sometimes to something we didn't expect at all.

The time to question behavior expectations are when you hit a situation where you're unsure what they will do, there is a strong possibility they may change their behavior, or their choices in this moment are very important and would change the adventure.

UNSURE

There are times when our expectations about PC behavior will fail us. Those simple descriptors only go so far, and you may have no clue what they will do next. In that case, roll on a Meaning Table and interpret the words into a behavior.

To help this move along quickly, try just rolling a single word instead of two. If that one word isn't enough to generate an instant interpretation, then add in a second word. If that doesn't do it, then try a third word. Somewhere in that one, two, three word process, a meaningful interpretation



ROLLING & THE FUN FACTOR

Much of the emulated PC behavior advice here is to follow what you expect them to do, and roll for their behavior when it really matters. This may lead to a lot of rolling in a very active adventure, which can bog things down.

Another way to look at it is to follow your expectations about emulated PC behavior and roll only when you think it would be fun to do so. You may just follow your expectations for a time just because you're tired of rolling, then resume rolling when you're ready to see what new thing they do. Or, maybe the PCs are in an active combat so you let all of them do what you most expect, except one that you roll for.

Using the "Fun Factor" as a determinant for rolling PC behavior may not be very simulationist, but it can be very satisfying as the adventure will progress at the pace you want it to.

will kick in.

Jumping to a Meaning Table for help can be faster and easier than trying to fashion a Fate Question for a PC you really aren't sure what they might do.

BEHAVIOR CHANGE IS LIKELY

If the PC is already engaged in a behavior, such as an occult investigator examining a library, and you suspect they may change their behavior then ask the Fate Question, "Do they continue?" This is a simple way to test if the PC keeps doing what they're doing, or switches gears.

A Yes means they continue the status quo.

Exceptional Yes means they keep doing what they're doing, and they'll do it for a while. Don't check on their behavior again until much later or when you must.

No means they change their behavior to what

you most expect them to do next. Maybe our investigator is tired of looking through the library. There is nothing to find, so they go search other areas of the house.

Exceptional No means they change to a different and unexpected behavior. Roll on a Meaning Table.

PIVOTAL MOMENTS

If an emulated PC's actions might have an important effect on the adventure then it's a good time to check their behavior. For instance, if your GMing a group of emulated PC's exploring a dungeon, they might come to a room that you know is trapped. Normally, your expectation for them is that they would open the door and march on in because that's what they've normally been doing.

But, you know there's a trap right at the entrance, making the PC's next choice very important.

In these moments you can test their behavior with a Fate Question. In this example, you might ask, "Do they check for traps?"

PC Drives & Traits

Since emulated PC behavior is powered by our expectations, you can generate more detailed descriptors for them if you like. This can create extra dimension for the PC and Context related to specifics of their background and personality.

For instance, we've talked about establishing a basic descriptor for the PC. Something general. You could consider making descriptors for traits, like their drives, motivations, and personality.

Making descriptors for traits can make it easier to follow your expectations about the PC and avoid having to roll.



CONTEXT GUIDES

Building multiple traits for emulated PCs and the group of PCs can be more work up front, but it can save time later during play. Knowing how a PC will be in a given situation means you can trust following your expectations more during an adventure without rolling for PC actions.

For instance, let's say we have a fantasy dungeoneering party. The fighter is described as "A devout fighter of evil." Okay, that probably means he's going to be eager to draw his sword against known adversaries and evil doers. During a moment in the dungeon when the party encounters a group of animated skeletons, the fighter will likely charge straight in.

How about his intelligence? Maybe we define intelligence as a trait for him and give it this descriptor: "He is visually perceptive and often sees things others don't." Knowing this, we may automatically roll to see if he checks for traps when traps are near, just because he's perceptive that way.

Maybe he has views on magic, so we make a trait of that and give it this descriptor: "Magic is corrupting and does more harm than good." Knowing this, if the party comes upon some loot in the dungeon the fighter will likely pass on magic items and choose coins, armor, or weapons.

The GM running Jenny Leer and her video group wants to give the PC more traits to guide her behavior.

They decide to give her a drive, rolling on Mythic's Character Motivations Meaning Table. They roll Riches and Disrupt. The GM interprets this to mean that Jenny has been on a bad streak professionally in recent years. She really needs this video enterprise to take off, she sees it as her ticket to a successful career.

Traits like these can be applied to individual PCs or the group as a whole.

Some suggestions for traits:

- ❶ **Drive and Motivation:** What is fueling this Character to do what they do?
- ❷ **Combat Style:** Knowing how they fight can help you decide what they do in a conflict.
- ❸ **Personality:** This trait can help you decide what they say in a social situation or how they respond to NPCs.
- ❹ **Fears:** This is like an anti-motivation, something they want to avoid. This trait can be useful when determining what an emulated PC doesn't do.

PLAYER STYLE

You're not just emulating Player Characters, but their Players. In addition to establishing traits for the PCs and the group, you can also create a descriptor for the emulated Players themselves.

This can serve as extra Context when deciding PC behavior. Player Style is more “meta”, in that it reflects what the Player wants out of the game session, not what their Character wants.

Roll on the Player Style table for a style archetype. You can do this for each emulated Player if you want a lot of variety, or keep it simple and come up with just one Player Style that represents the group of Players overall. 🎲



Player Characters are brought to life through meaningful traits and descriptors that tell us who they are and what they want. This extends to their Players as well, who also want to get something out of the roleplaying experience. This can make Game Mastering emulated Players and their Characters a satisfying and memorable experience.

PLAYER STYLE	
D100	PLAYER STYLE
1-14	LOOTER: This Player is eager to get all the stuff they can for their PC. They will focus on courses of behavior that are most likely to lead to Player Character material reward.
15-21	SHOOT FIRST: It's all about combat, let's rumble! They live for the next fight for their PC. Whenever the opportunity arises, you should probably ask the Fate Question, "Do they attack?"
22-35	THINKER: This Player likes to ponder and take their adventure slowly. They are more likely to speak with NPCs, dwell on puzzles, and strategize rather than barrel forward into situations.
36-49	IT'S ABOUT THE ROLE: This Player is focused on portraying their Character as accurately and fully as possible. They will stay very true to the PC's traits, especially those revolving around personality and motivations.
50-56	TO BOLDLY GO: Roleplaying is all about exploration. This Player will always make the choices that open new doors, go to new places, and learn new things.
57-63	EASY GOING: This Player just wants to chill and have a good time. They will make choices for their PC that are easy on you, the GM. If waking that dragon is going to cause you a headache in handling the ensuing combat, they are just as happy to let the dragon sleep.
64-70	FORWARD!: This Player has no patience. They just want to move the adventure forward, see what's next, and achieve the next objective. They are unlikely to strategize their plans or socialize with NPCs.
71-76	LEVELING UP: They want their Character to advance, gaining experience points or whatever advancement currency you're using. They will usually make the choice that will most likely lead to the fastest advancement.
77-90	STORY DEVELOPER: Similar to "It's About The Role", this Player wants a good story. They will make choices that promote the richest, fullest narrative this adventure can tell.
91-100	MEANING TABLE: Roll on the Actions Meaning Tables for inspiration for a Player style.



VILLAIN ARCHETYPE

D100	ARCHETYPE	MODIFIERS O: Organization L: Lieutenants M: Minions
1-6	Bent On Revenge: The villain is all about getting back at someone or something that wronged them.	O: 0 L: 0 M: 0
7-16	Master Of Their Domain: Their power extends well beyond themselves into Minions, money, organizations, business, politics, etc.	O: +10 L: +10 M: +10
17-20	The Domination Game: Their goal is to control everything, to take over a company, a nation, a planet, a universe. Whatever the scope of their personal world, they want it all.	O: +10 L: +5 M: +5
21-22	Serves Another: The villain serves a greater master who is not directly involved in the adventure, but whose shadow falls over everything.	O: +5 L: +5 M: +5
23-24	Conquest: The villain is a conqueror in the military sense. Their goals are achieved through brute force.	O: +5 L: +5 M: +10
25-32	Schemer: The villain favors plans and schemes over direct assault and force.	O: 0 L: 0 M: +5
33-34	The Brute: The villain favors brute force over subtle schemes.	O: -5 L: -5 M: 0
35-36	Doing Their Job: Whatever it is the villain is doing, they simply consider it their job to do so. There is no passion or personal drive to it.	O: +5 L: 0 M: 0
37-38	Killer: The villain is bent on killing. This may be their primary goal, or this is their style in the pursuit of their main goal.	O: -5 L: -5 M: -5
39-40	Money Motive: The villain is doing this for the money. Attaining wealth and riches is what drives them.	O: -5 L: -5 M: -5
41-42	Inscrutable: The villain operates on motives particular to themselves. Maybe they are insane, or their thinking is alien. While their goals can be understood, their reasons for pursuing them make little sense.	O: +5 L: 0 M: 0
43-44	The Thrill Of It All: The villain is driven by excitement and challenge. They want to test their talents.	O: -10 L: -5 M: -5

VILLAIN ARCHETYPE



D100	ARCHETYPE	MODIFIERS O: Organization L: Lieutenants M: Minions
45-46	One Of The People: The villain is an ordinary person who, for their own reasons, decided to do what they are now doing.	O: 0 L: +5 M: +5
47-48	Class Act: The villain prides themselves on being cultured, sophisticated, or otherwise elite.	O: +5 L: +10 M: +10
49-52	Higher Purpose: The villain is a zealot or ardent believer in a philosophy, religion, creed, or code. Their goals are based in upholding this principle.	O: +5 L: +5 M: +5
53-56	Personal Need: The villain's actions are based on a personal need of their own. Maybe it's love or obsession, but it's all about fulfilling this one need.	O: -5 L: -5 M: -5
57-58	Has No Choice: The villain has no choice but to do what they do. Maybe they are a programmed automaton or are being mind-controlled. They have no free will in this matter.	O: +10 L: 0 M: +5
59-60	I Am The Best: The villain wants to prove they are the best at something by defeating whomever is generally perceived as the best.	O: -10 L: -10 M: 0
61-62	Making A Point: The villain is trying to make a point. This can be to show the world how wrong everyone is about something, to prove a vulnerability, etc. Their goals are meant to make a statement.	O: 0 L: +5 M: +5
63-70	Power: They want more power. A lot more. They're willing to do whatever they must to get it.	O: +10 L: +5 M: +10
71-74	Duty Bound: The villain feels it is their duty to pursue their goals. Maybe the duty was placed on them by another, maybe they assumed it themselves.	O: -5 L: -5 M: +5
75-80	Meaning Table: Roll on Mythic's Action Meaning Tables and interpret a Villain Archetype from this.	O: 0 L: 0 M: 0
81-100	Double Archetypes: Roll two Archetypes and combine them, including modifiers. If you roll Double Archetypes again, ignore it and re-roll.	O: 0 L: 0 M: 0



VILLAIN ORGANIZATION

D100 + MOD	ORGANIZATION ARCHETYPE	MODIFIERS L: Lieutenants M: Minions
8 or less	None: There is no formal or informal organization. It's just the villain and any accomplices who work with them.	L: -10 M: -10
9-16	Gang: A group of individuals who have banded together to further the Villain's, and their own, goals.	L: -5 M: -10
17-22	Hired Hands: Most members of the organization are there because they are paid to be there. There is no larger organizing factor and the organization itself is fairly informal.	L: 0 M: -5
23-25	Followers: The organization is mostly informal, and composed of those who admire and follow the villain.	L: -10 M: -5
26-28	Family: The organization is the villain's family, or functions like one. They all feel closely, personally connected.	L: -5 M: -10
29-31	Cult: Similar to Followers, but more formalized and dedicated. Everyone in the organization is a true believer in the villain's vision and is there out of a personal sense of purpose.	L: 0 M: 0
32-40	Organized Crime: The organization is a coordinated effort to profit outside the law. This is similar to The Company, below, but less formal and more clandestine.	L: +5 M: 0
41-43	Secret Society: The organization successfully operates in secrecy, behind the scenes. This requires a high level of coordination and sophistication.	L: +10 M: +5
44-45	Army: The organization is highly organized and militarized, with the purpose of destruction and suppression. They may do other things too, but it is first and most importantly a military force.	L: +5 M: +5
46-47	Professionals: Similar to Organized Crime and The Company, except this organization is made up of highly skilled professionals with an area of specialty or expertise.	L: +5 M: +10
48-53	The Company: The organization functions like a powerful and lucrative business or corporation, except that it's fulfilling the villain's goals.	L: +10 M: +10

VILLAIN ORGANIZATION



D100 + MOD	ORGANIZATION ARCHETYPE	MODIFIERS L: Lieutenants M: Minions
54-56	Corrupted Organization: The organization was once legitimate but has been corrupted, probably by the villain. This could be a corrupt business enterprise, government agency, etc.	L: +10 M: +5
57-62	Syndicate: The organization is composed of multiple organizations, all with a common purpose. Lieutenants might represent the heads of various organizations within the organization.	L: +10 M: +5
63-65	Subversive & Sprawling: The villain's organization seems to spread everywhere. There might be operatives in any civilian or government agency, whether they appear legitimate or not.	L: +10 M: +10
66-68	Government: The organization is an actual government, which means the villain is likely the ruler or a very high ranking official of this nation.	L: +10 M: +10
69-74	Upscale: Roll again for an Organization, but scale it upward in size and scope (apply both sets of Modifiers). For instance, "Family" could go from a group of bonded individuals to a small town. Reroll results of Upscale or Double Archetype.	L: +5 M: +5
75-80	Meaning Table: Roll on Mythic's Action Meaning Tables and interpret a Villain Organization from this.	L: 0 M: 0
81 or more	Double Archetypes: Roll two Archetypes and combine them. Add together all modifiers. If you roll Double Archetypes again, ignore it and re-roll.	L: 0 M: 0



VILLAINOUS LIEUTENANTS & MINIONS

D100 + MOD	LIEUTENANT ARCHETYPE	MINION ARCHETYPE
20 or less	As Expected: This Lieutenant or Minion is exactly what you'd expect from this Villain and their organization. This Character should be constructed to fill the narrative need at hand.	
21-25	Hired Hand: This Lieutenant or Minion works for the Villain because they are paid to work. They are mercenaries, not true believers.	
26-27	Groveler: Characterized by their groveling subservience to the Villain. The prototypical "Yes" Character.	
28-29	Has No Choice: They have no choice but to serve the Villain. Maybe they are a robot or are being mind-controlled. They have no free will in this matter.	
30-31	Anger Issues: This Lieutenant is defined by their anger, and they are happy to take that anger out on the Player Character.	Soldier: This Minion is a soldier, probably one of many, ready to do battle for the Villain.
32-33	Frenemy: They detest the Villain, but still serve them for some reason.	
34-36	A Promise Made: They serve because the Villain has promised them something. A payment, reward, or maybe something personal.	
37-39	True Believer: They sincerely believe in the Villain's mission and are there to serve.	
40-41	Personal Reasons: They have a personal, emotional reason for serving the Villain. Maybe they feel indebted, or they are following a family heritage.	Soldier: This Minion is a soldier, probably one of many, ready to do battle for the Villain.
42-44	Tough Stuff: This Lieutenant is all about intimidation and brute force.	
45-49	Specialist: They are really good at one thing, which is what the Villain wants them for.	
50-52	A Little Different: They are unusual in some flavorful way, such as wielding a signature weapon or dress in a characteristic fashion.	Soldier: This Minion is a soldier, probably one of many, ready to do battle for the Villain.
53-55	Fight Club: Whatever other purpose they serve, they primarily want to fight the Player Character.	Functional: This Minion serves a specific, mundane purpose, such as medic, communications officer, or some other station needed by the Organization.

VILLAINOUS LIEUTENANTS & MINIONS



D100 + MOD	LIEUTENANT ARCHETYPE	MINION ARCHETYPE
56-58	Science!: They are a thinker, engineer, or inventor of some kind. They are designing or making important stuff for the Villain.	Functional: This Minion serves a specific, mundane purpose, such as medic, communications officer, or some other station needed by the Organization.
59-60	Teamwork: There are a pair, or more, of Lieutenants or Minions who work together. Roll for another Archetype and either apply it to all of them, or roll separately for each. If you roll Teamwork again, treat it as As Expected.	
61-65	Team Leader: They command a group of Minions. Roll on the Actions Meaning Tables for inspiration of the team’s purpose.	Functional: This Minion serves a specific, mundane purpose, such as medic, communications officer, or some other station needed by the Organization.
66-67	Family Tie: The Lieutenant or Minion is related to the Villain in some personal or close way.	
68-69	Protégé: The Lieutenant is a rising star in the Villain’s organization and is favored by the Villain.	On A Mission: They have one specific, important job, given to them by the Villain or a Lieutenant. Maybe it’s to plant a bomb or to deliver a package, for instance.
70-72	Right Hand: The Lieutenant is second in authority only to the Villain, and can stand in for them when the Villain is not there.	
73-74	Necessary To The Plan: This Lieutenant doesn’t just serve the Villain, they are integral to the Villain’s plan in some way. Maybe they possess a unique attribute, role, or skill that makes them irreplaceable.	
75-76	Mini-Ruler: This Lieutenant is a minor Villain in their own right, commanding a domain in some capacity.	
77-82	Meaning Table: Roll on an appropriate Meaning Table of your choice and interpret a Lieutenant or Minion Archetype from this.	
83 or more	Double Archetypes: Roll two Archetypes and combine them. If you roll Double Archetypes again, ignore it and re-roll.	

PLAYER STYLE

D100	PLAYER STYLE
1-14	LOOTER: This Player is eager to get all the stuff they can for their PC. They will focus on courses of behavior that are most likely to lead to Player Character material reward.
15-21	SHOOT FIRST: It's all about combat, let's rumble! They live for the next fight for their PC. Whenever the opportunity arises, you should probably ask the Fate Question, "Do they attack?"
22-35	THINKER: This Player likes to ponder and take their adventure slowly. They are more likely to speak with NPCs, dwell on puzzles, and strategize rather than barrel forward into situations.
36-49	IT'S ABOUT THE ROLE: This Player is focused on portraying their Character as accurately and fully as possible. They will stay very true to the PC's traits, especially those revolving around personality and motivations.
50-56	TO BOLDLY GO: Roleplaying is all about exploration. This Player will always make the choices that open new doors, go to new places, and learn new things.
57-63	EASY GOING: This Player just wants to chill and have a good time. They will make choices for their PC that are easy on you, the GM. If waking that dragon is going to cause you a headache in handling the ensuing combat, they are just as happy to let the dragon sleep.
64-70	FORWARD!: This Player has no patience. They just want to move the adventure forward, see what's next, and achieve the next objective. They are unlikely to strategize their plans or socialize with NPCs.
71-76	LEVELING UP: They want their Character to advance, gaining experience points or whatever advancement currency you're using. They will usually make the choice that will most likely lead to the fastest advancement.
77-90	STORY DEVELOPER: Similar to "It's About The Role", this Player wants a good story. They will make choices that promote the richest, fullest narrative this adventure can tell.
91-100	MEANING TABLE: Roll on the Actions Meaning Tables for inspiration for a Player style.

MEANING TABLES: ACTIONS

ACTION 1

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

ACTION 2

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

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

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

DESCRIPTOR 2

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

MEANING TABLES: ELEMENTS

LOCATIONS

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

CHARACTERS

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

OBJECTS

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





MONTHLY MUSINGS AND CRUNCHY BITS FOR MYTHIC PLAY!

MYTHIC MAGAZINE IS AVAILABLE MONTHLY
THROUGH PATREON AND DRIVETHRURPG

PATREON

WWW.PATREON.COM/WORDMILLGAMES

*DriveThru***RPG**

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

Word Mill
GAMES

WWW.WORDMILLGAMES.COM