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

Mythic Magazine

Explore New Worlds With The Star System Creator

Solo Adventures In The Style Of Found Journals

VOLUME 46

MYTHIC MAGAZINE

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

PATREON

WWW.PATREON.COM/WORDMILLGAMES

DriveThruRPG

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

Writing & Design
Tana Pigeon

Cover Artwork
Jorge Muñoz

Interior Artwork
Jorge Muñoz; creativevip & Maxicons via Envato Elements; hiro-hideki, popovaphoto, Chima_Borealis, Tolga TEZCAN, & Big_Ryan via iStock by Getty Images

Word Mill GAMES
Word Mill Creative, LLC
5055 Canyon Crest Dr. • Riverside, CA 92507
www.wordmillgames.com

Mythic Magazine Volume 46 © 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 for personal use or short excerpts for the purpose of reviews or actual plays, is expressly prohibited.

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

Table Of Contents

STAR SYSTEM CREATOR 3
- Life Among The Stars 3
- What Brings You To This Neck Of The Galaxy? 6
- *Star System Exploration Focus* 8
- Star System Characteristics 11
- *Star Name Focus* 12
- *Star Name* 12
- *Star System Layers* 15
- *Star System Feature Focus* 18
- Naming Planets 20
- *Star System Chart* 21
- *Planet Name Focus* 22
- *Planet Name* 22
- Generating More Details 23
- Star System Events 28
- *Star System Event Focus* 29
- *Star System Events* 30

SOLO ADVENTURES IN THE STYLE OF FOUND JOURNALS 34
- Message In A Bottle 34
- Where Did This Journal Come From? 37
- *Found Journal Origin Focus* 37
- *Found Journal* 38
- *Found Journal Format* 39
- Choosing The Found Journal Author 41
- Playing A Found Journal Scene 44
- Found Journal Sections 49
- *Found Journal Sections* 50
- Found Journal Special Qualities 55
- *Found Journal Adventure Duration* 55
- The Big Example: The Ghost Of Battlecruiser Mephistopheles 58

COLLECTED TABLES & SHEETS 70

COVER ART 92

MYTHIC MAGAZINE

VOLUME 46

In Space, No One Can Hear You Journaling

Greetings, and welcome to the 46th issue of *Mythic Magazine!* This edition goes out of this world with explorations in space, and tackles a found journal style of solo roleplaying.

The "Star System Creator" generates random star systems, along with points of interest, for your exploration. It's a star system starter kit, giving you enough information to quickly create a sector of space that feels alive and full of possibility.

"Solo Adventures In The Style Of Found Journals" emulates the found journal/found footage genre and bring it into the world of solo roleplaying. This article presents ideas for how to get that found journal feeling, with suggestions to make it run smoothly.

I'm doing something different in this issue, where I combine the Big Examples for both articles into one. You can find it at the tail end of the "Found Journals" article. It seemed to me that the two systems really mixed well together, like peanut butter and chocolate, so I couldn't resist playing them both at the same time!

Happy journaling, and happy adventuring :)

TOOL BOX

Something for you to consider or use

Star System Creator

LIFE AMONG THE STARS

Travel with me, if you will, to a faraway place that is like nothing you have ever seen. New worlds, new frontiers, places where billions of years have cooked up unique wonders.

Among the stars!

Welcome to the Star System Creator, a system for randomly generating stars, their planets, and other points of interest for you to find, encounter, and explore.

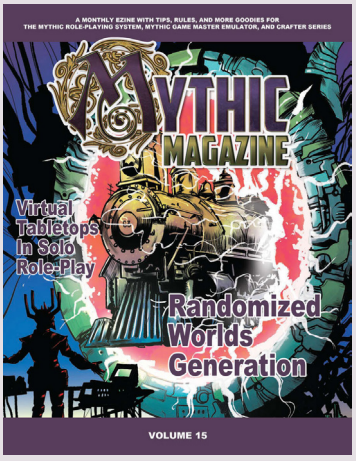
By its nature, this is a science fiction oriented system, but of course you can use it for anything you like. It's ideal for space-faring adventures where you explore the universe, or for less traveled sci-fi where you want detailed information about the star system involved.

It could also be used to create the home worlds and systems of alien civilizations in your games.

WORLDS OF WONDER

If you enjoy this Star System Creator and are looking for more sci-fi Mythicy goodness, there are some past issues of *Mythic Magazine* that may interest you.

Mythic Magazine #7 includes "Randomized Starship Generation" that uses the Randomized Location Crafting rules to make procedurally explorable ships. That pairs nicely with the Star System Creator if you encounter a starship while exploring.



Mythic Magazine #15 has "Randomized Worlds Generation" which also uses the Randomized Location Crafting method. This article is about encountering new dimensions, planets, and eras of time. Planets are what is most applicable here, and you can find tables to help create situations taking place on these worlds, what a planet is like, and guidance on exploration. Both systems can be combined for more options.

THIS IS ROCKET SCIENCE, BUT NOT REALLY

I feel I should state up front that this article about creating star systems is, in no way, reflective of actual, real world science. Everything I know about the formation and life cycles of star systems I learned from *Star Trek*. Which is to say, I know nothing.

This article is about creating science fiction star systems. While I have no doubt that actual star systems out there in deep space are completely fascinating, and people who know what they're doing would find planets made of liquid ammonia chock full of scientific wonders, the kind of stars and planets we'll be making have all manner of dramatic and improbable things going on. We're talking stars with energy clouds near them, civilizations embroiled in inter-planetary war, and spheres built around stars to harness their immense energy.

It is possible to generate a more mundane star system with this article, one that looks like our own Solar system rather than something from the latest sci-fi epic, but just about anything is possible with random generation and I've tried not to pull any creative punches.

On a side note, one of my favorite classes I took in college was Cosmology 101. It is the only class in college I got an A+ in, which was exciting for this solid B student. I didn't even know you could get an A "plus" in college. I did well not because I'm any kind of stealth Stephen Hawking, but because the class was so general and touched on so many topics that were enticingly adjacent to my beloved sci-fi that I kind of geeked out. I think it helped that the professor, who was likely accustomed to a room full of bored students who only took it as an easy class to satisfy their lower education Physics requirement, was bemused by my ridiculous enthusiasm for his topics.

That grade isn't reflective of scholarly achievement, but is a trophy I'm proud of that shows my extreme nerdyness, which I like to think is my defining characteristic.

Enough of all of this! Let's get out among the stars!

Details And Inspiration

I'm approaching this article with two primary uses in mind: star system inspiration, and star system exploration

STAR SYSTEM INSPIRATION

This system can be used lightly when you want to create some ideas for a star system. By "used lightly", I mean you take the results as inspiration and use them or not. At some point you may decide you've generated enough material and don't need more.

Used in this way the Star System Creator is like starter fuel. Since a star system could be composed of just about anything, that blank slate can be creatively daunting at first. You can use this system to get the ball rolling, and then take it from there when you have enough.

STAR SYSTEM EXPLORATION

The second use is to generate a star system as you encounter it. This is treating the Star System Creator as an environment generator, similar to mechanics like *The Location Crafter*.

For instance, when first encountered you generate the most basic characteristics of the system, including the star's name. From there you may define notable and explorable areas, and then encounter events as you venture forth.

These details are meant to be combined with your normal Mythic play, blending in with your adventure. The Star System Creator may also throw other elements into the mix, such as introducing dangers unique to that star system.

STAR SYSTEMS AS PLACES

It can be unclear where to start when roleplaying in a space as vast as ... well, space. Most locations we find our Player Characters in automatically suggest things to do and Scenes to experience. In a dungeon we explore and search rooms, looking for treasure and monsters. A superhero may investigate a crashed alien spacecraft, looking for survivors and clues to their ruin.

But a star system is so big, and contains so much, that it may be difficult to conceptualize it's exploration in solo roleplaying terms.

My suggestion is to take it one small step at a time, and draw as much from each step as you can. For instance, one Scene is entering the star system. This is where you take the place's first measure, identifying the star and any obvious, notable features of the system.

The next Scene may be moving toward an objective. Rather than just zooming straight to it, we can have a travel Scene. Later in this article is a section on generating space encounters and dangers, so this is a good time to utilize it to see if something happens.

If entering the star system is part of an ongoing Mythic adventure, then take that narrative one step at a time as well. Maybe your PC's ship is being pursued by pirates, so you enter this system looking for a place to hide. This can be broken into numerous Scenes, based on first entering the system, an attempt to evade the pirates, and perhaps a few Scenes of cat and mouse as you discover moments when they spot you and moments when you are clear.

Ultimately, the bulk of a star system adventure will likely take place on or in something within the system. You reach a planet to explore, or arrive at a station drifting in a meteor belt.

Still, the star system should be more than just a device to deliver that final destination. It should have flavor of its own. This can be achieved by taking your time and treating each step through the star system as an event itself.

WHAT BRINGS YOU TO THIS NECK OF THE GALAXY?

Encountering an unfamiliar star system is no small thing. Even in the most wild space opera stories, there is a sense of wonder when a star system or a planet is approached.

It's a big deal!

So why are you there? What brought you to this area of space?

Stars Are My Jam

If you're incorporating these rules into a Mythic (or any kind of) adventure, then you probably already have your reason for being in this sector of the cosmos. Your narrative demands that you encounter a star. Maybe your game is about exploring space, and you're using these rules to help. Or, maybe you're starting a new sci-fi adventure and you want to generate the homeworld and system of your Player Character.

Stars Are My Adventure

Maybe you don't have an ongoing adventure, but after reading this article you really want to jump into space. It's like a dungeon crawl in fantasy games: you want to explore a dungeon, so let's find a reason to make that happen.

If that's the case, then you can use an idea generator for creating the seed to a star exploring sci-fi adventure. This is meant to explain why you are where you are and should get you started with forming a first Scene for your adventure.

THE STAR SYSTEM EXPLORATION FOCUS TABLE

Start by rolling d100 on the Star System Exploration Focus table. This will give a general reason for why you're among a star. Follow that up by rolling on Mythic's Action Meaning tables for a word pair, or another Meaning table from

STARS ARE FUN

Here's one more use for this system: just to make a star system for the fun of it!

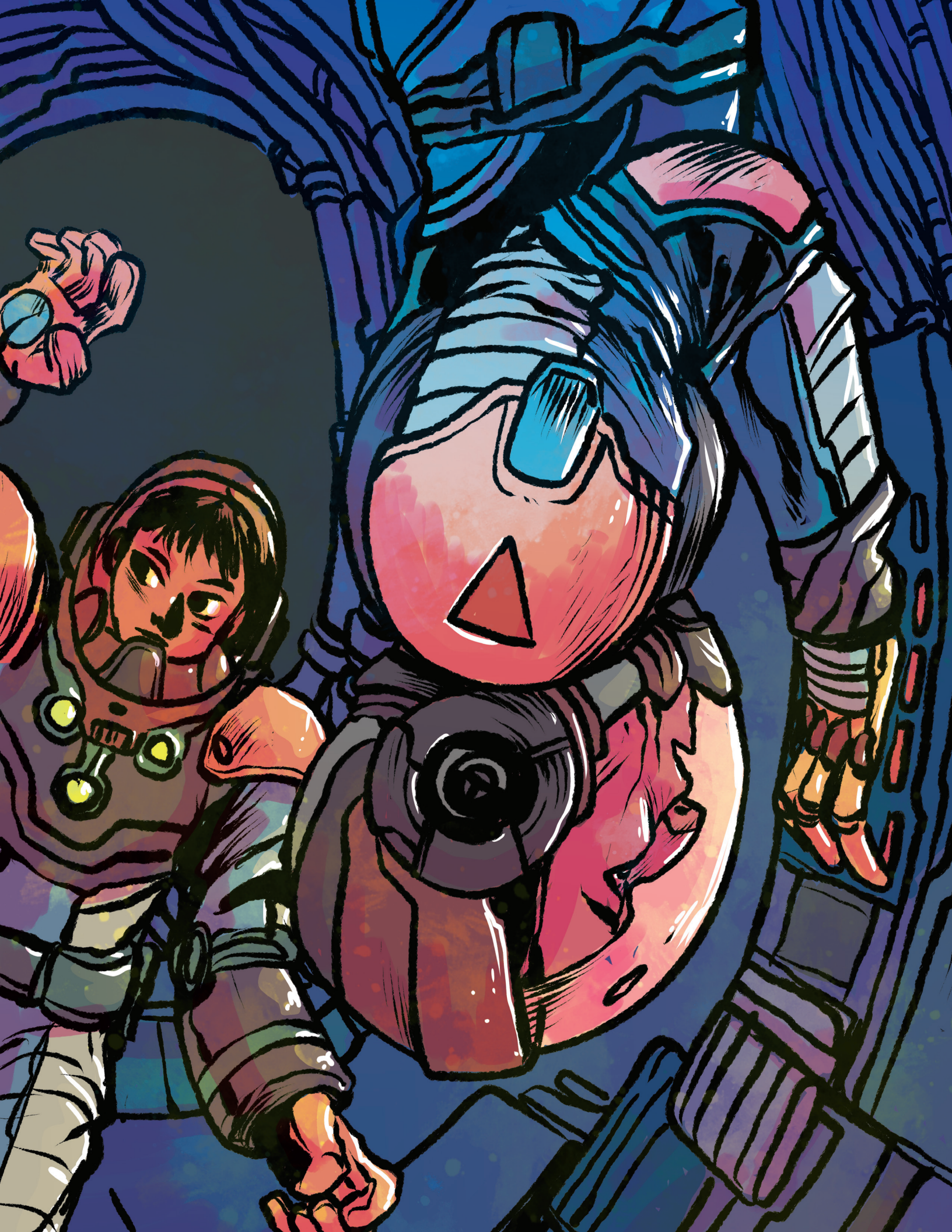
We talk a lot in *Mythic Magazine* about taking our Player Characters on adventures, pursuing quests, and all kinds of ways to go about that. However, solo roleplaying can also be just simply working out the details of an interesting place or Character.

I've had a lot of fun testing this article, and I realized it would make an enjoyable evening to do just that. Sit down, generate a star system, and add details to it. There's no adventure, no Characters, no conflict, no Scenes, just me sitting there constructing a made up star system that has no purpose beyond my own interest in creating it.

You could follow the rules in this article to help with the big picture of the star system, generating details and characteristics. This could be embellished with Fate Questions, asking things like, "Is there life on any of the planets?" or "Does this planet have a ring around it?"

You could Discover Meaning on Meaning tables to create geographies for planet surfaces, biomes, plant and animal life.

There's really no end to the level of detail you could create. It's literally a star system full of possible questions and answers. If you took this far enough you might even create maps, draw symbols found on stone carvings of a long lost alien civilization, or test a ponderable such as, "I wonder what would happen if a nearby black hole started to pull this star system apart."



STAR SYSTEM EXPLORATION FOCUS	
D100	**RESULT**
1-5	**LOST IN SPACE:** Somehow, you're lost. Really lost. Hopefully something here can help you. *Roll on the Action Meaning tables for inspiration about how you became so lost.*
6-15	**A BEACON IN THE BLACK:** You're following a beacon of some kind. Maybe it's a distress call, maybe it's an unidentifiable transmission. The beacon is artificial, but mysterious, and you are here to check it out. *Roll on the Action Meaning tables for inspiration about what the beacon is. If you determine it's a message, roll on the Character Conversations Meaning table for inspiration about what it says.*
16-25	**FOLLOWING THE BREAD CRUMBS:** You're on a mission to find something, and clues have led you to this star system. *Roll on the Plot Twists Meaning table to determine what you are searching for. If you determine it's an item, roll on the Objects Meaning table to determine what it is. Roll on the Action Meaning tables to determine the clue or event that told you to come here.*
26-35	**EXPLORATION:** You're exploring, looking for new worlds. This is all about discovery. *Roll on the Action Meaning tables for inspiration about what angle your exploration is taking. For instance, you may be an explorer, but the organization or planet you represent is hoping to find new energy sources.*
36-40	**DESPERATE CIRCUMSTANCES:** You're looking for something you desperately need, such as resources for your ship, something needed back home, or escape from someone. You think you can find it in this star system. *Roll on the Action Meaning tables for inspiration about what crisis you are trying to resolve.*
41-50	**WE COME IN PEACE:** You're here to meet someone or something, and this system is their home. This can be as simple as picking up a new crew member to something grander like first contact with an alien species. *Roll on the Character Identity Meaning table for inspiration about who you are meeting. If you need inspiration for why, roll on the Action Meaning tables.*
51-60	**A PITSTOP GONE WRONG:** You've arrived at this star system for a routine reason. Maybe your ship skims energy from stars for fuel, or perhaps there is a known station in this system where you can take a break. Something goes wrong, however, flinging you into an adventure. *Roll on the Action Meaning tables for inspiration for your original, routine reason for coming here. Then, roll on Plot Twists for what goes wrong.*
61-65	**BUSINESS TRIP:** You have traveled to this star system as part of your line of work. Maybe you're an interstellar trader (or smuggler), or perhaps you are an ambassador. *Roll on the Action Meaning tables for inspiration for the kind of business you are looking to transact.*

STAR SYSTEM EXPLORATION FOCUS	
D100	**RESULT**
66-70	**A SPACECATION:** You've arrived in this solar system for purely personal, recreational reasons. It's a vacation. *Roll on the Action Meaning tables for inspiration about what influenced you to choose this place. If you'd like this to take an immediate, exciting turn, then treat this similar to A Pitstop Gone Wrong and roll on Plot Twists to see what goes awry.*
71-75	**COERCED EXPLORATION:** You are not here by choice. Perhaps your PC has been abducted, or a naturally occurring anomaly like a wormhole transported you here. This is similar to Lost In Space, except there is a known force, person, or being that took you here. *Roll on the Action Meaning tables for inspiration about what made you come here and why.*
76-80	**SPACE FORCE:** You are here for a military reason. Perhaps you are part of an invading force, or maybe you are setting up a defensive station against an enemy. *Roll on the Action Meaning tables for inspiration about why military activity is taking place in this star system.*
81-90	**OOPS, WRONG STAR:** You're not lost, per se, there's a star system you were heading for but this one is not it. Maybe something threw you off course, or perhaps the ship's autopilot took a detour for some reason. *Roll on the Action Meaning tables for inspiration about why you're here and not somewhere else.*
91-95	**CRASH LANDING:** Your ship is failing and you need to set down somewhere fast, this is the closest star you can reach. Likely, once you arrive, you will need to land as soon as possible. *Roll on the Action Meaning tables for inspiration about what went wrong with your ship.*
96-100	**RANDOM:** *There is no additional Context to add. Roll on the Action Meaning tables for inspiration about why you have come to this star system.*

Mythic Game Master Emulator Second Edition if the Exploration Focus table indicates it (tables referenced are included on the next two pages to make them easy to find).

Use the result from the Exploration table as Context and make an interpretation about what's going on based on the Meaning words you rolled.

A Player wants to run a game using their favorite space RPG. Their Player Character is the pilot of an exploratory science vessel, and most of their adventures up to this point have been examining new worlds.

The Players uses the Star System Creator for this adventure, rolling for a random beginning.

The Star System Exploration Focus table results in "Crash Landing".

Rolling on the Action Meaning tables for what went wrong, the Player gets "Change" and "Object".

The Player makes this interpretation: While returning from a successful exploration mission, the ship's alarms suddenly go off. Engineering reports that the interesting crystal we picked up on the last planet wasn't benign after all. It's emitting energy that is making the ship's warp core crash.

CHARACTER CONVERSATIONS

1	Abuse	51	Ideas
2	Advice	52	Inform
3	Aggressive	53	Innocent
4	Agree	54	Inquire
5	Amusing	55	Intense
6	Angry	56	Interesting
7	Anxious	57	Intolerance
8	Assist	58	Irritating
9	Awkward	59	Joyful
10	Betray	60	Judgmental
11	Bizarre	61	Juvenile
12	Bleak	62	Kind
13	Bold	63	Leadership
14	Business	64	Lie
15	Calm	65	Loud
16	Careful	66	Loving
17	Careless	67	Loyal
18	Cautious	68	Macabre
19	Cheerful	69	Mature
20	Classy	70	Meaningful
21	Cold	71	Miserable
22	Colorful	72	Mistrust
23	Combative	73	Mocking
24	Crazy	74	Mundane
25	Creepy	75	Mysterious
26	Curious	76	News
27	Defiant	77	Nice
28	Delightful	78	Normal
29	Disagreeable	79	Odd
30	Dispute	80	Offensive
31	Efficient	81	Official
32	Energetic	82	Oppose
33	Enthusiastic	83	Peace
34	Excited	84	Plans
35	Fearful	85	Playful
36	Fierce	86	Polite
37	Foolish	87	Positive
38	Frantic	88	Praise
39	Frightening	89	Quarrelsome
40	Generous	90	Quiet
41	Gentle	91	Reassuring
42	Glad	92	Refuse
43	Grateful	93	Rude
44	Haggle	94	Rumor
45	Happy	95	Simple
46	Harsh	96	Threatening
47	Hasty	97	Truce
48	Helpful	98	Trust
49	Helpless	99	Warm
50	Hopeless	100	Wild

PLOT TWISTS

1	Action	51	Location
2	Attack	52	Lucky
3	Bad	53	Mental
4	Barrier	54	Missing
5	Betray	55	Mundane
6	Business	56	Mystery
7	Change	57	Necessary
8	Character	58	News
9	Conclude	59	Object
10	Conditional	60	Oppose
11	Conflict	61	Outcast
12	Connection	62	Overcome
13	Consequence	63	Past
14	Control	64	Peace
15	Danger	65	Personal
16	Death	66	Persuade
17	Delay	67	Physical
18	Destroy	68	Plan
19	Diminish	69	Power
20	Disaster	70	Prepare
21	Discover	71	Problem
22	Emotion	72	Promise
23	Enemy	73	Protect
24	Enhance	74	Public
25	Enter	75	Pursue
26	Escape	76	Rare
27	Evidence	77	Remote
28	Failure	78	Repair
29	Family	79	Repeat
30	Free	80	Require
31	Friend	81	Rescue
32	Good	82	Resource
33	Group	83	Response
34	Harm	84	Reveal
35	Headquarters	85	Revenge
36	Help	86	Reversal
37	Helpless	87	Reward
38	Hidden	88	Skill
39	Idea	89	Social
40	Immediate	90	Solution
41	Impending	91	Strange
42	Important	92	Success
43	Incapacitate	93	Tension
44	Information	94	Trap
45	Injustice	95	Travel
46	Leader	96	Unknown
47	Legal	97	Unlikely
48	Lethal	98	Unusual
49	Lie	99	Urgent
50	Limit	100	Useful

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

CHARACTER IDENTITY			
1	Abandoned	51	Killer
2	Administrator	52	Laborer
3	Adventurous	53	Lackey
4	Adversary	54	Law
5	Advisor	55	Leader
6	Ally	56	Legal
7	Art	57	Lost
8	Artist	58	Mechanical
9	Assistant	59	Mediator
10	Athlete	60	Merchant
11	Authority	61	Messenger
12	Bureaucrat	62	Military
13	Business	63	Mundane
14	Combatant	64	Mystery
15	Competitor	65	Official
16	Controller	66	Organizer
17	Crafter	67	Outsider
18	Creator	68	Performer
19	Criminal	69	Persecutor
20	Deceiver	70	Planner
21	Deliverer	71	Pleaser
22	Dependent	72	Power
23	Driver/Pilot	73	Prisoner
24	Elite	74	Professional
25	Enemy	75	Protector
26	Enforcer	76	Public
27	Engineer	77	Punish
28	Entertainer	78	Radical
29	Executive	79	Religious
30	Expert	80	Represent
31	Explorer	81	Rogue
32	Family	82	Ruffian
33	Farmer	83	Ruler
34	Fighter	84	Scholar
35	Fixer	85	Scientist
36	Foreigner	86	Scout
37	Friend	87	Servant
38	Gambler	88	Socialite
39	Gatherer	89	Soldier
40	Guardian	90	Student
41	Healer	91	Subverter
42	Helpless	92	Supporter
43	Hero	93	Survivor
44	Hunter	94	Teacher
45	Information	95	Thief
46	Innocent	96	Trader
47	Inspector	97	Victim
48	Intellectual	98	Villain
49	Investigator	99	Wanderer
50	Judge	100	Warrior

The ship needs to land, fast, before it explodes. Your chart a course for the nearest star, hoping there is some place there to land and conduct repairs.

STAR SYSTEM CHARACTERISTICS

There are a few basic aspects of a star system that can be determined quickly. These are the kind of details that a star system registry or database would have, or the first things that a ship's sensors would pick up when encountering an unknown star system.

These are details like the star's name (if it's been named), the number of explorable planets, and any other obvious distinguishing features.

Naming Stars

To randomly name the star at the heart of a system, you can use the Star Name Focus and Star Name Meaning table on the next page.

A d100 roll on Star Name Focus will get you started with the basic construction of the star name. The Star Name Meaning tables are composed of two tables: First Half and Second Half. Roll on First Half for the beginning of a star's name, and Second Half for the rest of the name.

Getting back to our example of the beleaguered ship making a crash landing, which star happened to be the closest they could jump to?

Rolling on Star Name Focus gets "Star Name + Number".

For star name, rolling on First Half gets "P", and on Second Half "ildun". Put together, this is Pildun.

For the number portion, the Player rolls 23 and 71.

The final name of the star is Pildun-2371.

The System's Environment

There are lots and lots of things in a star system. From the star (or stars) itself to planets, moons, asteroids, ships and constructions of civilizations, natural anomalies, an unfathomable amount of

STAR NAME FOCUS

D100	RESULT
1-60	**STAR NAME:** Roll on the Star Name Meaning tables, First Half and Second Half. Combine them as rolled, or use them as inspiration for a star name. *For example, "X" and "an" could be Xan, Xanthar, etc.*
61-70	**STAR NAME + PRIME:** Same as Star Name, except add "Prime" or "Alpha" after the name.
71-85	**STAR NAME + NUMBER:** Same as Star Name, except add a number designation after it by rolling d100 twice. *For example, 19 and 24 could be Xan-1924.*
86-100	**DESIGNATION:** Roll on the Star Name First Half table twice, but only use the first letter of each rolled result. Add a number after by rolling d100 twice. *For example, rolls of "Cap", "H", 20", and "11" would be star CH-2011.*

STAR NAME

FIRST HALF

1	A	51	Les
2	Absol	52	M
3	Achery	53	Ma
4	Acr	54	Mouh
5	Aldeb	55	N
6	Alt	56	Nash
7	Andr	57	Nos
8	Ant	58	Nus
9	Arct	59	O
10	B	60	Ogm
11	Ba	61	Ok
12	Barn	62	Ori
13	Bat	63	P
14	C	64	Par
15	Can	65	Pav
16	Cap	66	Ph
17	Cast	67	Pho
18	D	68	Proc
19	Dab	69	Q
20	Dal	70	Qu
21	Danf	71	R
22	Drac	72	Ras
23	E	73	Reg
24	Ebl	74	Rig
25	El	75	S
26	F	76	Sa
27	Fel	77	Sag
28	Fom	78	Sans
29	Form	79	Sir
30	G	80	T
31	Gacr	81	Ta
32	Graff	82	Th
33	Grum	83	Torc
34	H	84	U
35	Had	85	Ukl
36	He	86	Ur
37	Hun	87	Urs
38	I	88	V
39	Illyr	89	Veg
40	Inq	90	Ver
41	Ir	91	W
42	Iz	92	Wo
43	J	93	X
44	Jabb	94	Xi
45	Jish	95	Xu
46	K	96	Y
47	Kent	97	Yild
48	Kosj	98	Z
49	L	99	Zan
50	Lern	100	Zib

SECOND HALF

1	a	51	ia
2	ab	52	iah
3	act	53	ian
4	afnir	54	ias
5	ah	55	ibal
6	air	56	igae
7	akan	57	ih
8	alas	58	ihe
9	alhaut	59	ika
10	ami	60	il
11	an	61	ildun
12	ana	62	ilii
13	ang	63	ilmun
14	ania	64	im
15	aph	65	iph
16	ar	66	ira
17	aran	67	itate
18	ard	68	ium
19	ares	69	ius
20	armatha	70	iw
21	asat	71	nath
22	asp	72	oeia
23	asym	73	oit
24	atar	74	on
25	ati	75	ondor
26	attle	76	onis
27	aurus	77	opus
28	ausi	78	or
29	axa	79	orea
30	eal	80	orum
31	eb	81	osa
32	ecca	82	oun
33	ectra	83	uange
34	ed	84	uban
35	ega	85	ui
36	eh	86	uk
37	ekdu	87	ular
38	el	88	ulus
39	elis	89	un
40	ella	90	una
41	en	91	uni
42	ena	92	uri
43	eng	93	urren
44	enka	94	ursa
45	enos	95	urus
46	erna	96	usica
47	ertas	97	utno
48	esath	98	ux
49	eumleo	99	uy
50	euse	100	ze

dust, and enough other things to fill a Guide To The Galaxy. There's just a lot of stuff floating around stars.

We're going to concern ourselves with very little of that.

FOCUSING ON SHINY THINGS

What the Star System Generator is most interested in is interesting things. These are things that your Player Character can explore or interact with, things that make your adventure spin.

The tables that follow are for randomly generating these interesting bits in a star system. Everything else is abstracted.

For instance, we won't determine how many planets are in the system, just the planets that are most interesting. If you'd like an exact count of the number of planets, you could pose it as a Fate Question. Any abstracted, unmentioned details can be brought into focus this way.

These rules treat the star system like an environment. This environment has notable features, which further our adventures, and background features, that we know are there and add to the environment but they exist more to give the interesting parts extra substance.

This is similar to how other busy environments are usually treated in a roleplaying game. If your Player Character wanders into the trading center of a bustling city, you're likely going to generalize that there are "lots of shops, selling various wares, goods, and food". That's all you need until your PC hones in on a particular vendor that is interesting and stands out.

Star systems are the same. We can assume there are more planets than the ones we identify, and various moons, and other features. Those can become relevant if your Player Character chooses to focus on them. But the bulk of these rules are about generating parts of the system we want to explore.

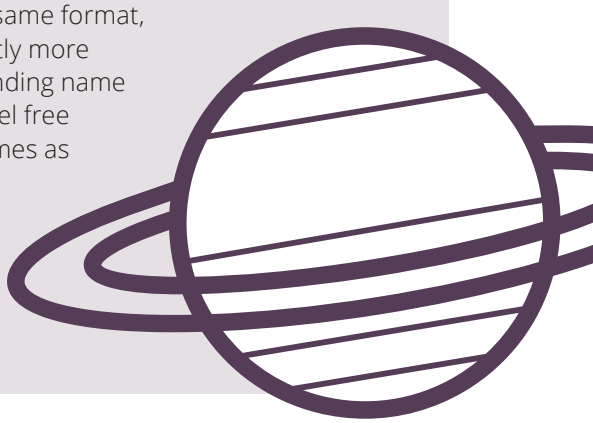
A STAR BY ANY OTHER NAME SHINES JUST AS BRIGHT

Like most things Mythic, the star naming tables can be used with a generous dose of interpretation. However, unlike most Mythic Meaning Tables, the results can also be taken literally most of the time. The choice is yours.

For instance, in the earlier example the Player ended up with a star name of Pildun-2371. That was the literal result from the tables without any interpretation, and that name works.

But, maybe the Player would rather use the rolled results as a starting point and interpret it into something more to their liking. You could end up with all kinds of variations, such as Pillodunia-20, Pildun Zeta 2-3-7-1, 237 Pildun, and so on.

The same is true of the planet naming tables, which come a little later. They are very similar, following the same format, with just slightly more "planety" sounding name fragments. Feel free to use the names as generated, or have fun with them and twist them around.



LAYERS IN SPACE

Just as most details of a star system are abstracted, so too is the relationship of objects within the system. To make it easier to place everything, star systems are divided into four layers: Deep Space, Outer Rim, Middle Sphere, and Inner Region.

Each layer represents distance from the central star, and each layer is a vast area with its own characteristics. When a Feature is found in a

star system, it is placed in one of the three layers within the system (Outer, Middle, or Inner). Deep Space is considered the area just outside the system itself.

The Star System Layers table (on the next page) gives a summary of what each Layer is usually composed of. You also use it to randomly determine the Layer a Feature is found in.

Star System Features

Features are aspects of the star system that stand out. This can run a wide gamut, from the mundane such as planets, to the fascinating like evidence of life, to the bizarre like mega structures such as artificial moons.

ROLLING STAR SYSTEM FEATURES

When generating a star system, first roll 1d4+2 to determine how many Features it has, anywhere from 3 to 6.

To determine each Feature, roll to see which Layer the Feature is in using the Star System Layers table. Then roll on the Star System Feature Focus table for general Context of what the Feature is, and a word from the Star System Feature table to interpret. If you need more Meaning Words, roll a second or a third word.

Interpret the rolled results into a meaningful Feature.

While a star system can have up to 6 Features, no more than 4 can be found in a single Layer. If a Layer is full of Features and the dice say to place another one, then place it one Layer deeper, if possible. For instance, if the Middle Sphere already has four Features in it and you roll a fifth, then place it in the Inner Region.

If the Inner Region is full, then place it in the Middle Sphere.

A star system's environment will include plenty of dangerous places, such as volcanically active lava planets. Tread there at your own risk.

STAR SYSTEM LAYERS		
D10	**LAYER**	**DESCRIPTION**
1-2	**Outer Rim**	**WHAT IT'S USUALLY LIKE:** This is the furthest reaches of the system, where's the star's gravitational pull is the weakest and the energy from it at its lowest. This is the largest part of a star system by pure vastness of area, but it is usually the least populated by Features. **PLANETS AND COMMON FEATURES:** Planets in the Outer Rim are usually small, cold, and lifeless. This is where the least energy reaches, so nature just doesn't have a lot to work with. If star systems had garages, it would be the Outer Rim because this is where a lot of material that didn't turn into planets, and other discard objects, end up forever circling the star.
3-5	**Middle Sphere**	**WHAT IT'S USUALLY LIKE:** The Middle Sphere is the vast region between the Outer Rim and the Inner Region. This is usually an active place, with planets and asteroid belts and possible anomalies. When objects, such as asteroids, enter a star system and make it past the Outer Rim they usually end up caught up in the Middle Sphere. **PLANETS AND COMMON FEATURES:** Planets are common in the Middle Sphere. You are likely to find massive gas planets and planets in the Middle Sphere usually have more moons than planets in other Layers. If the star system feature an intelligent, space-faring civilization, you may find evidence of them in the Middle Sphere as asteroid mining operations or space bases. However, the Middle Sphere is only marginally more likely to hold life than the Outer Rim.
6-10	**Inner Region**	**WHAT IT'S USUALLY LIKE:** This is the warmest, most energy rich part of the system, closest to the star. This Layer usually has planets and other Features. **PLANETS AND COMMON FEATURES:** Planets within the Inner Region are the most likely to hold life. If the star system is home to a space traveling species, their home planet is probably in the Inner Region. While the innermost part of this Layer can be too hot for life, the outer portion is the "goldilocks" area where the amount of energy from the star is just right to foster life. Or at least, life as we know it. In star systems with civilizations that have reached for space, this is likely to be their busiest Layer.

Back to the star system of Pildun-2371, the Player needs to land their ship somewhere solid, and fast. The Player generates Features for this star system, rolling a d4+2 and gets 4 Features.

Rolling for the first Feature, the Player determines it's in the Inner Region. This is far from the PC's ship, as it just moved from Deep Space to the Outer Rim, but the Player generates the Feature anyway because who knows, this may be all the PC has to work with.

The Star System Feature Focus table gives a result of "Living Planet, Hostile To Humans". Rolls on the Star System Features table gives "Communication". The Player makes the interpretation that their navigator has located a planet deep in the system. It doesn't have a breathable atmosphere, but there is a signal coming from it indicating there are people there. Maybe another ship.

The Player decides their PC treats this as an option B if nothing else pans out. That planet is far away, and there's no guarantee that whoever is there is friendly.

The second Feature is in the Middle Sphere. Still far away, but closer. This one is a "Hot Dead World". The Meaning words are "Water" and

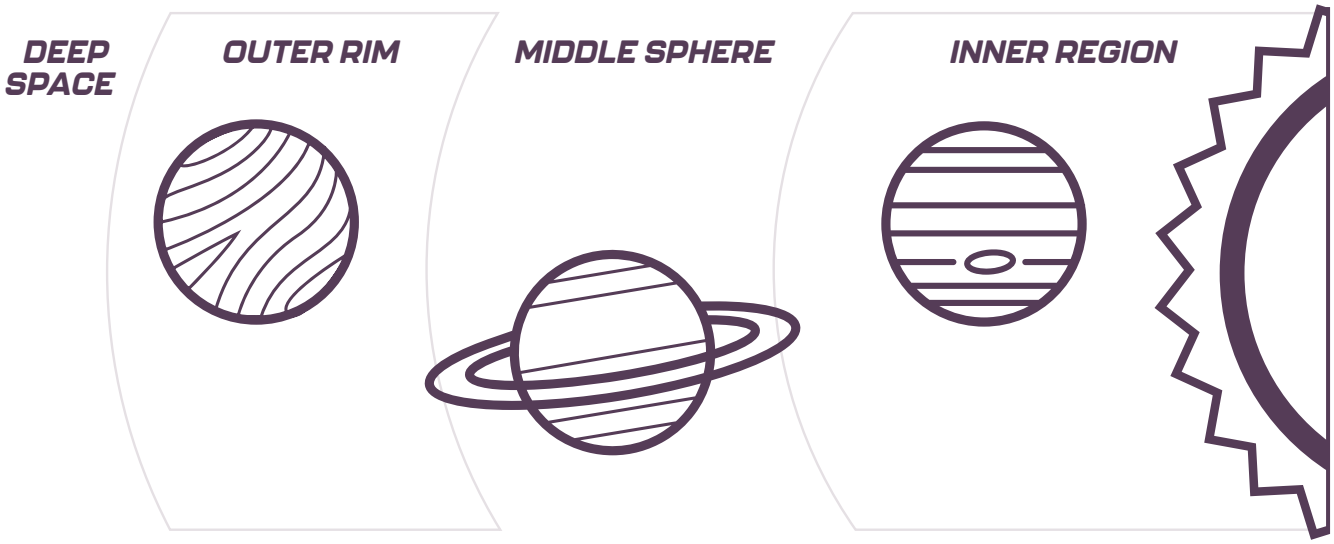
ABSTRACTING TRAVEL IN SPACE

Thinking of a star system in Layers makes it easier to conceptualize travel through space. Each Layer is a distinct area to move from and to, like neighborhoods.

You start in Deep Space, outside of the system, and arrive when you've entered the Outer Rim. Next is the Middle Sphere and then the Inner Region, which is closest to the star.

Moving from one Layer to the next will take time. How much time depends on your game and mode of travel. A ship with warp engines could zip into a given Layer in a matter of seconds, while more conventional engines may require days, weeks, or months.

Layers also make it easier to think about where possible encounters happen and when to time them. Moving from one Layer to another can be treated as a signal to check if something happens or is discovered. This is discussed more in Star System Events on page 28.



"Mysterious". The Player interprets this to mean that a hot lava planet is located that mysteriously has a body of water somewhere that isn't instantly vaporizing from the high temperatures. That may be something to explore later, if everyone survives. For now, that does not sound like a planet they can set down on.

The third Feature is in the Inner Region again, a "Solid Planet Of Interest". The Meaning words are "Debris" and "Anomaly". The Player interprets it to mean it's a lifeless, solid world with sensors picking up signs of wreckage on the surface. Maybe a ship crashed there. That's not a great sign, but at least it's a place to land.

The final Feature is in the Inner Region, an "Interesting Moon" with Meaning words of "Rare" and "Chaos". The Player interprets this to mean that the moon has an atmosphere but it's not suitable to breathe. The surface is beset with constant high speed winds and storms.

The PC decides to head for the Inner "debris" planet, hoping they don't end up adding to the wreckage.

THIS IS GETTING WEIRD

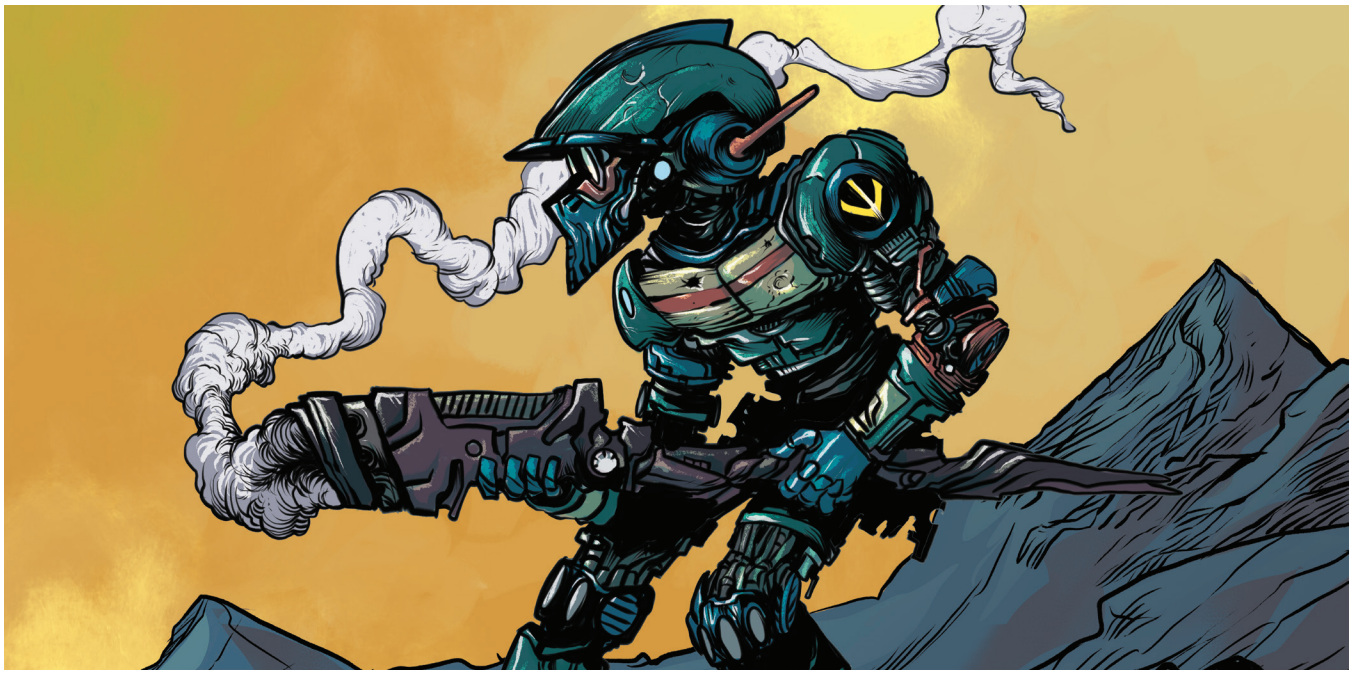
The Star System Feature Focus table is geared toward "high" sci fi, where reality follows mostly the real rules but anything is possible and some very strange star systems can occur, including aliens, bizarre natural phenomena, and other oddities.

If this doesn't fit the tone of your adventure there are ways to adjust your rolls on the table:

HARD SCI-FI: If you want results more grounded in reality as we know it, then roll twice and use the result that seems most fitting to your setting.

GONZO STYLE: On the other hand, if the more weirdness the better, then roll twice and use the stranger of the two results.

REALISTIC: If you want the most natural star systems possible, without any sci-fi (aside from the fact that we're making a star system), then discard any results that include aliens, strange energies or anomalies, or anything that is truly weird. Treat those results as "None". This will likely result in star systems with fewer Features, or no Features at all.



STAR SYSTEM FEATURE FOCUS			
OUTER D100	MIDDLE D100	INNER D100	STAR SYSTEM FEATURE
1-20	1-6	1-2	**COLD DEAD WORLD:** A frozen, icy planet that seems devoid of life. Still, something there is of possible interest to you.
21-30	7-18	3-4	**ASTEROID BELT:** This is a massive field of asteroids and space rock that ring the entire Layer. Travel through the belt may be hazardous at times.
31-32	19-20	5-8	**CIVILIZATION ARTIFACT:** You find a remnant of an alien civilization. It could be pieces of a ship, a satellite, or some other evidence that someone was once here and is probably long gone.
33-34	21-22	9-10	**STRANGE ENERGY:** There is an unusual source of power or energy in this star system. This could be some kind of energized cloud, an artificial object like a small manufactured sun, or some other oddity that is powerful.
35-37	23-24	11-12	**ROUGH PATCH:** There is some kind of spacial anomaly in this Layer that may be hazardous to travel through. It could be high levels of radiation, abnormal gravity fluctuations, a tear in space-time, or even something stranger.
38	25-26	13-16	**LIVING PLANET, HOSTILE TO HUMANS:** A planet abundant with life, such as plants and animals. However, it's not suitable for humans without environmental protection. These are places where life has evolved along lines different than Earths.
39	27-28	17-20	**LIVING, EARTH-LIKE PLANET:** A planet with plants, animals, oceans, and a breathable atmosphere. It is about as close to being Earth without actually being on Earth. Still, it's another world, and will have its own unique features.
40-41	29-30	21-24	**SPACE FARING SPECIES:** This star system is home to a space faring species, you're detecting something of theirs right now. This could be a ship, a space station, a mining operation, or just about anything.
42-43	31-32	25-26	**IT'S BIG AND IT'S WEIRD:** This Feature is something really big, and really strange. We're talking big even by star system standards. This could be natural, artificial, or unknown. Examples could include two planets tethered together by a giant beam of energy, or an artificial sphere around the sun collecting it's energy.

STAR SYSTEM FEATURE FOCUS			
OUTER D100	**MIDDLE D100**	**INNER D100**	**STAR SYSTEM FEATURE**
44-47	**33-36**	**27-30**	**SOMETHING ABOUT THE STAR:** There's something unusual about the star in this system. This can be something naturally unusual, such as a binary system with two stars orbiting each other, or something very unusual such as the star is not a star at all but a contained black hole.
48-49	**37-38**	**31-32**	**STRANGE PHENOMENON:** There's something in this star system that defies physics, yet there it is. It's naturally occurring (or at least seems to be). For instance, a wormhole in space that will travel you instantly to another point in the universe or a temporal distortion field that will throw your ship back in time.
53-55	**39-44**	**33-46**	**HOT DEAD WORLD:** A planet so hot surely nothing can live on it. Still, something there is of possible interest to you.
56-64	**45-56**	**47-62**	**SOLID PLANET OF INTEREST:** It's a planet, apparently devoid of life, but it has a complex and interesting geological system. These are planets that aren't cold or hot dead worlds, or worlds with abundant life, but they offer their own natural richness. The planet is solid and can be landed on and explored.
65-70	**57-68**	**63-76**	**INTERESTING MOON:** A moon orbiting a planet draws your attention for some reason.
71-72	**69-80**	**77-80**	**GAS PLANET OF INTEREST:** It's a large planet formed of gases with no apparent solid space inside. There is something of interest there for you.
73-82	**81-86**	**81-84**	**ROCK OF INTEREST:** A large asteroid, or perhaps a dwarf planet or untethered moon, has caught your attention for some reason.
83-84	**87-88**	**85-88**	**WE'RE NOT ALONE:** There's another ship or ships here, doing something.
85-90	**89-94**	**89-92**	**SOMETHING IS OUT THERE:** You detect something, but you don't know what it is. It's a signal, or a beacon, or an energy signature. Something. You know generally where it's coming from, but that's all. The only way to know more is to go investigate it.
91-100	**95-100**	**93-100**	**RANDOM:** There is no special Context for the Feature, roll directly on the Star System Feature Meaning table and make an interpretation. This could be anything.

STAR SYSTEM FEATURES			
1	Abnormal	51	Hot
2	Aggressive	52	Ice
3	Alien	53	Inert
4	Anomaly	54	Large
5	Artificial	55	Life
6	Asteroid	56	Light
7	Battle	57	Location
8	Beam	58	Machine
9	Beautiful	59	Magnetism
10	Bizarre	60	Mineral
11	Bright	61	Moon
12	Broken	62	Multiple
13	Burst	63	Mundane
14	Catastrophe	64	Mysterious
15	Chaos	65	Natural
16	Character	66	New
17	Civilization	67	Obstacle
18	Cloud	68	Old
19	Cold	69	Orbit
20	Colorful	70	Pale
21	Comet	71	Partial
22	Communication	72	Particles
23	Conceal	73	People
24	Conflict	74	Phenomenon
25	Connected	75	Physics
26	Control	76	Planet
27	Create	77	Powerful
28	Damage	78	Radiation
29	Danger	79	Rare
30	Dark	80	Resources
31	Debris	81	Shape
32	Declining	82	Ship
33	Defense	83	Signal
34	Destroyed	84	Simple
35	Distortion	85	Size
36	Elements	86	Small
37	Enemy	87	Solid
38	Energy	88	Space
39	Enormous	89	Star
40	Environment	90	Strange
41	Expanding	91	Technology
42	Fragile	92	Threatening
43	Fragment	93	Time
44	Friend	94	Unusual
45	Gas	95	Useful
46	Goal	96	Valuable
47	Gravity	97	Warning
48	Group	98	Water
49	Guide	99	Wondrous
50	Helpful	100	Wreckage

USING STAR SYSTEM FEATURES

Generating a Feature gives a point of interest within the star system. This can be developed through normal Mythic play.

If it's something that naturally connects with your adventure then you can work it in organically. For instance, if your sci-fi game has taken you to a distant star in search of a lost ship, and the Feature you roll is a ship, then this is probably the one you're searching for.

If the Feature doesn't automatically connect with the narrative of your adventure, then consider it a possible adventure seed. It's something you can explore further if you wish and develop through normal Mythic play, or leave it alone.

For instance, maybe your sci fi game is about following an ancient star map to find a new and unlimited source of energy. When you enter the star system, the Feature you generate is the presence of another ship. You weren't expecting to find a ship and it doesn't automatically connect with your adventure, but you can develop this new element. For instance, you may ask a Fate Question like "Does the ship react to our presence here?"

STAR SYSTEM CHART

Keep your star system record keeping orderly with the Star System Chart, found on the next page. This gives you space to name the Features you find, placing them in their system Layer. Details for those Features can be summarized in the boxes in the lower half of the sheet.

NAMING PLANETS

Stars have their name tables, and the planets have their own. You can find them on page 22.

To name a planet, roll on the Planet Name Focus table for the style of name. For instance, it has a name and number, or just a name.

Next, roll on the Planet Name Meaning tables for the first half and second half of the name, if the Focus table called for it.

As with star names, feel free to play around with the generated name until it sounds the way you want it to.

You can see an example of the planet name tables in action in the sample Star System Chart on page 27.

STAR SYSTEM CHART

STAR NAME

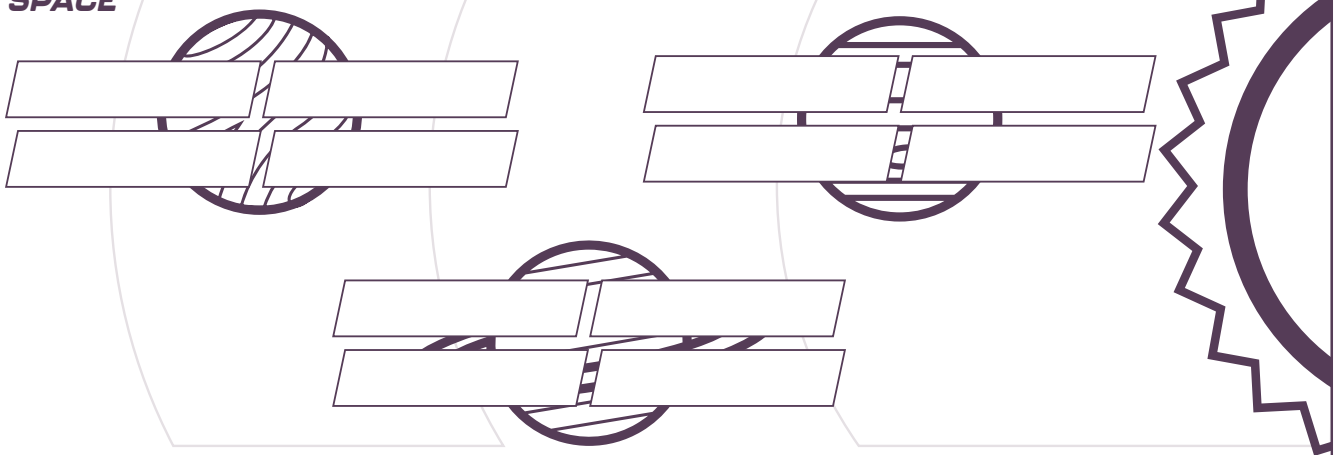
SYSTEM MAP

DEEP SPACE

OUTER RIM

MIDDLE SPHERE

INNER REGION



SYSTEM DETAILS

DETAIL NAME KNOWN DATA	DETAIL NAME KNOWN DATA	DETAIL NAME KNOWN DATA
DETAIL NAME KNOWN DATA	DETAIL NAME KNOWN DATA	DETAIL NAME KNOWN DATA

PLANET NAME FOCUS

ROLL	RESULT
1-60	**PLANET NAME:** Roll on the Planet Name Meaning tables, First Half and Second Half. Combine them as rolled, or use them as inspiration for a planet name. *For example, "Kal" and "apra" could be Kalapra, Calpra, etc.*
61-70	**PLANET NAME + PRIME:** Same as Planet Name, except add "Prime" or "Alpha" after the name.
71-85	**PLANET NAME + NUMBER:** Same as Planet Name, except add a number after it by rolling d100 twice. *For example, 31 and 42 could be Kalapra-3142.*
86-100	**DESIGNATION:** Roll on the Planet Name First Half table twice, but only use the first letter of each rolled result. Add a number after by rolling d100 twice.

PLANET NAME

FIRST HALF

1	A	51	Lin
2	Adr	52	Lys
3	Aer	53	M
4	Alm	54	Magn
5	Alt	55	Math
6	Am	56	Melm
7	Anyt	57	Merc
8	Ar	58	Met
9	Ard	59	Mim
10	Ast	60	Mo
11	B	61	N
12	C	62	O
13	Call	63	Obs
14	Cap	64	Ori
15	Car	65	P
16	Ceph	66	Pas
17	Cori	67	Pele
18	Cors	68	Phae
19	D	69	Pho
20	Da	70	Pl
21	Dac	71	Q
22	Dei	72	R
23	E	73	Rak
24	Ed	74	Rhe
25	Eg	75	Rom
26	El	76	Ros
27	Er	77	S
28	Eu	78	Sin
29	Eur	79	Sol
30	F	80	T
31	G	81	Ta
32	Ga	82	Term
33	Gall	83	Terr
34	Gan	84	Th
35	Gas	85	Them
36	Gen	86	Ti
37	Glob	87	Tor
38	H	88	U
39	Hal	89	Ur
40	Him	90	V
41	Hyp	91	Val
42	I	92	Ven
43	Id	93	Ven
44	J	94	Vog
45	Ju	95	W
46	K	96	Wo
47	Kal	97	X
48	Kron	98	Xan
49	Kry	99	Y
50	L	100	Z

SECOND HALF

1	a	51	iaq
2	ac	52	ica
3	adus	53	ican
4	agua	54	ichi
5	ah	55	icon
6	aka	56	id
7	ake	57	ides
8	alia	58	ilia
9	althea	59	imia
10	amund	60	inda
11	an	61	ines
12	ance	62	inus
13	andra	63	ion
14	anke	64	iope
15	ant	65	iorix
16	antu	66	ir
17	ao	67	is
18	apetus	68	isto
19	apra	69	isus
20	ara	70	iter
21	aris	71	o
22	ars	72	oal
23	arth	73	oebe
24	arus	74	olis
25	arvos	75	olla
26	as	76	on
27	astea	77	ona
28	ate	78	one
29	atea	79	opa
30	atis	80	ope
31	avis	81	orn
32	awa	82	os
33	ea	83	oth
34	ebe	84	ra
35	ebos	85	rey
36	ede	86	ron
37	en	87	thea
38	ene	88	ulo
39	enia	89	ulus
40	ere	90	ungar
41	eria	91	ura
42	erion	92	ury
43	ero	93	us
44	esina	94	uta
45	esis	95	utin
46	eso	96	uvis
47	etheus	97	x
48	ethon	98	yl
49	eus	99	yria
50	ia	100	yx

GENERATING MORE DETAILS

Facts and details created for your star system so far have been "big picture" stuff, like the name of the star, interesting features that stand out, that kind of thing.

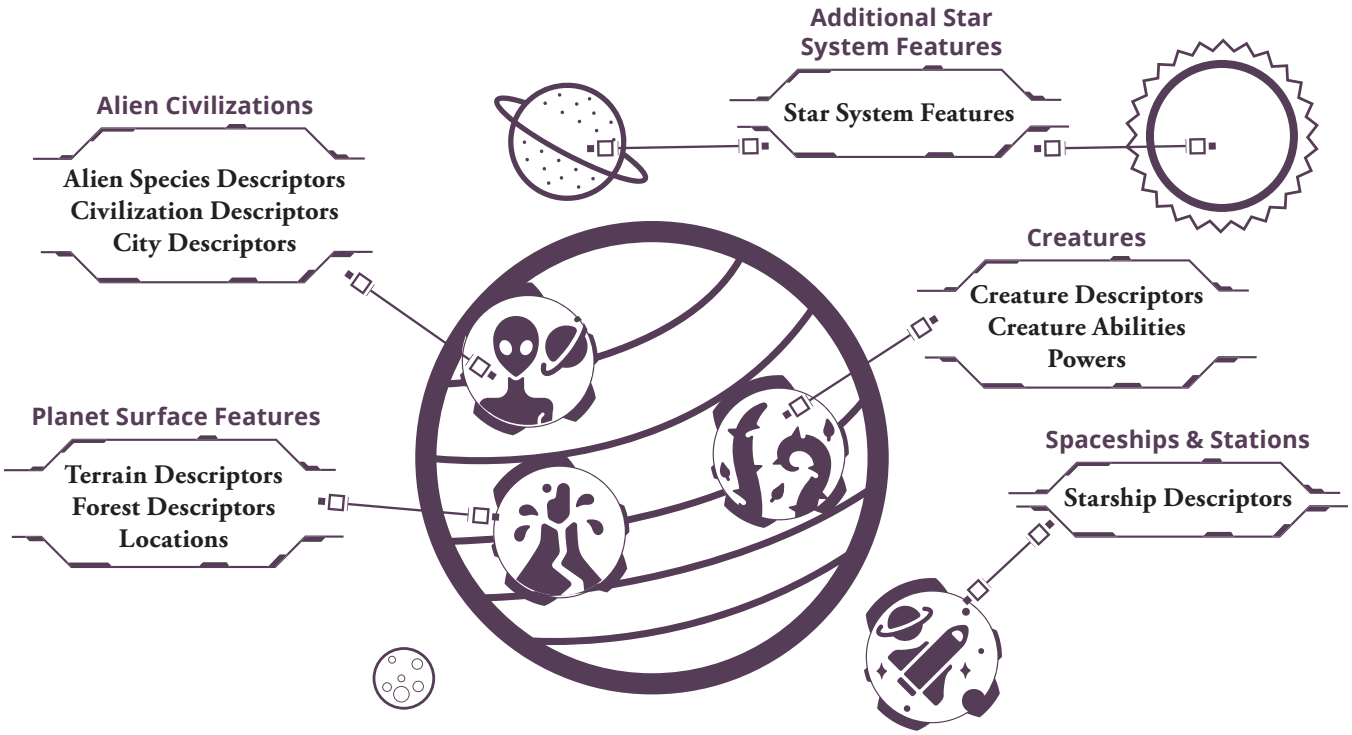
Getting down to more detail will likely be a matter of regular Mythic roleplay. That planet has no life but it has atmosphere. I wonder what it's like down there? How many planets does this system have anyway? Is there a rock hurtling through this system I can mine?

These are questions that can be handled through Fate Questions and Discovering Meaning. The chart below shows table suggestions for Discovering Meaning to learn details about your Star System. Aside from "Star System Features", which can be found on page 20, all the other tables are from *Mythic Game Master Emulator Second Edition.* To make them easier to find, they've been reprinted on the following pages.

Back to star system Pildun-2371, our intrepid starship crew has made an emergency landing on Venorn-262. We know the planet is without life, but it has an atmosphere. It's not breathable, but it's better than nothing.

To get an idea of what the planet looks like the Player rolls on Mythic's Terrain Descriptors Meaning table and gets "Riches" and "Nature". The Player interprets this to mean that the planet is composed of many mineral deposits that are valuable, including materials they will need to repair the ship.

STAR SYSTEM DESCRIPTIVE MEANING TABLE SUGGESTIONS



ALIEN SPECIES DESCRIPTORS

1	Advanced	51	Lethal
2	Aggressive	52	Levitating
3	Agile	53	Liquid
4	Amphibious	54	Mammalian
5	Ancient	55	Many-eyed
6	Anxious	56	Militaristic
7	Aquatic	57	Mysterious
8	Arrogant	58	Nightmarish
9	Artistic	59	Odd
10	Avian	60	Oppressive
11	Beautiful	61	Passive
12	Bizarre	62	Peaceful
13	Carapace	63	Perfect
14	Clawed	64	Plant
15	Colorful	65	Powered
16	Combative	66	Powerful
17	Conquering	67	Powers
18	Dangerous	68	Primitive
19	Declining	69	Prosperous
20	Defensive	70	Psychic
21	Desperate	71	Reptilian
22	Destructive	72	Robotic
23	Dominating	73	Scary
24	Emotionless	74	Scientific
25	Enormous	75	Secretive
26	Exploitative	76	Servitor
27	Explorers	77	Simple
28	Familiar	78	Skilled
29	Fast	79	Slender
30	Feeble	80	Slow
31	Feral	81	Small
32	Ferocious	82	Smelly
33	Friendly	83	Strange
34	Frightening	84	Strong
35	Fungal	85	Suffering
36	Furry	86	Tail
37	Generous	87	Tall
38	Gentle	88	Technological
39	Glowing	89	Tentacled
40	Graceful	90	Threatening
41	Harsh	91	Toothy
42	Helpful	92	Travelers
43	Humanoid	93	Treacherous
44	Hungry	94	Violent
45	Immortal	95	Warlike
46	Insectlike	96	Wary
47	Insubstantial	97	Watery
48	Intelligent	98	Weak
49	Intimidating	99	Wings
50	Large	100	Wormish

CITY DESCRIPTORS

1	Activity	51	Loud
2	Aggressive	52	Magnificent
3	Aromatic	53	Masses
4	Average	54	Meaningful
5	Beautiful	55	Mechanical
6	Bleak	56	Messy
7	Block	57	Mighty
8	Bridge	58	Military
9	Bustling	59	Miserable
10	Calm	60	Misfortune
11	Chaotic	61	Modern
12	Clean	62	Mountain
13	Cold	63	Mundane
14	Colorful	64	Mysterious
15	Commerce	65	Nature
16	Conflict	66	Odd
17	Control	67	Old
18	Crime	68	Oppress
19	Dangerous	69	Opulence
20	Dense	70	Peace
21	Developed	71	Poor
22	Dirty	72	Powerful
23	Efficient	73	Protected
24	Energy	74	Public
25	Enormous	75	Quiet
26	Environment	76	Rare
27	Extravagant	77	Reassuring
28	Festive	78	Remarkable
29	Flawless	79	River
30	Frightening	80	Rough
31	Government	81	Ruined
32	Happy	82	Rustic
33	Harsh	83	Simple
34	Healthy	84	Small
35	Helpful	85	Sparse
36	Hills	86	Structures
37	History	87	Struggle
38	Illness	88	Success
39	Important	89	Suffering
40	Impressive	90	Technology
41	Industry	91	Tension
42	Interesting	92	Travel
43	Intrigues	93	Troubled
44	Isolated	94	Valuable
45	Lacking	95	Warm
46	Lake	96	Water
47	Large	97	Weak
48	Lavish	98	Weather
49	Leadership	99	Wild
50	Liberty	100	Work

CIVILIZATION DESCRIPTORS

1	Active	51	Happy
2	Advanced	52	Healthy
3	Adventurous	53	Helpful
4	Aggressive	54	Helpless
5	Agricultural	55	Historical
6	Ancient	56	Important
7	Angry	57	Industrial
8	Anxious	58	Influential
9	Artistic	59	Intolerant
10	Average	60	Large
11	Beautiful	61	Lawful
12	Bizarre	62	Lawless
13	Bleak	63	Magnificent
14	Bold	64	Mighty
15	Bureaucratic	65	Militaristic
16	Carefree	66	Miserable
17	Careful	67	Modern
18	Careless	68	Mundane
19	Cautious	69	Mysterious
20	Classy	70	Old
21	Clean	71	Open
22	Colorful	72	Oppressive
23	Combative	73	Peaceful
24	Commercial	74	Polite
25	Competitive	75	Poor
26	Constructive	76	Powerful
27	Controlling	77	Primitive
28	Crazy	78	Punitive
29	Creative	79	Quaint
30	Creepy	80	Religious
31	Cruel	81	Ruined
32	Curious	82	Rustic
33	Dangerous	83	Ruthless
34	Declining	84	Scary
35	Defiant	85	Simple
36	Delightful	86	Small
37	Developed	87	Strange
38	Disagreeable	88	Strong
39	Distrustful	89	Struggling
40	Dominant	90	Successful
41	Dull	91	Suffering
42	Efficient	92	Suppressed
43	Expanding	93	Suspicious
44	Failed	94	Treacherous
45	Famous	95	Warlike
46	Fearful	96	Weak
47	Festive	97	Wealthy
48	Free	98	Welcoming
49	Generous	99	Wild
50	Greedy	100	Young

CREATURE ABILITIES

1	Ambush	51	Imprison
2	Animate	52	Increase
3	Armor	53	Intelligent
4	Arrive	54	Itself
5	Attach	55	Lethal
6	Attack	56	Light
7	Attract	57	Limited
8	Bite	58	Mind
9	Block	59	Move
10	Blunt	60	Multiple
11	Break	61	Natural
12	Breath	62	Normal
13	Carry	63	Open
14	Change	64	Others
15	Climb	65	Paralyze
16	Cold	66	Physical
17	Common	67	Pierce
18	Communicate	68	Poison
19	Conceal	69	Power
20	Contact	70	Protection
21	Control	71	Proximity
22	Create	72	Pursue
23	Damage	73	Ranged
24	Dark	74	Rechargeable
25	Death	75	Resistance
26	Deceive	76	Self-Sufficient
27	Decrease	77	Senses
28	Defense	78	Skill
29	Depower	79	Sleep
30	Detect	80	Speed
31	Disrupt	81	Spy
32	Distract	82	Stealth
33	Dominate	83	Stop
34	Drain	84	Strange
35	Element	85	Stun
36	Energy	86	Substance
37	Enhanced	87	Summon
38	Entangle	88	Suppress
39	Environment	89	Swim
40	Extra	90	Take
41	Fear	91	Telepathy
42	Fight	92	Touch
43	Fire	93	Transform
44	Flight	94	Travel
45	Harm	95	Trick
46	Heal	96	Uncommon
47	Illness	97	Vision
48	Illusion	98	Vulnerable
49	Imitate	99	Weak
50	Immune	100	Weapon

CREATURE DESCRIPTORS

1	Aggressive	51	Mammalian
2	Agile	52	Mandibles
3	Air	53	Masculine
4	Alien	54	Mechanical
5	Amorphous	55	Metallic
6	Animal	56	Movement
7	Aquatic	57	Multiple
8	Armored	58	Mutant
9	Avian	59	Natural
10	Beast	60	Nature
11	Beautiful	61	Nightmarish
12	Body	62	Object
13	Bony	63	Odorous
14	Carapace	64	Passive
15	Clawed	65	Plant
16	Clothed	66	Reptilian
17	Cold	67	Robotic
18	Color	68	Rooted
19	Composite	69	Rough
20	Constructed	70	Shape
21	Decayed	71	Shifting
22	Defensive	72	Silent
23	Dripping	73	Simple
24	Elements	74	Slender
25	Exotic	75	Small
26	Extra Limbs	76	Solitary
27	Fangs	77	Spider-like
28	Feminine	78	Spiked
29	Feral	79	Steaming
30	Filthy	80	Sticky
31	Fire	81	Stinger
32	Fungal	82	Strange
33	Furry	83	Strong
34	Gaunt	84	Supernatural
35	Glowing	85	Tail
36	Group	86	Tentacled
37	Growling	87	Tongue
38	Healthy	88	Toothy
39	Horns	89	Transparent
40	Humanoid	90	Tree-like
41	Inscribed	91	Twisted
42	Insect-like	92	Undead
43	Insubstantial	93	Unnatural
44	Intelligent	94	Verbal
45	Intimidating	95	Warm
46	Large	96	Weak
47	Levitating	97	Weapon
48	Limited	98	Wings
49	Liquid	99	Wooden
50	Loud	100	Wormish

FOREST DESCRIPTORS

1	Adversity	51	Lethal
2	Aggressive	52	Loud
3	Ambush	53	Magnificent
4	Ancient	54	Majestic
5	Animal	55	Masses
6	Aromatic	56	Mature
7	Art	57	Message
8	Assist	58	Mighty
9	Average	59	Mundane
10	Beautiful	60	Mysterious
11	Bizarre	61	Natural
12	Bleak	62	Nature
13	Block	63	Nondescript
14	Boulder	64	Normal
15	Cave	65	Odd
16	Chaotic	66	Old
17	Cliff	67	Path
18	Cold	68	Peaceful
19	Colorful	69	Plants
20	Combative	70	Pond
21	Communicate	71	Possessions
22	Creepy	72	Powerful
23	Damaged	73	Pursue
24	Danger	74	Quiet
25	Dark	75	Rare
26	Death	76	Reassuring
27	Delicate	77	Remarkable
28	Dry	78	River
29	Elements	79	Rocks
30	Encounter	80	Rough
31	Enormous	81	Ruined
32	Environment	82	Scary
33	Fearful	83	Simple
34	Feeble	84	Slope
35	Fierce	85	Small
36	Food	86	Sounds
37	Fortunate	87	Strange
38	Fresh	88	Strong
39	Harsh	89	Threatening
40	Healthy	90	Tranquil
41	Helpful	91	Tree
42	Important	92	Unusual
43	Information	93	Valuable
44	Intense	94	Violent
45	Interesting	95	Warm
46	Lacking	96	Watery
47	Lake	97	Weak
48	Large	98	Weather
49	Lean	99	Wild
50	Ledge	100	Young

LOCATIONS

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

POWERS

1	Absorb
2	Adversity
3	Alter
4	Animate
5	Assist
6	Attach
7	Attack
8	Block
9	Body
10	Change
11	Chemical
12	Cold
13	Colorful
14	Combat
15	Combine
16	Communicate
17	Control
18	Cosmetic
19	Create
20	Creature
21	Damage
22	Dark
23	Death
24	Deceive
25	Defense
26	Delay
27	Destroy
28	Detect
29	Dimensions
30	Diminish
31	Disrupt
32	Distance
33	Dominate
34	Duplicate
35	Electricity
36	Elements
37	Emission
38	Emotion
39	Enemies
40	Energy
41	Enhance
42	Environment
43	Explosion
44	Extra
45	Fire
46	Flight
47	Free
48	Friend
49	Harm
50	Heal
51	Heat
52	Help
53	Hide
54	Illusion
55	Imbue
56	Immunity
57	Increase
58	Information
59	Life
60	Light
61	Limb
62	Limited
63	Location
64	Magic
65	Major
66	Manipulate
67	Matter
68	Mental
69	Minor
70	Natural
71	Nature
72	Object
73	Others
74	Physical
75	Plants
76	Poison
77	Power
78	Protect
79	Radius
80	Ranged
81	Reflect
82	Repel
83	Resistance
84	Reveal
85	Self
86	Sense
87	Skill
88	Spirit
89	Stealth
90	Strange
91	Summon
92	Switch
93	Take
94	Technology
95	Time
96	Transform
97	Trap
98	Travel
99	Weapon
100	Weather

STARSHIP DESCRIPTORS

1	Activity
2	Adversity
3	Assist
4	Automated
5	Battle
6	Beautiful
7	Bestow
8	Bleak
9	Block
10	Bright
11	Business
12	Clean
13	Cold
14	Colorful
15	Combative
16	Communicate
17	Computer
18	Contain
19	Control
20	Creepy
21	Crew
22	Damaged
23	Danger
24	Dark
25	Death
26	Defense
27	Elaborate
28	Empty
29	Energy
30	Engine
31	Enormous
32	Environment
33	Escape
34	Exit
35	Exterior
36	Fear
37	Food
38	Full
39	Hall
40	Health
41	Helpful
42	Important
43	Information
44	Inquire
45	Interesting
46	Lacking
47	Large
48	Lavish
49	Lethal
50	Loud
51	Magnificent
52	Maintenance
53	Meaningful
54	Mechanical
55	Message
56	Messy
57	Mighty
58	Military
59	Modern
60	Multiple
61	Mundane
62	Mysterious
63	Natural
64	Normal
65	Odd
66	Portal
67	Possessions
68	Power
69	Powerful
70	Prison
71	Protection
72	Quiet
73	Rare
74	Reassuring
75	Remarkable
76	Resources
77	Room
78	Rough
79	Ruined
80	Scary
81	Security
82	Simple
83	Small
84	Sounds
85	Start
86	Stop
87	Storage
88	Strange
89	Supplies
90	Survival
91	System
92	Tactics
93	Technology
94	Travel
95	Unusual
96	Valuable
97	Vehicle
98	Warm
99	Weapon
100	Work

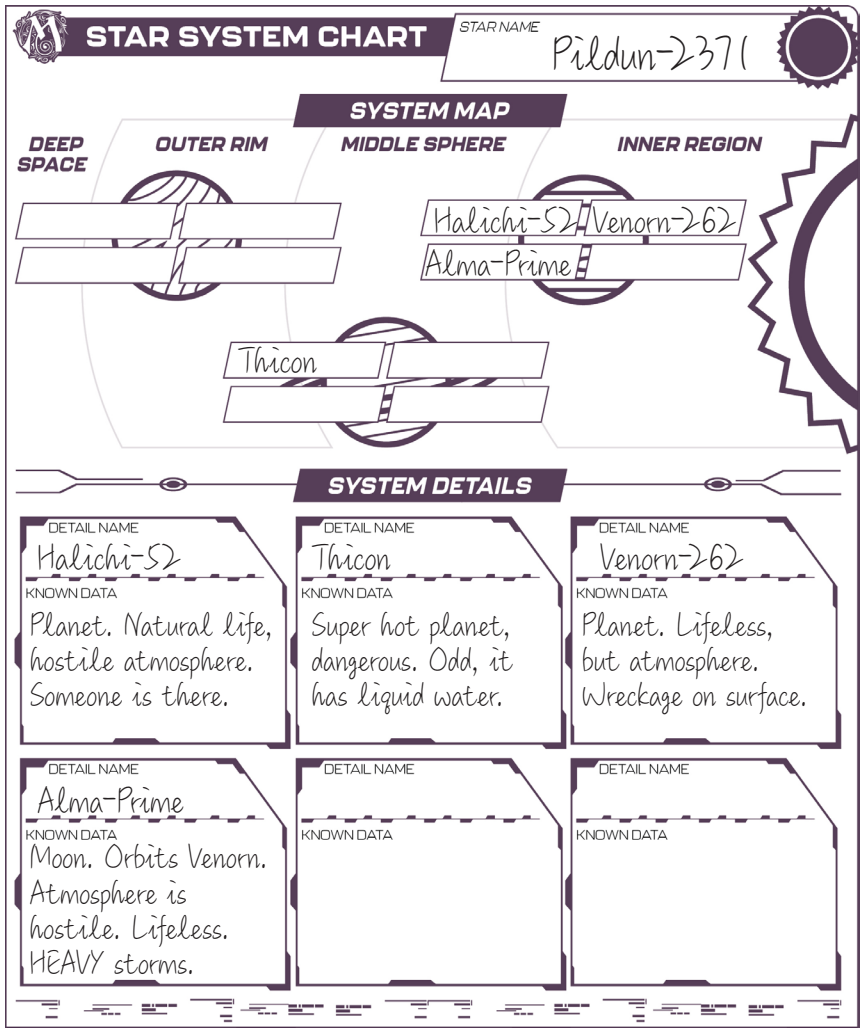
TERRAIN DESCRIPTORS			
1	Abandoned	51	Mechanical
2	Abundant	52	Message
3	Activity	53	Mighty
4	Advanced	54	Misfortune
5	Allies	55	Mountainous
6	Ancient	56	Multiple
7	Animals	57	Mundane
8	Atmosphere	58	Mysterious
9	Barren	59	Natural
10	Beautiful	60	Nature
11	Bizarre	61	Nondescript
12	Catastrophe	62	Ocean
13	Chaotic	63	Odd
14	City	64	Peaceful
15	Civilization	65	People
16	Cliffs	66	Plants
17	Clouds	67	Populated
18	Cold	68	Powerful
19	Colorful	69	Primitive
20	Combative	70	Rain
21	Communicate	71	Rare
22	Conflict	72	Remarkable
23	Damaged	73	Resourceful
24	Danger	74	Riches
25	Defense	75	River
26	Desert	76	Rocky
27	Dry	77	Rough
28	Dull	78	Ruined
29	Elements	79	Ruins
30	Empty	80	Sandy
31	Energy	81	Scary
32	Enormous	82	Simple
33	Environment	83	Small
34	Fertile	84	Strange
35	Frightening	85	Strong
36	Habitable	86	Technology
37	Harsh	87	Threatening
38	Hazy	88	Toxic
39	Healthy	89	Tranquil
40	Helpful	90	Trees
41	Hostile	91	Unusual
42	Hot	92	Valuable
43	Intense	93	Violent
44	Interesting	94	Warm
45	Large	95	Water
46	Lethal	96	Weak
47	Life	97	Weather
48	Lovely	98	Wild
49	Magnificent	99	Windy
50	Masses	100	Wonders

Visually, the Player interprets this to mean that the planet is very rocky and barren.

To get more detail about the spot they made the hard landing, the Player rolls on Terrain Descriptors again and gets "Odd" and "Hazy".

The Player interprets this to mean that the atmosphere is very thick out there, giving the planet a hazy, purplish color. It's like the ship is blanketed in a colorful and very thick fog.

It's time to don the environment suits and go mine some materials to fix this ship!



This is what the star system generated in the ongoing example might look like on the Star System Chart.

STAR SYSTEM EVENTS

Space may be vast, but that void can get very exciting when things go wrong or a discovery is made.

When focusing on an adventure in a star system, you can use a Star System Event to toss random trouble and encounters at your Player Character.

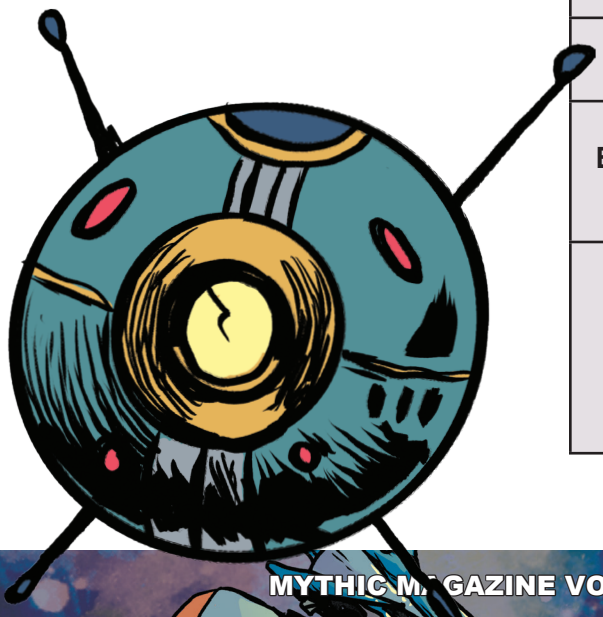
When To Check For An Event

Check for a Star System Event when the Player Character enters the star system; they've traveled from the Deep Space Layer to one of the three Layers closer to the star.

Which Layer you begin in may depend on your mode of travel, your chosen RPG rules, and your intentions. For instance, a warp capable starship can probably appear anywhere, going from Deep Space to the Inner Region in a single hop. A slower ship may have to start with the Outer Rim. Or, maybe even that warping ship needs to arrive outside the system because gravity messes with their travel. It's conventional engines from there on out.

Even if a ship can travel faster than light, they may still begin with the Outer Rim as a way to scope out the star system before venturing further inside.

Check for Events each time you move from one Layer to another. This is an easy method for abstracting time during space travel. For instance, if your ship is slow enough that it must move from one Layer to the next then that takes a long time, opening up the possibility for more Events. If the ship is fast enough to instantly appear anywhere, then less time is spent in travel and there may only be one Event triggered.



"IS THERE AN EVENT?"	
ANSWER	**INTERPRETATION**
YES	There is an Event. Roll on the Star System Events Focus table, and the Star System Events Meaning table.
EXCEPTIONAL YES	There are two Events. Roll on the Star System Events Focus table and the Star System Events Meaning table for the first Event. When that is resolved, create a second Event in the same way. This second Event can take place immediately after in the same Scene, or it can wait until the next Scene, whichever seems most fitting.
NO	There is no Event at this time.
EXCEPTIONAL NO	There is no Event at this time, and there won't be one in the next Layer either.
RANDOM EVENT	Generate the Random Event as part of the Star System Event, if there is one. If there isn't, then this is a standard Random Event.

STAR SYSTEM EVENT FOCUS	
ROLL	**RESULT**
1-5	**ENEMY ACTION:** Your ship is attacked by an enemy. If you have enemies then it's probably one of them. If not, you have enemies now.
6-15	**CHECK ENGINE LIGHT ON:** Your ship develops a problem that requires immediate attention. For instance, this could be a random mechanical failure, or some hazardous interaction with something in the star system.
16-20	**LAND IMMEDIATELY:** You must land as soon as possible somewhere in the star system. The reason for the emergency landing could be just about anything, from mechanical trouble to pursuit from an enemy where your best course of action is to hide on a planet.
21-30	**ADDITIONAL FEATURE:** You discover another Star System Feature not previously detected. Generate a new Feature using the Star System Feature rules. This new Feature is in addition to the original d4+2 generated and is located in the Layer you are currently in.
31-35	**DRAMA IN THE SHIP:** Something happens on board your ship. This doesn't necessarily have anything to do with the star system itself. Roll a Random Event that takes place within the ship.
36-40	**OBJECTS IN SPACE:** Your ship detects something floating in space outside the ship. You had not previously detected it until getting closer. Roll on the Objects Meaning table for inspiration of what it is. If it's an active item, roll on the Action Meaning tables for what it is doing.
41-45	**IS THERE ANYBODY OUT THERE?:** You receive a message from somewhere in the star system. This could be a recorded, repeating message, like a distress call, or a live person making direct contact. Use the Character Conversation or Cryptic Message Meaning tables, whichever you think is more appropriate. Roll on the Star System Layers table to determine which Layer in the system the message is coming from. If that Layer has any Features in it, the message is from one of those Features.
46-55	**SOMEONE ELSE'S PROBLEM:** You detect another ship that is dealing with something. Roll on the Starship Descriptors Meaning table for inspiration about the ship, and the Action Meaning tables for what they're dealing with. It could be anything from battling another ship to engaging in a salvage operation. It's up to you whether you want to approach them or not.
56-80	**WE NEED TO CHECK THIS OUT:** Someone other than the Player Character, perhaps a crew member or ship's computer, makes a strong suggestion to investigate one of the system's Features. Roll on the Action Meaning tables for why they want this, with Context that they think it is very important.
81-100	**RANDOM:** There is no additional Context with this Event, roll on the Star System Events Meaning table for inspiration.

STAR SYSTEM EVENTS

1	Activate
2	Alarm
3	Alien
4	Ambush
5	Asteroid
6	Atmosphere
7	Attack
8	Battle
9	Business
10	Celebrate
11	Change
12	Chaos
13	Close
14	Collision
15	Communication
16	Completion
17	Conflict
18	Control
19	Create
20	Crew
21	Crisis
22	Damage
23	Danger
24	Deceive
25	Decrease
26	Defend
27	Delay
28	Deny
29	Destroy
30	Detection
31	Dispute
32	Distant
33	Distress
34	Emergency
35	Enemy
36	Energy
37	Environment
38	Equipment
39	Explosion
40	Failure
41	Fear
42	Flee
43	Fortunate
44	Friend
45	Goal
46	Government
47	Gravity
48	Group
49	Guide
50	Harm
51	Help
52	Hidden
53	Hinder
54	Hope
55	Important
56	Increase
57	Inform
58	Information
59	Inspect
60	Location
61	Mechanical
62	Military
63	Move
64	Multiple
65	Mundane
66	Mystery
67	Natural
68	Natural
69	Navigation
70	Needs
71	News
72	Object
73	Obstacle
74	Oppose
75	Path
76	Personal
77	Planet
78	Plot
79	Portal
80	Power
81	Problem
82	Project
83	Protect
84	Proximity
85	Pursuit
86	Resources
87	Reward
88	Salvage
89	Ship
90	Signal
91	Star
92	Strange
93	Technology
94	Trap
95	Unfortunate
96	Unknown
97	Valuable
98	Warning
99	Weapon
100	Wreckage

OBJECTS

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

CHARACTER CONVERSATIONS

1	Abuse
2	Advice
3	Aggressive
4	Agree
5	Amusing
6	Angry
7	Anxious
8	Assist
9	Awkward
10	Betray
11	Bizarre
12	Bleak
13	Bold
14	Business
15	Calm
16	Careful
17	Careless
18	Cautious
19	Cheerful
20	Classy
21	Cold
22	Colorful
23	Combative
24	Crazy
25	Creepy
26	Curious
27	Defiant
28	Delightful
29	Disagreeable
30	Dispute
31	Efficient
32	Energetic
33	Enthusiastic
34	Excited
35	Fearful
36	Fierce
37	Foolish
38	Frantic
39	Frightening
40	Generous
41	Gentle
42	Glad
43	Grateful
44	Haggle
45	Happy
46	Harsh
47	Hasty
48	Helpful
49	Helpless
50	Hopeless
51	Ideas
52	Inform
53	Innocent
54	Inquire
55	Intense
56	Interesting
57	Intolerance
58	Irritating
59	Joyful
60	Judgmental
61	Juvenile
62	Kind
63	Leadership
64	Lie
65	Loud
66	Loving
67	Loyal
68	Macabre
69	Mature
70	Meaningful
71	Miserable
72	Mistrust
73	Mocking
74	Mundane
75	Mysterious
76	News
77	Nice
78	Normal
79	Odd
80	Offensive
81	Official
82	Oppose
83	Peace
84	Plans
85	Playful
86	Polite
87	Positive
88	Praise
89	Quarrelsome
90	Quiet
91	Reassuring
92	Refuse
93	Rude
94	Rumor
95	Simple
96	Threatening
97	Truce
98	Trust
99	Warm
100	Wild

CRYPTIC MESSAGE	
1	Abandoned
2	Activity
3	Adventure
4	Adversity
5	Advice
6	Allies
7	Anger
8	Bestow
9	Betray
10	Bizarre
11	Bleak
12	Business
13	Care
14	Colorful
15	Communicate
16	Conflict
17	Creepy
18	Damaged
19	Danger
20	Death
21	Deceive
22	Defiant
23	Dispute
24	Divide
25	Emotions
26	Enemies
27	Environment
28	Evil
29	Expose
30	Failure
31	Fame
32	Fear
33	Fight
34	Frantic
35	Free
36	Friendship
37	Goals
38	Good
39	Guide
40	Harm
41	Help
42	Helpful
43	Hidden
44	Hope
45	Horrible
46	Important
47	Information
48	Innocent
49	Instruction
50	Intrigues
51	Language
52	Leadership
53	Legal
54	Legend
55	Liberty
56	Lies
57	Lost
58	Love
59	Malice
60	Messy
61	Misfortune
62	Mistrust
63	Move
64	Mundane
65	Mysterious
66	Neglect
67	Normal
68	Obscured
69	Official
70	Old
71	Oppose
72	Partial
73	Passion
74	Plans
75	Possessions
76	Power
77	Propose
78	Punish
79	Pursue
80	Rare
81	Reassuring
82	Recipient
83	Reveal
84	Riches
85	Riddle
86	Rumor
87	Secret
88	Start
89	Stop
90	Strange
91	Struggle
92	Success
93	Tension
94	Threaten
95	Truce
96	Trust
97	Unknown
98	Vengeance
99	Violence
100	Warning

Star System Event Check

To see if a Star System Event happens, ask the Fate Question, "Does an Event happen?" Assign appropriate Odds based on the Context of the adventure and how likely you think it is to encounter an occurrence or problem.

The "Is there an Event?" table shows the results of the answers.

Generating The Event

To create a Star System Event, roll on the Star System Event Focus table for the Context of the event, and then one to three times on the Star System Event Meaning table to help with inspiration. Interpret your results in the Context of the adventure and what you expect to find in the star system, which helps connect the event to your ongoing adventure if it makes sense to.

Some of the Focus table results call for rolling on various Meaning tables. Those that haven't already appeared in this article are reprinted for ease of finding them.

Venorn-262 may have been a giant rock, but it contained the resources necessary to flush the corrosive energy out of the ship's engines and make repairs.

The Player uses the opportunity of the forced landing to spend a few Scenes exploring the place. Using Fate Questions and Discovering Meaning on the Terrain table, the Player Character finds a cave and makes a few scientific recordings to bring home later.

It took some days, but once the ship was ready, and after a little exploration of the world's surface, they took off from the planet.

With the emergency over and finding themselves in the Inner Region of the Pildun-2371 system, the captain decides to give the area a closer look. There are some interesting features in this system to check out, including the wreckage and the mysterious cool spot on Thicon. There's also Halichi-52, which has abundant life. There's someone there, it seems; the captain will have to decide if disturbing the stranger is worth the risk.

The Player takes this as a cue to ask the Fate Question, "Is there an Event?" They assign it Odds of 50/50 because the captain is actively looking for things, so it's possible he'll find something.

Rolling, Mythic says Yes.

A roll on the Star System Event Focus table gets "Additional Feature". They discover something in the Inner Region they had not previously noticed.

The Star System Feature Focus table says "Solid Planet Of Interest". The Player interprets this to mean one of the planets in the system that the ship's computer had previously discounted is now discovered to have noteworthy features.

IT JUST SOUNDS RIGHT

Science fiction star and planet names are a funny thing. I can't really say why a planet name sounds right, but I know it when I hear it. It just sounds ... very cool.

When generating star and planet names, you can go with the results the tables generate, or twist them into something that sounds better to you.

Here are some additional star and planet naming ideas:

DOUBLE NAME: Roll two names and put them together. For instance, a star named Daboun Quosa.

SHIFT THE NUMBERS AROUND: If the name has a number with it, consider putting it in front or behind the name. You could also use one or two digits instead of all that you rolled. For instance, Phaebos-4391 could be 91 Phaebos, or Phaebos 941.

MORE THAN PRIME: The Star and Planet Name + Prime results can be expanded into more ordering sounding words, such as: Secundus, Epsilon, First, 1, 2, Tau, Beta, Theta, Majoris, Minoris, A, B, C, etc.

NAMED AFTER: You could use Mythic's Name Meaning table to help create a person's name, then name the star or planet after that person. For instance, Malcolm's Star, or Blanchard's Rock.

Rolling on the Star System Features table for inspiration about what makes the planet interesting the Player gets "Control" and "Hot". Rolling to name the planet, they get Phona.

The Player makes this interpretation: Phona is another desolate planet, much like Venorn-262. There is no life, and it has an unbreathable atmosphere. The mixture of gases in its atmosphere combined with energy from the star makes the surface of the planet very hot. It's not as hot as Thicon, but it's still very toasty.

Strangely, sensors detect a pocket on the surface of the world that is much cooler than the rest of it. This is similar to the pocket detected earlier on Thicon. The Player Character begins to wonder, what if these pockets are artificial? They could be colonies of some kind, designed to create a micro-environment within the hostile environment of the planet.

The captain considers investigating, but decides to first travel out toward Thicon to take readings there. They sped by it so fast when they arrived they didn't have time to really study the anomaly on its surface. Now the captain wants to take his time and see if the cool spot is similar to Phona's.

The ship moves from the Inner Region to the Middle Sphere, which takes a day. The captain isn't risking the newly repaired engines, keeping thrust at a minimum.

Moving from one Layer to another calls for checking for a new Event.

The "Is there an Event?" Fate Question comes back as Yes again. The Star System Event Focus table says "We need to check this out."

Rolling on the Action Meaning tables for inspiration, the Player gets "Heal" and "Health".

The Player makes this interpretation:

As the ship nears Thicon, engineers begin to scan the temperature anomaly from orbit.

The Player doesn't know what the readings will come back with, so they roll on the Action Meaning tables for inspiration and get "Support" and "Location".

The Player interprets this as a crewmember reporting that the area of cool temperature appears to be an artificially constructed shield. It reads much like the kind of environmental emergency bubble sometimes used on deep space colony ships if they are stranded on a hostile world. Although, this one is much larger than most.

The crewmember informs he captain that they are obligated to investigate under interstellar law, since this may to be a group of survivors from a crashed starship. Maybe a colony ship ran into trouble, had to abandon ship, and half of them ended up on Thicon while the other half landed on Phona. That would explain the two, nearly identical cool spots on two different planets in this system.

The captain prepares a shuttle and an exploration team to go take a look. It seems this emergency diversion has turned into a rescue mission.

WHO MOVED MY BIG EXAMPLE??

The Big Example for this article has been combined with the next article, "Solo Adventures In The Style Of Found Journals". The two systems seemed to work well together, so let's match them up for one Big, Big Example! You can find it on page 58.

WHAT IF

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

Solo Adventures In The Style Of Found Journals

MESSAGE IN A BOTTLE

When I think of a "found journal" style of narrative storytelling, the first thing that comes to mind are the stories of H. P. Lovecraft. I love his chilling and strange tales, often told from the first person perspective, and commonly in the form of a letter left behind or an entry in a journal.

There is something enticing about the concept of a story told from the perspective of found materials. There's a personal aspect to it, because the account you are reading was written by someone experiencing it, and you can't help but get to know that person through their words.

It has an additional, special and mysterious quality, in that if someone took the time to write all this down then it must be important and consequential. However, as a found journal, presumably you may be the only person who has read it. That means you've discovered a secret story that only you are privy to, at least at the moment.

YOU, OR SOMEONE ELSE

If we're creating a solo adventure that's about reading a found journal, then who is the author? Is it our Player Character, or are we a third party reading this account with no direct involvement in it?

That is up to you. I've written this article so you can come at this from either angle. If the story is yours, then your Player Character is the one writing it. In this case, it plays out very much like a regular Mythic adventure, with some special rules and considerations included.

If you'd rather have a full found journal experience, where you take no part in it at all and every fact is a discovery, then you can do that too. It changes the rules a bit and your involvement becomes more passive, as your choices are limited to your interpretation of the prompts. However, I felt it important to include this option since it feels so true to the genre. There's also an element of excitement when you're not making direct choices because everything is pure discovery.

FOUND JOURNAL ADVENTURE, OR FOUND JOURNAL INTERLUDE?

I think there are two main ways you can use the suggestions in this article for your solo adventures. First, make an entire adventure about the found journal.

In this case, right from the beginning the adventure is the journal. We'll get into suggestions on how to make this happen, but it boils down to a Scene 0 preparation moment where you determine where this journal came from. This helps you build your first Scene, which is the beginning of the found journal, footage, message, archive, or whatever it is.

If the journal is the entire adventure, then you may want to start the adventure with a short paragraph that sets the stage. For instance, if you've determined that your found journal adventure is about recordings from a robot discovered on a derelict space ship by a salvage expedition, you might start with something like this: "Following is a transcript describing the recorded contents of Android R-82, found critically damaged aboard Orion Schooner Alpha 68694. The ship was seemingly abandoned and drifting in orbit above planet FP-8089 in the Fil star system. We believe the audio and video captured by R-82 explains what happened on Alpha 68694. We also suggest the Fil star system be designated a No Enter Zone and that the contents of this transcript be classified as Omega Secret Encoded, Earth Governing Council's Eyes Only."

A second option is to treat the found journal as a mini-adventure within a larger adventure. For instance, perhaps in your solo adventure your Player Character is the captain of that salvage ship that comes across the dead vessel. Getting an account of what happened through an android's recordings could be resolved with Fate Questions and Discovering Meaning.

Or, you could pause your adventure and hold a found journal sub adventure to play out what is recorded. You might do this to make a deep dive into the message, then once it's done continue with your regular adventure. Or, you could decide that the adventure you were playing was only for the purpose of getting you to the journal adventure. From this point on, the found journal is what matters.

Found Journals, Solo RPG Style

This article is about translating the found journal experience into a solo roleplaying experience. I'm using the term "found journal" because that feels the most appropriate to me, but it could be any kind of found material. A discovered letter, found video footage, the final recording of a captain's log, or a hologram delivering the tale of the end of the world.

ATMOSPHERE MATTERS

There are some crunchy rules in this article to help you craft your found journal, but I'm focusing mostly on the feel of the experience. There's an atmosphere to the found journal genre that is tough to put your finger on, but it's palpable. There is a sense of discovery, of unfolding mystery, of personality as we get to know the person delivering the account, and often of surprise. There is also a sense of privacy to it as you read something special and personal.

We'll be creating these adventures as we play, in Mythic GME fashion, but I'm still thinking of them as being read or heard or however the story is delivered. We are creating the story that we are reading.

EPISTOLARY AND BEYOND!

Given that we're solo roleplayers, and you likely have a favorite method for recording your adventures, there's a good chance that some level of journaling or making a written account is involved.

This dovetails nicely with the literary tradition of found journals, epistolary novels written in the first person and crafted as personal accounts such as letters and diary entries.

When recording your solo adventures in a found journal style, you simply adjust your writing style and attitude toward it. Instead of a summary such as "PC discovers cave entrance, strange markings on the walls", you might jazz it up into something like this: "Morning of February 23, 1934. I ascended the mountain at dawn, following the path as indicated by my guide. The guides wouldn't come though, they were afraid. Bad mojo or something. Nevertheless, I found the cave entrance! It was right where the inscription said it would be. There are carvings on the walls just inside. Strange, fantastical shapes. I don't know if it's a language. Maybe? I am working up the courage to explore further. Feeling quite alone."

So how do we handle other forms of found material, like found video footage? This may be a little trickier and harder to maintain the immersion of simulated authenticity, but there are a few options.

First, you could treat this as a written account of someone who had seen or witnessed the video or other medium that the original material is from. That allows you to maintain a sense of verisimilitude while the found material still technically being from any source.

Another option is to treat this like a regular Mythic adventure in the way you record it, and state what the video or other material is revealing. This may feel less realistic, because now your journal isn't actually THE journal, but it can still have that found narrative feel.

For instance, you could write it something like this: "The next section of the video tape was grainy, but showed the lab clearly. Scientists busy at work, mostly ignoring that they were filming themselves. The crystal can clearly be seen as a lab worker removes it from a shielded box. The red glow of the crystal is unmistakable. This must be when the experiments began."

WHERE DID THIS JOURNAL COME FROM?

Found journals, or found footage, as a genre covers a lot of ground because stories can be delivered in a wide range of mediums, from written to video and so on. Regardless of the journal's format, there is usually drama and mystery around the found material.

For instance, it may be an account found in a very unlikely place, such as a modern notebook dug up in a ten-thousand year old cave dwelling. It might be the final message from a doomed expedition, a diary left behind from someone who witnessed the incredible, a confession to a terrible crime, and so on.

They can be anything, but they are always revelatory.

FOUND JOURNAL ORIGIN FOCUS

ROLL	RESULT
1-20	**I NEED TO EXPLAIN WHAT HAPPENED HERE:** The found journal is located from the site of a disaster or crisis where there are no survivors and appears to explain what happened.
21-45	**DEAR DIARY:** The found journal is a personal diary or work log from someone telling the story of something they experienced or witnessed.
46-50	**CALL TO ACTION:** The found journal is an account of something that happened, and an urgent appeal for the reader to do something that the journal author either could not do or failed to do. Consider it Context for your found journal adventure that the author of the journal will, at some point, ask the reader to do something. The request may be overt, such as "You must trap the beast!" or implied, such as the journal including a map to something the journal creator hid.
51-70	**IT STARTED OFF INNOCENTLY ENOUGH:** The found journal starts off as an innocent and intentional account of something. For instance, it may be a video recording made by tourists visiting a foreign city. Events take a dramatic turn, however. When constructing this found journal adventure, treat it as Context that the first Scene in the Beginning Section is mundane or innocent, but changes at the first opportunity to something dramatic.
71-75	**DOCUMENTARY IN PROGRESS:** The creator of the found journal meant to make the material for journalistic or scientific purposes, but underestimated what they were getting into. For instance, they may be a documentary film maker or a scientist recording notes during an experiment. This is similar to "It Started Off Innocently Enough" where the first Scene should establish that the account is intentional, but it likely takes an unexpected twist in Scene 2.
76-80	**IT'S FAKE, BUT NOT REALLY:** The found journal recounts someone engaging in something fake that turns out not to be fake after all. For instance, it could be an audio recording of someone casting a ritual spell as a practical joke, only to discover that the spell actually works.
81-100	**RANDOM, NO CONTEXT:** Roll only on the Found Journal Meaning table for inspiration about the journal's origin without any additional Context from this table.

FOUND JOURNAL			
1	Accident	51	Hope
2	Action	52	Important
3	Adventure	53	Information
4	Amazement	54	Injustice
5	Ambition	55	Innocent
6	Anger	56	Instructions
7	Art	57	Justice
8	Attack	58	Location
9	Betray	59	Loss
10	Business	60	Love
11	Change	61	Misfortune
12	Character	62	Mundane
13	Confession	63	Mystery
14	Conflict	64	Nature
15	Consequence	65	News
16	Control	66	Object
17	Create	67	Obligation
18	Danger	68	Observed
19	Death	69	Official
20	Deception	70	Outcast
21	Desperation	71	Overcome
22	Destroy	72	Past
23	Diary	73	People
24	Disaster	74	Personal
25	Discovery	75	Persuade
26	Disrupt	76	Plan
27	Emotion	77	Plea
28	Enemy	78	Power
29	Energy	79	Pride
30	Environment	80	Problem
31	Escape	81	Promise
32	Evidence	82	Regret
33	Experience	83	Repair
34	Experiment	84	Report
35	Explanation	85	Rescue
36	Failure	86	Reveal
37	Family	87	Reward
38	Fear	88	Science
39	Fight	89	Secret
40	Find	90	Solution
41	Free	91	Strange
42	Friend	92	Success
43	Goal	93	Survivor
44	Group	94	Travel
45	Guide	95	Unexpected
46	Guilt	96	Urgent
47	Harm	97	Useful
48	Heal	98	Warning
49	Help	99	Witness
50	Hide	100	Work

Found Journal Origin Table

If you're running a found journal segment in a larger adventure, then you may already know what the journal is and where it came from. For instance, in the earlier example the Player knows the journal is the recorded entries from an android aboard a discovered space craft.

If you'd like to randomly determine where a found journal comes from you can use the Found Journal Origin Focus table on the previous page. This can help you start an adventure that is only about the found journal.

Roll on the Found Journal Origin Focus Table for starting Context, then roll a word from the Found Journal Meaning table as inspiration for an interpretation. If you need more inspiration, roll a second or third word.

Journal Format

If you'd like to randomize the medium the journal is in, roll on the Found Journal Format table. This will give a general idea of how the journal is recorded, such as if it's in written form, a video, personal letters between people, documentation, or some other method.

A Player wants a found journal adventure, starting from scratch. To see what kind of journal this is, they roll on the Found Journal Origin Focus table and get "Documentary In Progress". This journal is some kind of journalistic or scientific project.

For more details, they roll on the Found Journal Meaning table and get "Desperation", "Solution", and "Fear".

Ideas are percolating, but the Player wants to see what medium the journal is recorded on. A roll on the Found Journal Format table gives "Video".

The Player makes this interpretation: The found journal is a video recording made by the head scientist of an expedition to find cures to modern diseases in ancient bacteria. It is filmed in the arctic, where the scientist and his crew are drilling ice samples and studying bacteria found there from millions of years ago.

The Player knows, as Context, that something goes horribly awry in this expedition leading to fear and desperation at some point. The

FOUND JOURNAL FORMAT	
ROLL	**RESULT**
1-30	**IT IS WRITTEN:** The found journal is in written form, in whatever format makes the most sense given the journal's origin. This could be a captain's log, a diary, a last will and testament, or any other written form where the author is directly describing events in a single volume.
31-50	**DEAR ...:** The found journal is in the form of personal letters written to someone. Treat each Scene in this adventure as a separate letter, with each letter revealing more. The letters may or may not have been written to the PC if this adventure has a Player Character.
51-80	**VIDEO:** The found journal is a video recording, or other recorded media such as a Youtube video or hologram projection.
81-90	**DOCUMENTED:** The found journal is less of a cohesive account of something and more a collection of various documents that together tell a story. For instance, it could include personal letters, newspaper clippings, police reports, flyers about missing people, etc. Each Scene in your adventure is a different document where, when studied, reveals the details of that Scene either directly or indirectly.
91-100	**RANDOM:** Roll on Mythic's Objects Meaning table for inspiration of what medium the found journal is recorded on.

video begins by documenting the expedition's progress, but will change at some point into a desperate telling of what they are experiencing.

Journal Context

Regardless of how the found journal comes into play, it will likely carry Context of its own. For instance, in the example above the Player knows that the found journal is the video recording of a scientist in a doomed arctic expedition. This is all known before the adventure begins, making it important Context to guide the Player.

Found Journals may come with Context by virtue of how your Player Character comes across them. For instance, when discovering a ship in space where all the crew are dead, it's reasonable to assume that when the captain's log is reviewed it will contain an account of what happened.

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

Context like this should carry into the found journal adventure. There are a number of ways you can do this using Mythic's standard rules.

SCENE EXPECTATIONS

Found journal adventures are constructed of Scenes, just like any other Mythic adventure. A Scene could consist of each section of the journal, whether that's ten minutes of a video tape, a few pages of a diary, or however the journal is experienced. As with any Mythic Scene, each Scene of a found journal contains some specific action or point.

When creating Expected Scenes for what happens next in the found journal, you can incorporate Context you already know. For instance, in the example on the previous page the found journal is a video recording of an ill fated science expedition. Early Scene expectations might be about mundane scientific stuff, like setting up base, starting drilling, or interviewing other members of the crew. These are all valid expectations for Scenes given the Context.

You also know something goes wrong. Really wrong. Rather than wait for Mythic to randomly create a tense moment, you can create

BUILDING CONTEXT BEFORE THE ADVENTURE

This section talks about using the Context you know while playing the found journal adventure. You can take this a step further and purposefully generate more Context before you play to help guide you later.

So far the Context you are aware of about the found journal is limited to the tables rolled in this article and the Context of the adventure the journal is found in, if it's part of a larger adventure.

Before diving into the found journal Scenes, you could pause and seek more Context by asking Fate Questions or Discovering Meaning. This could be details that give background and depth to the found journal.

For instance, back to the example of the arctic expedition, the Player could take a moment to ask Fate Questions about the scientist and their mission. What scientific discipline is he? Is he a medical doctor, a biologist, a pathologist, or a geologist? You might ask Fate Questions like, "Is this expedition legal?"

These are all things you might discover during the found journal Scenes, but if it makes sense to know some of this ahead of time that could be helpful. This is especially true if these are details that aren't likely to come up during the journal Scenes.

one using a Scene Expectation. It could be as simple as, "In this Scene, things go wrong."

Some of the journal origins require Context that will change the narrative as you go. For instance, "It's Fake, But Not Really" requires that the found journal was made intentionally for a fake purpose, but it turns into a real one. If you decide it's the audio recording of a group of campers who jokingly search for Bigfoot, you know that they do indeed encounter Bigfoot. Or, at least, they come across some other forest dwelling creature or monstrosity. This is Context you know going in, and it can form the basis of Expected Scenes until it happens.

FATE QUESTIONS

Similarly, known Context can inform the Fate Questions you ask during the adventure.

For instance, maybe you're playing a Scene where the scientist is filming his colleagues thawing a chunk of ice to examine the bacteria inside. You, as the Player, know that somewhere in this expedition things go badly. You don't know how, why, or when. Maybe the bacteria comes alive as an ancient and horrible disease, or perhaps they disturbed something else under the ice when they drilled.

You don't know what happens yet, you just know something happens. So as you conduct the Scene about thawing the bacteria, it makes good Context sense to ask a Fate Question like, "Does something awful happen right now?" Maybe this is the moment things go downhill for them, maybe it isn't. But knowing that something is coming gives you the opportunity for fish for it with Fate Questions when it seems appropriate.

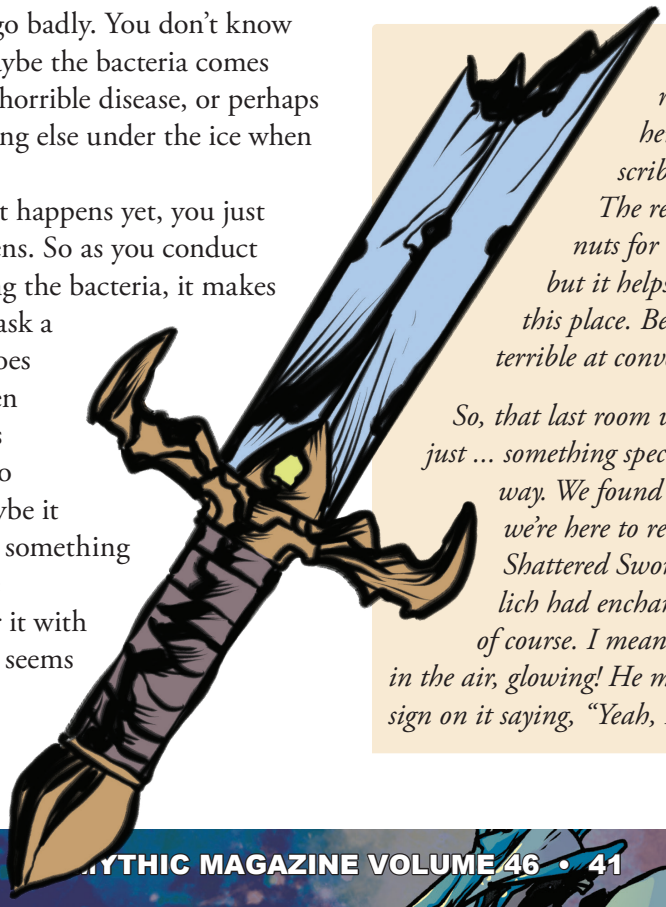
CHOOSING THE FOUND JOURNAL AUTHOR

A found journal adventure could feature your Player Character, where you control what they do, or you can take a step back and control no Characters and act as the game's interpreter.

Player Character As Journal Author

A found journal adventure could be played as a regular Mythic adventure, where your Player Character is the protagonist. It would function similar to any other Mythic adventure, with the addition of the tables and suggestions in this article, and the style in which you record your adventure.

This is a fun option where you play Mythic as you normally might, but with the addition of the found journal style. A fantasy dungeon crawl could look like this in your adventure journal:



We're taking a break right now, so I'm sitting here in some dank corridor scribbling in my notebook. The rest of the party thinks I'm nuts for recording our experiences, but it helps keep me grounded in this place. Besides, the rest of them are terrible at conversation.

So, that last room we checked out. That was just ... something special. And not in a good way. We found one of the stolen artifacts we're here to retrieve. This one was the Shattered Sword Of King Ululuth. The lich had enchanted it. Clearly trapped, of course. I mean, the thing was floating in the air, glowing! He might as well have hung a sign on it saying, "Yeah, I totally magicked this up

with wards and curses. I dare you to touch it!"

Of course, the barbarian touched it even though we all yelled at him not to. Instantly it did something to him, you could see it in his eyes. That was right before they went all wet with tears and he rolled up into a ball on the floor crying like a toddler. Apparently the curse made him feel intense emotions about his childhood.

That took him out of commission just in time for the skeletons to pour in. We had to fight like crazy without our barbarian, who normally would have waded through these walking sticks.

In this example the Player ran through a dungeon room exploration using Mythic and their chosen fantasy RPG, but gave it some personal journal flare when recording it.

Creating found journals in your own adventure journal could end up being another way to record your adventures, but in a fashion that adds extra personality.

Player As Journal Reader

Another option is not having a Player Character in the adventure. It's as if you, the Player, are reading the found journal. In this capacity, it's a normal Mythic adventure, except there's no Player Character.

You're not directly controlling any Characters. Instead, your role is to advance the adventure narrative by asking Fate Questions, Discovering Meaning, and interpreting Mythic's responses.

Going this route is a more passive experience for the Player, but it may also feel more like a genuine found journal. After all, you're not a part of it, at least not directly. It's as if you, the Player, are reading a found journal as you create it.

When rolling Random Events, treat any Focus Table result that refers to the Player Character, such as PC Negative and PC Positive, as being about an NPC, effectively doubling up the NPC Negative and NPC Positive possibilities.

Apart from not having an active PC to control (which, admittedly, is a big part missing) everything else functions as a normal Mythic adventure. Generate NPCs and ask Fate Questions about what they're doing, Discover Meaning, create Scenes, and so on.

LISTS WITHIN LISTS

If found journal Scenes are a portion of a larger adventure, and not the entire adventure itself, then treat it as a separate adventure when it comes to Lists.

The found journal interlude would have its own Threads and Characters Lists. Put any elements onto these Lists that you think are important within the narrative of the found journal itself.

The found journal origin and format can give you some List element clues right away. For instance, in the found journal setup example on page 38, the Player may have starting Lists that look like this:

THREADS

- Retrieve ancient bacteria
- Study ancient bacteria
- Protect against harsh arctic weather

CHARACTERS

- Head scientist/ narrator
- Members of the crew

As an interlude, the found journal is an adventure within an adventure. It's Lists are separate from the main adventure Lists, unless something happens to be present in both narratives.

It would also have its own Chaos Factor, which would begin at 5.

Once the found journal Scenes are done, or whenever you return to your regular adventure, you would resume with your regular adventure Lists and Chaos Factor where you left off.

FINDING YOUR FOUND JOURNAL VOICE

Found journal and found footage genres are fun and exciting because they are immersive. The first person perspective and realistic delivery of the narrative lends it an immediacy and emotional impact that gives it a lot of character even if it doesn't always explain itself very well. In fact, the sometimes lack of a cohesive narrative and occasionally jarring chaotic nature of the genres makes it even more exciting because you're left sifting through the narrative for clues to the real story.

When running your own found journal adventure, much of the flavor will come through in the tone, and that has a lot to do with the voice you're using. "Voice" here means how the adventure is being presented. For instance, who's writing or speaking about the events, how are they delivering it, and so on.

I think the best way to find that voice is to have fun with it. If your found journal is the log book of a frigate navigator trapped in the Bermuda Triangle, give them a personality and let that shine in the writing. Lean into their emotions and their character. Go with your gut about what they say and how they say it.

If the journal is following the "Documented" format, then get creative with what each Scene is based on. Maybe one is a police report written in a dry, bureaucratic manner. Another Scene is a personal letter someone is writing to a friend. Yet another Scene could be the copy of a social media thread exchange, revealing adventure details post by post.

Translating a solo adventure into a found journal format is a license to present the content any way you wish, in the most fun and entertaining way possible.

A Player is running an adventure in the world of their favorite post-apocalypse RPG. It's a gonzo, over the top setting of mutated animals and humans, ancient war machines running amok, and other wild elements.

While their PC investigates an old laboratory, they come across a room full of dusty documents. The Player discovers that this place once housed researchers trying to understand, and stop, the end of the world.

This is a good spot to run a found journal sub adventure! The Player treats the whole room as the found journal, using the "Documented" format.

They create a new set of Threads and Characters Lists, placing elements on them that fit this found journal Context. The Player's PC isn't involved in the unfolding events of the found journal, of course, since they are the one going through the room and piecing all of this together.

For the first Scene of the found journal story, the Player decides the Expected Scene is the PC spotting an old newspaper article tacked to the wall that reports on the early events of The End.

The Player Discovers Meaning on the Action Meaning tables for inspiration of what the article is about, and gets "Open" and "Pain".

The Player makes this interpretation to start the Scene:

Newspaper date, Nov. 18, 2046. Headline: Opening Of Orbs Spawns Panic. The story begins with - Military officials from the Pentagon authorized the forced opening of one of the

DEFINING THE JOURNAL NARRATOR WHEN IT'S NOT YOUR PC

If you go with the Player as journal reader route, who is the author? We're treating this as a normal Mythic adventure with no Player Character, so you're managing the NPCs, interpreting Mythic prompts, asking Fate Questions, etc. But who is the actual author or narrator?

CHOOSE AN NPC

If the author is a single person, you can choose from among the NPCs and write the found journal from their perspective. You may want to work out a few details about this NPC to help, such as using Mythic's Character Personality Meaning table to get a feel for the style they might record the journal.

As an NPC, they are the narrator but they are also a participant who is subject to the whims of Random Events and other factors.

ROTATING NPCS

You could choose to have the narration come from multiple points of view, choosing a different NPC at times. Maybe the first NPC narrator dies or disappears, and another NPC picks up the journal duties. Or, maybe it's just the nature of this kind of journal that different NPCs could be involved at any time. You could even start each Scene with a roll on the Characters List to see who the narrator for this Scene is.

FLOATING POINT OF VIEW

Not all found journals will have a specific author or narrator. For instance, found footage stories often show groups of people. The person holding the camera is the one we don't see, but we can still hear them. Or it could be automated security camera footage or a crystal ball showing events from the past.

This is a sort of omnipresent point of view for you, where you view the events of the found journal adventure through no particular lens.

Which approach you take will likely depend on the type of found journal you have, the story being told, and what you'd like to do.

mysterious orbs that appeared on Earth last Friday. Witnesses say the orb responded immediately with a flash of light and a release of energy.

While the Pentagon officially denies the operation went awry, one witness who was on site and spoke anonymously said, "We shouldn't have opened it. It's Pandora's Box. I think this is very, very bad."

PLAYING A FOUND JOURNAL SCENE

So far we've talked about what found journals are, how to generate their origin and format, and how to have fun with it by developing a voice and style.

But, how do we actually go from typical Mythic adventure to found journal adventure?

My suggestion is to treat each Scene as a section of the journal. Since playing a found journal adventure is either a full adventure in itself, or a sub adventure to a larger adventure, we are fully within the found journal narrative while we play it.

That means the normal definitions of what a Mythic Scene are may have to be adjusted a bit. Typically, a Mythic Scene begins with something of interest or a goal, and ends when that item of interest is done. For instance, a Player Character sitting in the corner of a tavern trying to decipher the spell on a cryptic scroll. That Scene could end when the PC figures it out, fails to figure it out, or maybe accidentally blows up the tavern. End Scene!

Playing out a found journal Scene may be a little fuzzier, with less defined start and stop cues. For instance, if your found journal

adventure is about reading the diary of a woman who attempted to summon a demon, and how that turned out, you would assume that each passage she records is about some step in the process or her thoughts.

Some sections in such a journal may be fragmentary or disjointed, for instance if she's having doubts about what she's doing and is voicing them. There's no goal or defined point of action to frame a Scene around.

However, you can frame it by ideas.

USING NARRATIVE SHIFT TO START AND STOP FOUND JOURNAL SCENES

Narrative Shift is mentioned in *Mythic Game Master Emulator Second Edition* as an alternative option for deciding when and where to start and end Scenes.

While you can use this approach with any Mythic adventure, it may work especially well with found journal adventures.

Instead of Scenes being goal oriented, now they are narrative oriented. The Scene begins with a narrative point, much like a typical Mythic Scene might begin. But it ends when the narrative of the adventure shifts. In other words, when things substantially change, not necessarily when something is completed or finished.

Let's run an example to see this point in action.

The adventure genre is a gritty war set in the future, but not too far. It's World War III, and things are not going well.

JUST WHEN IT WAS GETTING GOOD!

One potentially frustrating thing about using narrative shift to stop a Scene is that it could often end Scenes just when something interesting happens.

This is not necessarily bad.

Leaving us hanging at a crucial tension moment is kind of a found journal and found footage thing to do. It's like a found footage film of someone walking in the woods, bird watching, when they suddenly scream, "OH MY GOD!", the camera pans wildly and we get a glimpse of some kind of string and twig dream catcher type thing hanging from a tree and a shape moving, and the film cuts out.

Here's a couple of ways to look at this, and to make it encourage the fun instead of stifle it.

First, a shift in a Scene's narrative is your signal to end the Scene. However, you can choose when to end it. It doesn't have to happen just as the narrative shift occurs. Feel free to drag the Scene out further if you wish. You can think of it more as a suggestion that you should end the Scene soon.

Second, cutting the action at a high point gives you the opportunity to frame what happens next as an Expected Scene and to set up future dramatic moments. Maybe the Expected Scene is, "We find out why she screamed." If that Scene happens, then the next Scene may be the video maker filming again. She's panting, out of breath from running, and tries to explain what she she saw in the woods.

Or, you could get an Altered Scene that implies she scared herself with something totally innocent. This was a jump scare, a red herring with no substance to it.

Or, you get an Interrupt Scene that picks up later. She's back in her cabin in the woods trying to calm herself with a cup of tea, looking very nervous, but not talking about what happened. You have no idea what she saw, you just know she saw something. That's a juicy bit of Context that will certainly come up again later.

The Player is running the entire adventure as a found journal, so there is no larger story this fits into. They worked out that the journal is a video diary recorded by someone at a secret ocean platform research base where experiments into mind control technology are carried out.

The Player takes time asking Fate Questions and determining some details before beginning play. This allows them to place some NPCs on the Characters List. This includes Andre, who is some kind of base chaplain or spiritual advisor. Apparently the work is so emotionally taxing at the station that personal need people like Andre to stay sane.

The Player decided that Andre is going to be the narrator of this found footage journal.

In the first Scene, the Player determines that Andre chooses to start recording because there is a major breakthrough in development this day. We start with Andre out on the compound grounds, several people walking about. Cheering can be heard, and the Player determines that Andre turns the camera on a group of scientists exiting a building. They are all smiles, apparently pleased with the success of a crucial part of the experiment.

The Player determines that this suddenly changes. Smiles quickly turn to screams and people running wild. It's chaos, and the camera view is bouncing sharply as Andre starts to run too.

This is where the Player decides to end the Scene. The narrative has shifted. They could have played it out further, but where you stop is up to you. The important thing is that the Player detected the change in tone of the narrative, and took it as a signal that they should wrap up the Scene.

From Prompt To Writing

Given the nature of the found journal format, creating adventures in this style may feel more journalistic than most Mythic adventures. There are parallels with this style and solo journaling games, where you take a prompt and write about it.

We can borrow from that prompt mentality to enhance our found journal games.

Mythic Game Master Emulator Second Edition gives advice on how far to run with expectations in a Scene and when to stop and ask a Question of Mythic. That's always a Player choice, but in the found journal style of play running as far as you can with each prompt from Mythic may enhance the journal feel.

When asking a question of Mythic, whether it's a Fate Question, a Scene check, or Discovering Meaning, take the answer Mythic gives you and embellish on it as much as you can in the found journal adventure. As ideas occur to you, follow that vision and inspiration. You might go further than you normally would in a typical Mythic adventure, where you would stop and ask another Fate Question or Discover Meaning. Try to wait as long as you can, getting every drop of creativity from each prompt interpretation.

It could look something like this:

The Player in our future gritty world war is ready for the next Scene of the found journal.

"We can borrow from that prompt mentality to enhance our found journal games."

The Expected Scene is "Andre explains what went wrong", and Mythic says this Scene happens.

The Player starts with how they expect such a Scene to begin:

"After a few seconds of black, empty tape, the video resumes. We see a close-up of Andre's face, the camera turned toward him. His expression is stressed. He speaks.

'So ... that ... didn't turn out so well after all. The serums used on the test subjects, well, it ...'"

The Player isn't sure what went wrong, and needs input from Mythic. They Discover Meaning to answer the question, "What went wrong?" rolling on the Action Meaning tables. They get "Truce" and "Opposition" and run with this interpretation:

"Andre leans forward, eyes wide as he stares into the camera. 'It's as if the serum interacted with the subject's brain cooperatively at first, taking control like expected. They became very malleable to suggestion. But then ... it's as if the serum, once firmly seated in their brains, suddenly turned on them. The serum itself began to control them. Not only did the subjects become uncontrollable, but somehow ... and I don't understand this at all ... but somehow they were BROADCASTING the serum's influence to those around them. Even though they hadn't taken the chemicals! The serum was using the subject's brains to reach out and control everyone!'"

In this example the Player took a single answer from Mythic, the results of Action Meaning table rolls, and ran with it for a whole speech from Andre about the root of a crisis.

FROM "FOUND JOURNAL" TO JOURNALING GAME

The next section of this article talks about Scene Denouement prompt questions, which seeks an answer from the Player. These rules were inspired by *Mythic Magazine #30*'s "Mythic As A Solo Journaling Game".

If you like the approach of using Meaning Tables to create questions for you to answer, instead of answering your questions, then I encourage you to check that article out as it explains a system for using that approach to play adventures.

Scene Denouement

We're going to take the journaling prompt idea a step further and use it as a way to end each found journal Scene.

While found journal adventures are run much like typical Mythic adventures in most regards, they are not a typical Mythic adventure. There's a narrative difference between adventures that unfold through direct action, as a typical roleplaying adventure does, and those that are stories being told to us.

ENDING WITH MEANING

A found journal Scene uses Narrative Shift to find the end point of a Scene because the meaning of a Scene matters more than adventure progress. Every Scene means something, even if that meaning doesn't do much for the resolution of the adventure.

To make sure each Scene has meaning, we end with a Scene Denouement. "Denouement"

in literature or plays is the part of the story where threads of the plot are drawn together and explained. If we do that for each Scene, we always end on a meaningful note. This also gives you the chance to smooth over rough narrative edges in the Scene and get across any great ideas you'd like to see expressed.

SCENE DENOUEMENT PROMPT

Create a question to answer about the Scene by Discovering Meaning on the Action tables. Instead of using the word pair to create an answer to a question, use it to create a question that we answer.

Roll the words and think about what's happened in the Scene up to that point. What question about this Scene do the words inspire?

Let's try this with the last example from the previous page:

The Player continued the Scene of Andre monologueing into the video camera, talking about the chaos that ensued on the base after everyone started losing their minds.

The Player stops, figuring that's a good enough place to end the Scene. Now it's time for the final Scene Denouement prompt.

Rolling on the Action Meaning tables gets "Expose" and "Goal". That makes the Player ponder this prompt question: "What if the crisis hadn't been an accident at all?"

DENOUEMENT MAXIMUS

The Scene Denouement Prompt is your chance to put a final spin on the found journal Scene. It might be more of an epilogue with the events of the Scene being the main event.

Or, you could lean more heavily into the Denouement Prompt if you wish. In this case, you may keep the Scene fairly short prior to this. Perhaps the Scene consists only of the start of the Scene, and your interpretation of one or two inputs from Mythic. Then, leap into the Scene Denouement Prompt with the intention of that being where most of the Scene is developed.

This approach treats the Scene opening and the few Mythic prompts you seek as a way to seed just enough Context into the Scene to give you something to sink your teeth into with the Scene Denouement Prompt, where you really run with your interpretation of the Scene.

For instance, maybe you're playing a found journal adventure about the personal log of a Galactic Federation member aboard their first mission into space. It's their journal of a training exercise from the academy they are about to graduate from.

Things turn bad on the training mission as the captain of the ship goes rogue, taking it over to complete a mission of his own.

In the latest Scene, the cadet is recording himself as he attempts to talk to crew members and find out who among them oppose the captain. Using Fate Questions, the Player determines that the cadet finds a couple of crew members who want to join him in a revolt to take the ship back.

The Player wants to maximize the Denouement Prompt for this Scene, so stops with Mythic's normal Scene rules and jumps straight to the Denouement. The Action Meaning tables give words of "Control" and "Suffering". The Player is inspired to make this Denouement Prompt Question: "Can we take over the ship by taking over life support?"

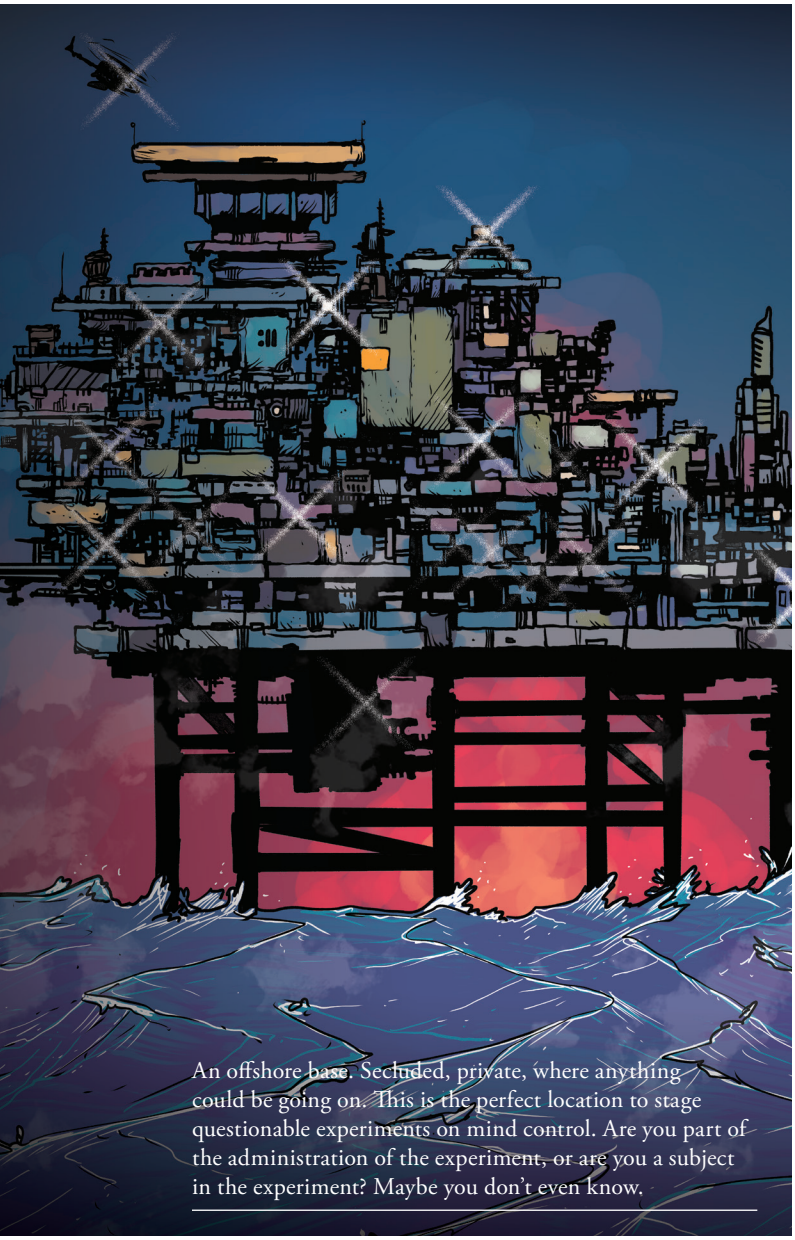
With this prompt in mind, the Player answers it with a long section in the Scene where the cadet meets with his fellow mutineers in a cargo bay closet and he proposes the life support plan. The others agree this can work, and they divvy out duties each of them must do to gain control of the ship's life support systems.

The Player used the first portion of this Scene, the cadet finding sympathetic crew members, to fuel the Denouement Prompt, where they put most of their creative energy into.

Answering this question, the Player finishes the Scene with this Denouement Prompt response:

"Andre stops talking suddenly, looking away for a moment as if deep in thought. He turns back to the camera, his eyes more haunted than before.

'What if … this wasn't an accident. The serum's effects on the subject, it was so intense and … deliberate. Could it have been a random error in the experiment? Or could this be what the serum is meant to do and we … we're all part of the experiment."



An offshore base. Secluded, private, where anything could be going on. This is the perfect location to stage questionable experiments on mind control. Are you part of the administration of the experiment, or are you a subject in the experiment? Maybe you don't even know.

WHEN TO ANSWER THE PROMPT

You can end your found journal Scenes when you think it's appropriate, heading to the Scene Denouement Prompt for that last touch. Creating and answering the prompt can be as simple as summing up what happened in the Scene, or it could create a new twist as in the example above, or it's the narrator going off on a tangent of some sort.

You can do just about anything with the Prompt using the Scene as Context and the Meaning words as inspiration.

FOUND JOURNAL SECTIONS

The Scene Denouement Prompt isn't the only way we can make a found journal adventure feel more journal-like.

The narrative of a found journal story isn't going to be just like a normal Mythic adventure. It's not unfolding through actions, even if we're playing that way, but by someone telling it as a story. That story can come in many forms, from direct written accounts to disjointed video footage that is pieced together, but in the end it's still an account delivered by people.

To make it feel more like a delivered narrative, a found journal adventure is broken into Sections: Beginning, Middle, and End. Each Section reflects part of a story being told and has a few special rules that go along with Scenes in that Section.

All the Scenes of a found journal adventure fall into one of the three Sections, starting, naturally, with the Beginning.

Beginning

Scenes set in the Beginning Section of a found journal adventure are about setting the stage for the story. These Scenes are where important Characters are introduced, the location where events happen is revealed, and either the main issue itself or the preamble before the main issue occurs.

For instance, a found footage adventure could show a family recording a vacation to a tropical destination. Most of the Beginning Section Scenes are about them getting ready for the trip, sailing on a private yacht, and enjoying the beach. We're introduced to the members of the family and the crew piloting their boat.

There may be Scenes in this narrative that foreshadow events to come. For instance, someone tells the family about a special island they can take them to.

Beginning Scenes don't have to be coy, however. They can jump right into the meat of the found journal story. For instance, maybe the Beginning Scenes are about an explorer describing a dungeon that you ultimately know he did not survive. Right from the beginning, the journal could be talking about the dungeon, its denizens and its traps.

BEGINNING SECTION CONTEXT

Each Section of a found journal adventure contains additional Context for the creation of Expected Scenes. For Beginning Section Scenes, the Context is that these Scenes should introduce the reader or viewer of the journal to the people and places involved in the narrative. It's the proverbial, "It all started when ..."

BEGINNING SECTION FINAL SCENE DENOUEMENT PROMPT

The Denouement Prompt for the final Scene of each Section works differently than the other Scenes, with its own end of Scene Denouement question instead of rolling to create a question. For the Beginning Section, the question is: "How do the events of the Beginning escalate into the Middle?"

FOUND JOURNAL SECTIONS

SECTION	CONTEXT FOR EXPECTED SCENES	SECTION FINAL SCENE DENOUEMENT PROMPT
BEGINNING	This is the beginning of the narrative, so these Scenes should explain who is involved and where, but not necessarily the "what" just yet (although they can).	"How do the events of the Beginning escalate into the Middle?"
MIDDLE	We are past the Beginning and into the heart of the narrative. These Scenes should show how the events of the journal develop and move along.	"How do the events of the Middle culminate and set up the End?"
END	This is the end of the found journal narrative. Scenes in the End should explain how the events leading up to this point reach a conclusion.	"How does the found journal end?"

Before you answer this Prompt, you still roll for a pair of Meaning words from the Action Meaning tables. This time, however, use the words as inspiration to help answer the question.

Let's get back to Andre and the mind control experiments.

The Scenes of the Beginning Section of this found journal adventure focus on the aftermath of the "accident", and Andre's speculations that it was intentional.

These Scenes nicely satisfy the Context required for the Beginning Scenes about setting the stage, introducing important people and places, and getting us into the narrative.

For the final Scene of the Beginning Section, the Player determined that Andre thinks he has identified the scientist who is at the heart of the hidden goal of the research center. He follows the scientist covertly, filming him, hoping to catch him doing something suspicious.

Since this is the last Scene of the Beginning Section, it has a pre-determined Denouement Prompt of "How do the events of the Beginning escalate into the Middle?"

The Player rolls for a pair of words from the Action Meaning tables to help answer the question, and gets "Struggle" and "Power".

The Player ends the Scene with this interpretation of the Prompt:

"Andre has become more agitated as he follows the scientist, who seems to be going about his normal daily business.

"'I don't understand, I was sure it was Dr. Shear. Maybe he knows I'm on to him and is playing me for a fool! I ... I need to take matters into my own hands.'

"The video shows Dr. Shear entering his office, the camera point of view following him inside. Shear turns in surprise, but before he can say anything we see Andre strike him, knocking him unconscious.

'Now we'll get some answers,' we hear Andre's voice right before this segment of the video ends.

MANAGING FOUND JOURNAL SCENES

With Scenes divided into Sections, and each Section having Context to apply to each Scene, there's a degree of Scene management required with a found journal adventure. It's not a lot, but when you consider how to start an Expected Scene you should consider the Section's Context.

For instance, in the example on this page the Player is playing out the found footage adventure of Andre and the mind control experiments. This is the Beginning Section of the adventure, so all the Expected Scenes have been about the crisis that happened, Andre gathering information about it, and developing suspicions. The stage is set for this found journal adventure and for what is to come later. We don't know what that will be yet, but these Scenes line it all up.

This Context can be applied to Expected Scenes, Altered Scenes, and Interrupt Scenes, to make sure the found journal narrative carries the right story beats at the right time.

This applies to the Denouement Prompt for the last Scene in a Section, as well. This Scene is where the Section wraps up, so the Denouement Prompt answer should give the Section a satisfying conclusion.

Middle

The Middle Section Scenes are about how the elements mentioned in the Beginning develop and advance. The Middle Section is the meat of the found journal narrative, hitting its stride.

MIDDLE SECTION CONTEXT

These Scenes should show events started in the Beginning Section moving forward and evolving somehow.

MIDDLE SECTION FINAL SCENE DENOUEMENT PROMPT

The Denouement Prompt of the last Scene in the Middle Section is: "How do the events of the Middle culminate and set up for the End?"

We're getting near the conclusion of the narrative. Having mostly finished the Middle Section, we know a lot about the found journal adventure. This Prompt is about how those events shift toward a possible conclusion.

Back to Andre and the secret lab, the found footage narrator has taken Dr. Shear hostage and has him trapped in a hidden room.

The Middle Section Scenes are about Andre trying to convince Shear to tell him about the secret project, and Shear denying he knows anything about it.

Andre tearing Shear's office apart doesn't help, he finds nothing incriminating.

In the meantime, facility security has become aware of Dr. Shear's absence and is looking for him. Andre is getting desperate, he needs to get his answers before he is discovered.

The last Scene in the Middle Section is about Andre making one last appeal to Shear, threatening him. The prisoner continues to deny knowledge of any secret projects.

For the Denouement Prompt of "How do the events of the Middle culminate and set up the End?" the Player rolls Meaning words of "Release" and "Agreement".

The Player interprets it this way:

"Andre is very agitated, yelling at Shear, who is tied to a chair. The camera has been set on a table, a little crooked, and is recording the exchange.

"Andre turns from Shear, running his fingers through his hair in exasperation. Shear lets out a sigh, and seems to visibly relax.

INCLUDING THE CRUNCHY BITS

Since found journal adventures are told through a point of view, you may not always be sure when to run with your expectations and when to use the crunchy parts of the chosen RPG you are using with this adventure.

In many respects, these kinds of adventures aren't any different from a normal Mythic adventure. Use your chosen RPG's rules for task resolution, combat, and anything else that comes up that's applicable.

Depending on how you're recording the actual journal part of the journal, you may want to roll and resolve portions of a Scene before writing anything down. For instance, you could handle a combat, then summarize it in the journal.

There will be times during a found journal adventure where you may want to skip the crunchy bits. For instance, when answering a Scene Denouement Prompt. Rather than rolling for Character successes to see if what you say happens, just conclude that it happens. During Denouement, you are taking control of the narrative. Your answer to the question is all that's required.

"'Okay,' Shear says, his voice calm. 'Alright. You're correct, there is a secret project.'

"Andre turns, stunned, staring at the scientist.

"'It's conducted in a special lab, only a few of us know about it. I can take you there, if you agree to let me go after. You will find all of your answers there. I promise."

End

End Section Scenes are about how it all comes to a conclusion. This doesn't necessarily mean that all questions are answered. In fact, the End may leave you with more questions.

END SECTION CONTEXT

Scenes in the End should lean toward events that would bring the narrative to a conclusion. For example, if the journal author is pursuing someone, they are now closing in on them. If it's about a mage creating an ancient artifact, he's almost done and just needs one more ingredient.

END SECTION FINAL SCENE DENOUEMENT PROMPT

This is it. THE END. Finale. Curtain comes down.

The Denouement Prompt of the last Scene of the End Section is: "How does the found journal end?"

That is for you to answer, using rolled Meaning words to help with inspiration. Consider everything leading up to this point, and give the found journal narrative it's closing moment.

The Scenes of the End Section for the mind control lab are about Dr. Shear taking Andre to the secret lab, located on a remote section of the ocean platform.

There, Andre is astonished to find a fully stocked lab with strange experiments going on. Dr. Shear explains how mind control is achieved through a specially developed parasite that is inserted into a subject's brain.

Andre films a tube filled with fluid, showing a large version of one of the parasites.

These Scenes satisfy the End Section Context of bringing the found journal narrative to a conclusion. It appears Andre has gotten his answers and knows what is going on.

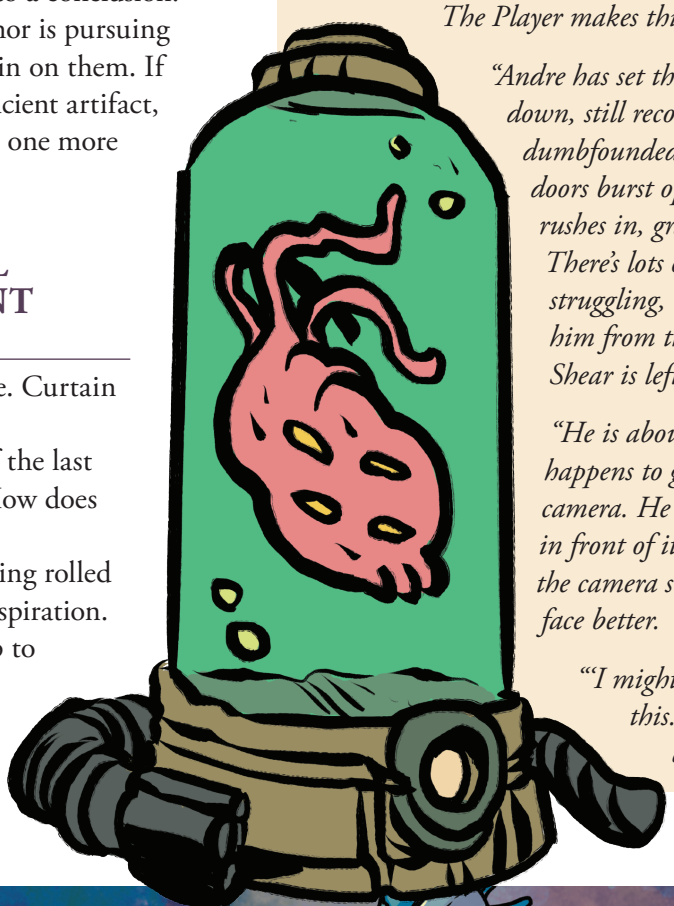
The Denouement Prompt is "How does the found journal end?" The Player rolls words of "Betray" and "Misfortune".

The Player makes this interpretation:

"Andre has set the camera down, still recording. He looks dumbfounded. Suddenly the doors burst open and security rushes in, grabbing Andre. There's lots of yelling, Andre struggling, but they drag him from the lab. Only Dr. Shear is left.

"He is about to leave, then happens to glance at the camera. He walks closer, sits in front of it, and straightens the camera so it frames his face better.

"'I might as well record this. We finally discovered



who was conducting the secret experiments. We knew someone was taking materials from the lab and trying their own twist. I never would have imagined it would be this ... sophisticated.

"'It seems, at some point during his illegal research, Andre became infected with his own parasite. It caused him to infect others and wiped his memory of his own actions. That eventually led to his confusion. He was aware something was happening, but he thought I was doing it. Maybe he thought that because I was investigating.'

"Shear pauses. 'We need to lock this experiment up. This is just too dangerous.'"

"With that, he leans forward and turns the camera off."

Advancing The Sections

Before each Scene of a found journal adventure, roll to see if the Scene is the last Scene of the Section. If it is, then keep that in mind as Context when creating the Scene. It will also use the Section Final Scene Denouement Prompt

Roll a d10 and add to your roll the number of completed Scenes in this Section. For instance, if this is the very first Scene of the found journal adventure, the roll would be d10+0 because there have been no Scenes before this. If you've had three Scenes in this Section so far, then the roll would be d10+3.

This only includes Scenes from that Section. If this is the last Scene of a Section, the following Scene starts a new Section (unless this was the last Scene of the End Section, then the found journal adventure is over) and the Scene count goes back to zero.

FRACTURED FOUND JOURNALS

If you're playing a found journal adventure as an interlude to a larger adventure, consider breaking the journal into chunks for extra dramatic tension.

For instance, a hero trying to locate a powerful lost spell to stop a cosmic god from devouring their realm has got her hands on a scroll describing where to find the spell.

However, the Player is breaking the journal portions into the three Section parts of Beginning, Middle, and End. The larger adventure itself is about the hero trying to find the three parts of the scroll. Once a scroll is discovered the Player goes through the found journal Scenes of that Section as the hero reads from the author discussing the spell.

This can make for a fun adventure device where unraveling the found journal story happens in installments, and the goal of the adventure is to locate those pieces. The information contained in each portion could lead the Player Character in new directions, providing a back and forth between the main adventure and the found journal adventure.

TARGET NUMBER

If the total of your roll plus Scene modifier is 10 or more, then this is the last Scene of the Section. This will result in up to 30 Scenes in the adventure, although around 12 is most likely.

If you'd like a shorter found journal adventure, then set a lower target number. For instance, a target number of 5 would get you up to 15 Scenes, but most likely you would only get 5 or 6.

If you want the shortest found journal adventure possible, then skip rolling to advance Sections and just have one Scene per Section. That would be three Scenes, and each Scene would be considered the last Scene of the Section so would include the Section Final Scene Denouement Prompt.

FOUND JOURNAL ADVENTURE DURATION	
SECTION ADVANCEMENT TARGET NUMBER	**POSSIBLE & LIKELY NUMBER OF SCENES IN THE ADVENTURE**
10	The longest adventure, with up to 30 Scenes, and most likely around 12.
6	Up to 15 Scenes, and most likely around 5.
1	The shortest adventure with no need to roll. This is 3 Scenes long, each Scene being the last Scene of its Section.

FOUND JOURNAL SPECIAL QUALITIES

We're not done yet heaping atmosphere onto our found journal adventure! Here are more ideas, some a little weird perhaps, to make your journal adventure feel truly found.

Unreliable Narrator

If the found journal adventure is narrated by an NPC, you could include the idea that the narrator is unreliable. Since they're telling the story, you don't know what's true and what's false. The narrator might lie, or they may be wrong. Either way, the narrator is unreliable and it shows at some point.

If you'd like to include this possibility, then each Scene after the first Scene roll a d10. If you get a 1 or 2, then something reveals a detail provided earlier by the narrator is not true.

Roll a Random Event with Context that whatever that is now revealed runs counter to something the narrator said or implied earlier.

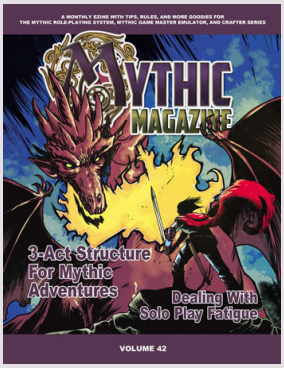
This can be subtle, if you like. For example:

You're running a fantasy adventure set in the midst of a war between orcs and humans. You come across ground zero where the war began, a human town that is all but ashes now.

Locating the home of the mayor, you find his diary still intact in a half burnt desk. The Player treats reading the diary as a found journal sub adventure.

The diary seems to tell the story of how the war

FOUND JOURNAL, ACT ONE



Found journal Sections is a simple 3-act story structure. If you like this style of adventure creation, then you may also like "3-Act Structure For Mythic Adventures" in *Mythic Magazine #42*. It's a detailed system for running the classic 3-act story structure applied to Mythic adventures.

You could even use those rules to make a more detailed version of the found journal adventure generation. Run the found journal adventure like a 3-Act Structure Mythic Adventure. Include the Scene Denouement Prompt, the Scene Context for each Section, and the Section Final Scene Denouement Prompt. You're eliminating the found journal rules for advancing through Sections since the 3-Act rules take over that function.

It would require a few minor adjustments, but the two systems should mesh well together.

began. The town and a village of nearby orcs enjoyed an uneasy truce that had lasted for decades. There was even some trade between the two communities.

During a trade mission when the orc chieftain visited the mayor, he brought a gold gauntlet encrusted with jewels. It was an heirloom from the founder of his clan, and the chieftain wanted to show it off as a measure of good faith.

The visit went well, and the chieftain departed. However, not a day had gone by when an angry letter was delivered by the orcs stating that the gauntlet had been stolen and they blamed the humans.

Suspicion fell upon the mayor or his staff, since the chieftain had spent the most time in their company during his trip. However, in the diary, the mayor claims his innocence, that he did not steal the gauntlet!

As the journal adventure continues, ire over the theft led to sporadic battles as orc raiding parties made incursions into human lands looking for the relic. This led to human reprisals, and before long a full out war engulfing the kingdom.

At the beginning of this journal adventure the Player allowed for the possibility of an unreliable narrator. Each Scene they had rolled a d10, without getting a 1 or 2.

However, this next Scene the Player rolls a 1. For the Random Event they get Current Context, and Meaning words of "Conceal" and "Depletion". The Player interprets this to mean that the mayor had, in fact, stolen the gauntlet and was lying about it, even in his own personal diary. The Player interpreted it like this:

"This war has cost us everything. Everything. They keep accusing me of starting it! Like I had taken the blasted thing! But I hadn't I say! Not really. It was so easy, like they wanted me to have it. So I couldn't have taken it! It was more like a gift."

Depicting how a narrator is unreliable can be tricky, but it can also be a lot of fun. Depending on the style of the journal you probably don't have to worry about contradicting adventure continuity. If it's a written journal, then anything the narrator said could be wrong. If it's recorded, like a video, the implied context of what was previously seen could be wrong, or something critical was left out of earlier footage that is now being shown.

The Distressed Journal

If you really want to get into the found journal spirit, then let's rough up your document! Here are a few ideas to make your journal "distressed", and thus more authentic.

IT WAS LIKE THIS WHEN I FOUND IT

If you're making a written found journal, like a scroll or old diary, and if it's likely been through some hard times, then consider showing that on the pages themselves.

For instance, write up the journal as the actual journal, using the voice of the narrator. And then ... take it outside, drop it in the dirt, and stomp on it. Maybe the scroll was buried in a landslide when discovered.

INSTANT AGING

To make it look old, toss the pages in a pillow case, pack in a pair of old sneakers, tie the pillow case closed and put in your dryer set to tumble no heat. Let it roll around in there with your shoes. When it comes out it may look like it's aged a few decades.

Or, just crumple it up then smooth it out again. Leaving it out in the sun or in a hot car for a few days would also likely age it.

COFFEE (STAINS) IS LIFE

Or, my personal most likely distresser, place your coffee mug on it and give it a nice, round coffee stain. Stains of any kind are a fine way to say, "This document has been among real people, doing real things. And they weren't careful."

MONKS WERE THE BEST AT DOODLE ART

Doodling in the margins of books is a time honored tradition that goes way beyond just sitting bored in high school math class. The art in the margin of some medieval books shows the incredible artistic talent of the monks who spent their lives copying the texts.

Or there's the English poet William Blake who often accompanied his poetry with art on the same page.

If you feel inspired, doodle away on your found journal. It doesn't even have to be good art, or to make sense, just whatever comes to mind and is inspired by the adventure. For instance, it may just be a bunch of random numbers, which would make sense for a journal adventure about a code-breaker. Or it could be geometric shapes or circles. You could experiment with paints and colors.

PROP MAKER

Since we're getting into embellishing the physical journal, this would be a fun way to make roleplaying props for your gaming group. If you're the GM, you could solo play a found journal adventure, make the journal pages and apply some ... shall we say ... conditioning to it, and then hand this to your players on game day.

THE BIG EXAMPLE: THE GHOST OF BATTLECRUISER MEPHISTOPHELES

This Big Example incorporates both "Solo Adventures In The Style Of Found Journals" and "Star System Creator".

The Player is using a science fiction roleplaying game about enormous ships, an intergalactic monarchy, thousands of populated worlds and millions of visited stars, space weirdness, magic, monsters, and the supernatural. There's a lot going on.

The Player Character is Regina Stamp, captain of the Regionale. They are a mercenary vessel, crew of 200, whose bread and butter is ferrying cargo that needs protection. When the price is right, they can also be hired for search and rescue, and search and destroy. It's the latter they've been contracted for in this adventure.

The Ill-Fated Journey Of Captain Signid Foil

One hundred years ago, the legendary ship Battlecruiser Mephistopheles went missing. The ship, and its captain Signid Foil, were respected and feared across the Magesterium for their heroic exploits during the Plenary War.

Times after the war were chaotic, and occasionally Magesterium warships would go rogue as their captains and crew realized they could make a fortune in deep space on their own.

Captain Foil and the Mephistopheles was dispatched to bring to heel one such rogue warship. Foil departed on his mission, and was never heard from again.

Until now, a hundred years later.

Ghosts In The Void

There have been reports coming in from around the Hinterland regions of the Magesterium of a ghost ship appearing out of nowhere and attacking merchant vessels, orbital stations, and sometimes firing planetside down on colonies. The attacks are brief, and within minutes the attacker is gone.

The ship has been positively identified as Battlecruiser Mephistopheles.

The Psychic Vizier of the Magesterium believes the ship is, in fact, a spectral manifestation of Captain Foil's legendary warship. Stamp and her crew are hired to locate the remains of the original ship and destroy it, which should put the ghost and its random assaults to rest.

"Times after the war were chaotic, and occasionally Magesterium warships would go rogue as their captains and crew realized they could make a fortune in deep space on their own."

How It's Going So Far

The adventure begins with the PC doing some investigative work, visiting sites where the ghost ship was known to have attacked. Stamp learns they are all locations where the original Mephistopheles had engaged in combat encounters during the Plenary War. It's as if the ship is reliving old glory moments.

Further investigation leads to trying to figure out where the original ship was headed when it left in pursuit of the traitor. With the passage of a century, however, those records were lost.

FOIL'S LOST, LAST WORDS

The PC comes across an apocryphal account of Captain Foil having sent a final message before his disappearance. The communication was delivered to a former crewmember.

Through shrewd detective work, Stamp is able to locate who the person was and their current descendent, a granddaughter who is living on a backwater world.

Stamp visits her, and she is initially hostile to the point where Stamp and her crew have to fight off traps set around the woman's compound.

Once getting to speak with her, however, she is startled by the news of the return of the Mephistopheles. She reveals that the rumored final message from Captain Foil does exist, and has been handed down to her.

She gives it to Stamp.

Found Journal Adventure Time

Up to this point, the Player has run this as a typical Mythic adventure coupled with their chosen RPG.

Having come this far, and built up so much anticipation about Foil's final message, the Player decides to do it justice by making a found journal sub adventure to reveal what the message says.

Before the Player begins, they ask the Fate Question "Does the journal reveal where Foil ended up?", and Mythic says Yes. So right away, we know this journal will lead us to the destination we seek. What other secrets it may contain are currently a mystery.

FOUND JOURNALS AS A CHANGE OF PACE

When found journal adventures are used as a mini adventure within a larger adventure, it can serve as a break from your main storyline. This can be a welcome vacation if you've been finding interest in your adventure waning.

A found journal adventure is a wholly separate adventure, not necessarily connected to your primary adventure at all. It allows you to step away from your game, without really stepping away from it.

Running a found journal sub adventure can be a good way to revitalize your interest in a flagging game. You're starting a brand new adventure, but it's also part of your on-going adventure, so you get the best of both worlds: something new, and continuing what you started.

The contents of the found journal sub adventure could also add new goals and elements to your main adventure to liven it back up for you.

Journal Origin

To determine more about the journal's origins, the Player rolls on the Found Journal Origin Focus table and gets "It Started Off Innocently Enough". For more inspiration, the Player rolls on the Found Journal Meaning table and gets "Guide" and "Repair".

Before making an interpretation, the Player

wants to know the medium the journal is in, so rolls on the Found Journal Format table getting "It Is Written".

The Player is going to treat the reading of the found journal as a sub adventure, using the Section rules with a target number set to 6 so the adventure doesn't take too long.

The Player is going to use the information already generated to make the first Scene. Before that, they prepare a fresh set of Threads and Characters List to represent the found journal sub-adventure.

Section 1: The Beginning

The Player rolls a d10 before the first Scene to see if this is also the last Scene of the Beginning Section. The Player rolls a 6, so this is the first and only Scene in the Beginning Section. That means it carries the Context of setting in motion all the details necessary to get this found journal story going, and includes the Section Final Scene Denouement Prompt of "How do the events of the Beginning escalate into the Middle?"

The Player is choosing to make Signid Foil the narrator. This means the Player will act as interpreter of events, not having an active PC in the found journal adventure itself.

To help shape the narrator's words, the Player rolls on Mythic's Character Personality Meaning table for inspiration and gets "Restless" and "Interesting". The Player interprets this to mean that Captain Foil is restless, which is why he's writing the journal. He also tends to go off on tangents that interest him.

The Player makes this interpretation for the first Scene:

Captain Stamp takes the tube back to her office onboard the Regionale. The tube contains a data chip, which she inserts into her desk. A holographic screen pops up, with the written journal of Captain Signid Foil.

Captain Signid Foil, Battlecruiser Mephistopheles

879-3853-9

Good day old friend. You must tire of my constant missives, but without you here in my stateroom to hear me vent my only choice is to cast my words into the black and hope they find you. I'll have you back on board my ship some day, once your current troubles are well behind you.

So, what now, you ask? It's a hunt. Another ship's captain has forgotten that the war is over and decided to find their fortunes on their own, taking a vast amount of Magistry property along with them, of course. Off we go to show the folly of this

Oh goodness, the steward just arrived with lunch. Be back in a moment!

The Player decides the captain will have a tangent about lunch, rolling for inspiration on the Description Meaning tables and getting "Joyfully" and "Mighty".

By the Monarch, the steward outdid himself today! Lunch was one of those peculiar fish from Wone. You know, that planet with the flying rock looking things. Wone Fish Fillet In Garlic And Lemon Sauce. Highly recommend.

Must remember to increase the steward's pay. He's worth more to me than my navigator.

Where was I ... right, pursuit. Traitor. Blah blah.

He's easy to follow since he appears to have hit every sentry point from the inward curl of the galaxy on out. It's like a guide of bread crumbs made of damaged ships and angry local authorities.

We would have been upon him yesterday, no doubt, if we hadn't needed to stop and make repairs of our own. The Mephistopheles has been acting up lately. Strange system failures and shudderings and the like.

We got it straightened out, but I don't like it.

That seems to be enough to set the story into motion. Now it's time for the Scene Denouement Prompt. As the last Scene of this Section, the Prompt is automatically "How do the events of the Beginning escalate into the Middle?" modified by the Action Meaning table. The Player rolls words of "Escape" and "Misfortune".

They make this interpretation:

Captain Signid Foil, Battlecruiser Mephistopheles

879-4759-6

I have but a minute. We're almost upon our prey. The crew is itching for a fight!

The traitor has detected us in the wake of his Warp Drive and knows he can't outrun us. He's seeking escape in a nearby star system. No doubt, he's hoping to find a place to settle for a while where we can't find him.

This is an unfortunate miscalculation on his part, as there is no place I dare not go.

Be well, my friend.

P.S. I've included a summary of the system we just entered. It has some interesting peculiarities I'd like your thoughts when you have the time.

That begins and ends the first Section of the found journal.

Star Charting

The Player takes this opportunity to generate the star system the chased ship fled into using the Star System Creator rules. This star system will serve both as material for the found journal adventure, and for the main adventure itself since the Player Character will have to journey there to find the wreckage of the Mephistopheles.

There's no need to roll on the Star System Exploration Focus table since the Player knows why Captain Foil has entered the system.

"The traitor has detected us in the wake of his Warp Drive and knows he can't outrun us. He's seeking escape in a nearby star system. No doubt, he's hoping to find a place to settle for a while where we can't find him.

This is an unfortunate miscalculation on his part, as there is no place I dare not go."

STAR NAME

The Star Names table gives us "Designation". Rolling on the Star Name Meaning tables, First Half, we get "Ras" and "Fel". For numbers we get 5386. The star's name is RF-5386.

NUMBER OF STAR SYSTEM FEATURES

Rolling d4+2 for the number of Features, we get 2+2=4.

FEATURE #1

The first Feature is located in the Middle Sphere. The Player rolls "Interesting Moon" on the Star System Feature Focus table, and "Warning" and "Fragile" on the Star System Features table.

The Player rolls on the Planet Names table and gets "Designation". Rolling on the Planet Name Meaning table, First Half, they get "G" and "Obs". The Player rolls numbers of 10 and 81. The moon's name is GO-1081.

WHERE DO THE MOONS GO?

When generating Features for a star system, the only placement information you get is which Layer it's located in. Any other information, such as proximity to other features and elements in the system, you can decide through your expectations or determine through Fate Questions.

When a star system starts coming together, some relationships between Features may come about naturally. A moon in the same Layer as a planet may circle that planet. If a Feature needs another element nearby, such as a moon needing a planet, you can assume it has one but it's not remarkable enough to be called a Feature.

The star system is full of lots of other elements that don't get the Feature treatment, so we can use that assumption to provide elements we need.

The Player makes this interpretation:

GO-1081 is a moon in the RF-5386 system that is mostly composed of dense clouds. There is a very old notation in a star chart that the moon's gases are extremely volatile and can be set on fire by rocket engines.

FEATURE #2

The second Feature is located in the Inner Region, and is a "Hot Dead World" with Meaning words of "Planet" and "Mysterious". It's name is Arutin-127.

Planet Arutin-127 is a molten hot planet with portions that are liquid rock. However, there is an unusual energy signature emanating from the planet that cannot be fully explained by initial readings.

FEATURE #3

The third feature is in the Inner Region and is "Random", so there is no additional Context to go with the Meaning words which are "Old" and "Mysterious".

Sensors detect a large, dense mass orbiting RF-5386. It does not appear to be a moon or asteroid as the material it is composed of us unknown. It is far too large to be a starship. Alien artifact?

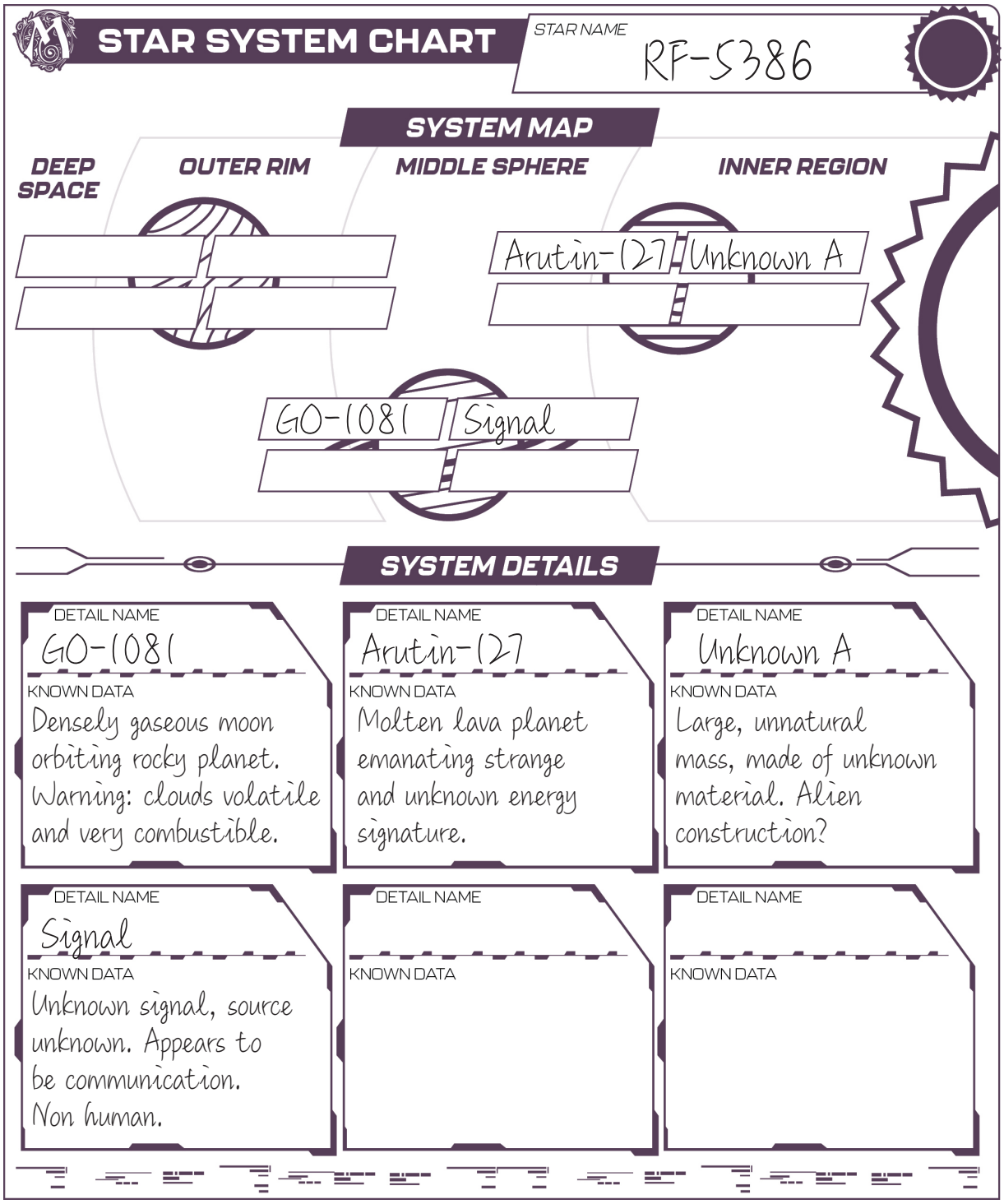
FEATURE #4

The final Feature is located in the Middle Sphere and is "Something Is Out There" with Meaning words of "Rare" and "Communication".

An energy signature emanates from an unknown source within the Middle Sphere. It is composed of regular pulses and appears to be a message or

communication, but not of any known human or plenar language or transmission method.

The finished Star System Chart looks like this:



Section 2: The Middle

The next Scene is the first of the Middle Section of the found journal adventure. At the end of the last Scene the Player updated the Threads and Characters Lists for the sub-adventure, and moved the Chaos Factor from 5 to 6 to reflect the unknown nature of the star system Foil is flying into.

The Player expects the Scene to be about Foil catching up to and battling the ship in pursuit. The Player tests this Expected Scene and Mythic says the Expected Scene happens.

A battle ensues, the Player using the ship combat rules of their chosen RPG to see how it all pans out.

The Player also rolls a d10 to see if this is the last Scene in the Middle Section and rolls 10, indicating it is.

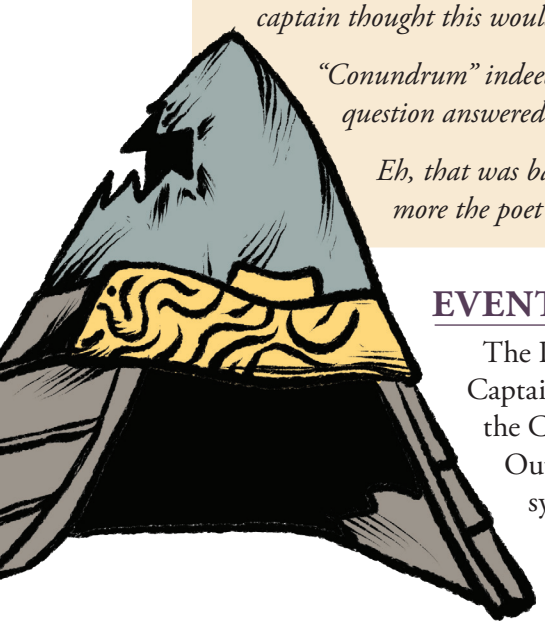
Captain Signid Foil, Battlecruiser Mephistopheles

879-4759-6

We just engaged with the Conundrum and defeated it easily. The ship is Corsair Class, so no match for any Battlecruiser let alone the Mephistopheles. I don't know how that fool of a captain thought this would all end.

"Conundrum" indeed. I would say question answered!

Eh, that was bad. You were always more the poet than I.



EVENT CHECK

The Player figures that Captain foil caught up to the Conundrum in the Outer Rim of the star system. This calls to check for a Star System Event, so the Player asks the Fate Question "Is there an Event?"

Normally the Player would give this Odds of Unlikely or even Very Unlikely, but there are oddities about this star system that suggest it may be occupied by someone or something. If something is kicking around, maybe a battle between human warships might get their attention.

The Player goes with Odds of 50/50 and rolls a Yes.

The Star System Event Focus table results in "Additional Feature", which means another Feature about the star system is discovered in the Outer Rim.

The Player gets "Something About The Star" on the Star System Feature Focus table, and "Energy" and "Chaos" as Meaning words on the Star System Features table.

The Player incorporates their interpretation of this result into the found journal adventure.

The fight was routine, but ... there was something else. I can't explain it, since even my astrophysicists on board are stumped.

A beam of energy runs directly from the star to the Outer Rim. It's like a solar flare or star storm, but much more focused and it appears to extend all the way to the edge of the system.

We know this because we ran into it when dueling the Conundrum and it caused all manner of chaos on board. Systems went wild and I feared we would lose power in the midst of a pitched battle.

The Player pursues the concept of the strange occurrence with a Fate Question, "Are there more of these strange beams?" Mythic says Yes.

As we subdued the Conundrum and a boarding party took action, we scanned the beam and discovered there are an astonishing number of

them spread throughout the entire system. When shown to me visually on a screen, the beams looked like a massive web with the star at its center.

There is no natural explanation for this phenomenon. Certainly, no logs or science databases mention anything like this. It makes me wonder about the other anomalies in this system.

I have to say, I suppressed a shudder when I first beheld the lattice of beams. It looked like a spiderweb, and the Mephistopheles was but a fly.

DENOUEMENT PROMPT

The Player prepares the Denouement Prompt. Since is the last Scene of this Section, the Prompt has the additional question of ""How do the events of the Middle culminate and set up the End?"

The Player rolls Action Meaning table words of "Bestow" and "Disadvantage".

They make this interpretation:

Captain Signid Foil, Battlecruiser Mephistopheles

879-4760-6

I wish now I had not compared these beams to a spider's web, because that appears to be exactly what it is.

We cannot leave the system.

Any attempt to draw away leads to inertia, as if the ship is held in place. Thrusters are useless against it, and it would be madness to attempt Warp if held, the ship would likely be reduced to dust in a millisecond.

We can maneuver and fly freely, however, as long as we move toward the interior of the system. It appears we have no choice.

We must find the source of this control and end it.

I hope at least these messages can escape this snare we have found ourselves in.

Your friend always, Signid

Section 3: The End

END SECTION, SCENE 1

The next Scene starts the End Section. Rolling d10 to see if this is also the last Scene, the Player gets 1. This is not the final Scene.

DENOUEMENTS AS A SIDE SCENE

Denouement Prompts are meant to wrap up a found journal Scene in a way the feels true to the narrator, or whatever method the story is being told.

However, since it comes at the tail end of the Scene, you may feel the Scene is complete already without the additional Denouement content.

If that's the case, and continuing the Scene by answering the Denouement Prompt feels forced, there are a couple of options.

First, you can make the Denouement answer very brief and simple. A single line, even a single word. It might even be something hinted at, like, "It seemed like it was all over. But I was so wrong."

Or, answer the Denouement Prompt as fully as you like, but treat it like a separate Scene. You can remove it from the action of the Scene it springs from any way you wish.

When you do this, you can answer it as completely as you like without having to worry about it being a continuation of the Scene it's from. It's like a Scene unto itself that doesn't test the Expected Scene or anything else. It's a kind of side-Scene, or epilogue to the previous Scene.

You'll see that happen in this example, where the Denouement Prompt is answered as if it is happening later than the events of the Scene it's from.

The Expected Scene is that the Mephistopheles travels inward, into the Middle Sphere, to explore the mysterious signal coming from that region. Perhaps it will give a clue to their predicament.

The Player runs the Scene using Mythic's normal rules and the mechanics of their chosen RPG. It turns into a wild Scene, where Foil discovers the source of the signal is an alien orb drifting near the moon GO-1081.

Signid and members of his crew board the orb, finding it's a station inside. It seems abandoned until they encounter an enormous, one-eyed, tentacled creature.

This leads to a fierce battle that doesn't end when Signid escapes from the orb, the creature flying into space after them. They ultimately lure the thing into the upper atmosphere of the combustible moon and fire the Mephistopheles's thrusters, igniting the gases and incinerating the gigantic creature.

The Player records it in the journal like this:

Captain Signid Foil, Battlecruiser Mephistopheles

879-2226-6

I feel foolish even writing this, but I must because it's too insane to keep to myself. We just fought a giant monster. From an alien space station. And blew it up by lighting a moon on fire.

Yes. Read that again. I did not mis-write that.

We learned some things, however. This system appears to have once been the home to a very advanced alien civilization. From what we can ascertain, that station hasn't seen active operation for a million years.

And yet, it still works. And that creature was still alive. It seemed starved of energy. My scientists tell me if fully healthy, it would likely be three times the size of the Mephistopheles. Imagine that!

HANDLING END SECTION SCENES

The Beginning and Middle Section Scenes of a found journal adventure set up the narrative and move it forward. There's a lot of wiggle room with that, and you can't really go wrong.

However, the End Section Scenes have a finite goal: to finish the found journal adventure.

With this in mind, Scenes in the End Section should be constructed with Context in mind that events are wrapping up, one way or another.

If you find you have miscalculated, don't worry about it. For instance, maybe you've pretty much wrapped up the found journal adventure in an End Section Scene, but it wasn't the last Scene of the Section. There's more. Where do you go from here?

Or the other end of the spectrum, you reach the end of the last Scene of the End Section, and you haven't really ended it.

It's okay. This is a found journal adventure. It doesn't have to be complete. It doesn't have to even fully make sense. If you finish too early, have another Scene that's about anything related to the found journal adventure. You can treat it like an end credit's scene from a movie. If you finish without a real end, wrap it up as best you can in the final Denouement Prompt. Those Prompts are all you anyway, so you can answer them in whatever way seems best. Knowing this is the last word of a found journal adventure, you can end it as tidy as you like, even if it's with a mystery.

For the Scene Denouement, the Player rolls on the Meaning tables for words to make a question out of. Since this isn't the last Scene of the Section, there is no additional question tacked onto it.

The Player rolls "Flee" and "Freedom". They interpret it into the prompt question of: "What will it take to escape this trap and be free?"

The Player answers it by finishing the Scene this way:

The web still holds us and draws us ever inward, but I have hope that the technology is so old that it has a weakness we can exploit. We will win our freedom, even though I have never seen power wielded on a scale this mighty before.

The spider is strong, but the bug is undaunted.

Your friend, and fly, Signid.

END SECTION, SCENE 2

The Player rolls d10 to see if the next Scene is the last. This roll gets a +1 because there has been one Scene already in this Section. The Player rolls 5+1=6; this is the last Scene of the Section and of the found journal adventure.

The Player has to assume that this Scene ends the adventure and concludes the events seen so far. With that in mind, their Expected Scene is: "Sigmund discovers the source of the trap, but likely dies trying to turn it off."

Testing this Expected Scene, Mythic says that it is Altered. The Player Alters the Expected Scene to: "Sigmund discovers the source of the trap, but that is where the story ends without any further information."

The Player plays out the Scene, with Signid traveling to the Inner Region to check out item "Unknown A" on the Star System Chart. He hopes this is the control station for the system-wide web.

Since Signid is crossing another Layer threshold, the Player asks the Fate Question "Is there an Event?", and Mythic says Exceptional Yes. There are two Events, and since this is the last Scene, the Player has both happen now as Signid makes his way to Unknown A.

The Events are "We Need To Check This Out" and "Additional Feature".

This turns out to be a very full Scene, as one of Signid's sensor engineers detects another signal as they approach Unknown A. This signal is human,

"People, citizens of the Magistry and the descendents of those trapped in this system long, long ago. They're living on a world made of detritus. Essentially, the discarded carcases of the ships the Spider has consumed."

from a Magistry ship.

They approach the signal and find what appears to be another planet they hadn't noticed before. It's composed entirely of clumped together asteroids and the waste of hundreds of thousands of starships. It's the wreckage of the victims this star system has destroyed over the many centuries.

There are survivors on this artificial world, who have managed to create an artificial atmosphere and even Earth-like conditions. There are operable ships parked around it, starships like the Mephistopheles that are trapped by the system and cannot leave, but still function.

The Player writes it like this:

Captain Signid Foil, Battlecruiser Mephistopheles

879-9152-6

I believe Unknown A, an artificial mass near Arutin-127, is the answer to this riddle. We were heading toward it when we encountered another oddity.

People, citizens of the Magistry and the descendents of those trapped in this system long, long ago. They're living on a world made of

detritus. Essentially, the discarded carcases of the ships the Spider has consumed.

I visited this strange world, which the inhabitants have named Calvin's Bridge, apparently after a leader long ago who first collected them into a society.

When we stepped out of our shuttle, we were greeted like friends. No, more than that.

They treated us like fellow countrymen because this place is now our home. No one leaves this system. No one can.

I do not accept this. They may have given up, and countless before them as well, but we will press on.

We bid our farewells and are heading now toward Unknown A.

FINAL DENOUEMENT

It's time for the final Denouement, focused around the question "How does the found journal end?"The Player rolls Meaning words of "Fight" and "Tactic".

They make this interpretation:

Captain Signid Foil, Battlecruiser Mephistopheles

879-3736-6

We near Unknown A, and there are great stressors afflicting the Mephistopheles. I leave the bridge only briefly to send this message as it may be my last.

The strands that hold us now seek to strangle us as we near Unknown A, which only strengthens my belief that it is the key to escape. I see now why no one has succeeded in breaching its secrets, but we won't retreat!

I return to my duties. I hope this finds you.

Your friend, Signid

With that, the found journal ends.

The Player Character now knows where to go, and what may be facing them when they get there.

"The strands that hold us now seek to strangle us as we near Unknown A, which only strengthens my belief that it is the key to escape. I see now why no one has succeeded in breaching its secrets, but we won't retreat!"

STAR SYSTEM EXPLORATION FOCUS

D100	RESULT
1-5	**LOST IN SPACE:** Somehow, you're lost. Really lost. Hopefully something here can help you. *Roll on the Action Meaning tables for inspiration about how you became so lost.*
6-15	**A BEACON IN THE BLACK:** You're following a beacon of some kind. Maybe it's a distress call, maybe it's an unidentifiable transmission. The beacon is artificial, but mysterious, and you are here to check it out. *Roll on the Action Meaning tables for inspiration about what the beacon is. If you determine it's a message, roll on the Character Conversations Meaning table for inspiration about what it says.*
16-25	**FOLLOWING THE BREAD CRUMBS:** You're on a mission to find something, and clues have led you to this star system. *Roll on the Plot Twists Meaning table to determine what you are searching for. If you determine it's an item, roll on the Objects Meaning table to determine what it is. Roll on the Action Meaning tables to determine the clue or event that told you to come here.*
26-35	**EXPLORATION:** You're exploring, looking for new worlds. This is all about discovery. *Roll on the Action Meaning tables for inspiration about what angle your exploration is taking. For instance, you may be an explorer, but the organization or planet you represent is hoping to find new energy sources.*
36-40	**DESPERATE CIRCUMSTANCES:** You're looking for something you desperately need, such as resources for your ship, something needed back home, or escape from someone. You think you can find it in this star system. *Roll on the Action Meaning tables for inspiration about what crisis you are trying to resolve.*
41-50	**WE COME IN PEACE:** You're here to meet someone or something, and this system is their home. This can be as simple as picking up a new crew member to something grander like first contact with an alien species. *Roll on the Character Identity Meaning table for inspiration about who you are meeting. If you need inspiration for why, roll on the Action Meaning tables.*
51-60	**A PITSTOP GONE WRONG:** You've arrived at this star system for a routine reason. Maybe your ship skims energy from stars for fuel, or perhaps there is a known station in this system where you can take a break. Something goes wrong, however, flinging you into an adventure. *Roll on the Action Meaning tables for inspiration for your original, routine reason for coming here. Then, roll on Plot Twists for what goes wrong.*
61-65	**BUSINESS TRIP:** You have traveled to this star system as part of your line of work. Maybe you're an interstellar trader (or smuggler), or perhaps you are an ambassador. *Roll on the Action Meaning tables for inspiration for the kind of business you are looking to transact.*

STAR SYSTEM EXPLORATION FOCUS

D100	RESULT
66-70	**A SPACECATION:** You've arrived in this solar system for purely personal, recreational reasons. It's a vacation. *Roll on the Action Meaning tables for inspiration about what influenced you to choose this place. If you'd like this to take an immediate, exciting turn, then treat this similar to A Pitstop Gone Wrong and roll on Plot Twists to see what goes awry.*
71-75	**COERCED EXPLORATION:** You are not here by choice. Perhaps your PC has been abducted, or a naturally occurring anomaly like a wormhole transported you here. This is similar to Lost In Space, except there is a known force, person, or being that took you here. *Roll on the Action Meaning tables for inspiration about what made you come here and why.*
76-80	**SPACE FORCE:** You are here for a military reason. Perhaps you are part of an invading force, or maybe you are setting up a defensive station against an enemy. *Roll on the Action Meaning tables for inspiration about why military activity is taking place in this star system.*
81-90	**OOPS, WRONG STAR:** You're not lost, per se, there's a star system you were heading for but this one is not it. Maybe something threw you off course, or perhaps the ship's autopilot took a detour for some reason. *Roll on the Action Meaning tables for inspiration about why you're here and not somewhere else.*
91-95	**CRASH LANDING:** Your ship is failing and you need to set down somewhere fast, this is the closest star you can reach. Likely, once you arrive, you will need to land as soon as possible. *Roll on the Action Meaning tables for inspiration about what went wrong with your ship.*
96-100	**RANDOM:** *There is no additional Context to add. Roll on the Action Meaning tables for inspiration about why you have come to this star system.*

CHARACTER CONVERSATIONS

1	Abuse
2	Advice
3	Aggressive
4	Agree
5	Amusing
6	Angry
7	Anxious
8	Assist
9	Awkward
10	Betray
11	Bizarre
12	Bleak
13	Bold
14	Business
15	Calm
16	Careful
17	Careless
18	Cautious
19	Cheerful
20	Classy
21	Cold
22	Colorful
23	Combative
24	Crazy
25	Creepy
26	Curious
27	Defiant
28	Delightful
29	Disagreeable
30	Dispute
31	Efficient
32	Energetic
33	Enthusiastic
34	Excited
35	Fearful
36	Fierce
37	Foolish
38	Frantic
39	Frightening
40	Generous
41	Gentle
42	Glad
43	Grateful
44	Haggle
45	Happy
46	Harsh
47	Hasty
48	Helpful
49	Helpless
50	Hopeless
51	Ideas
52	Inform
53	Innocent
54	Inquire
55	Intense
56	Interesting
57	Intolerance
58	Irritating
59	Joyful
60	Judgmental
61	Juvenile
62	Kind
63	Leadership
64	Lie
65	Loud
66	Loving
67	Loyal
68	Macabre
69	Mature
70	Meaningful
71	Miserable
72	Mistrust
73	Mocking
74	Mundane
75	Mysterious
76	News
77	Nice
78	Normal
79	Odd
80	Offensive
81	Official
82	Oppose
83	Peace
84	Plans
85	Playful
86	Polite
87	Positive
88	Praise
89	Quarrelsome
90	Quiet
91	Reassuring
92	Refuse
93	Rude
94	Rumor
95	Simple
96	Threatening
97	Truce
98	Trust
99	Warm
100	Wild

PLOT TWISTS

1	Action
2	Attack
3	Bad
4	Barrier
5	Betray
6	Business
7	Change
8	Character
9	Conclude
10	Conditional
11	Conflict
12	Connection
13	Consequence
14	Control
15	Danger
16	Death
17	Delay
18	Destroy
19	Diminish
20	Disaster
21	Discover
22	Emotion
23	Enemy
24	Enhance
25	Enter
26	Escape
27	Evidence
28	Failure
29	Family
30	Free
31	Friend
32	Good
33	Group
34	Harm
35	Headquarters
36	Help
37	Helpless
38	Hidden
39	Idea
40	Immediate
41	Impending
42	Important
43	Incapacitate
44	Information
45	Injustice
46	Leader
47	Legal
48	Lethal
49	Lie
50	Limit
51	Location
52	Lucky
53	Mental
54	Missing
55	Mundane
56	Mystery
57	Necessary
58	News
59	Object
60	Oppose
61	Outcast
62	Overcome
63	Past
64	Peace
65	Personal
66	Persuade
67	Physical
68	Plan
69	Power
70	Prepare
71	Problem
72	Promise
73	Protect
74	Public
75	Pursue
76	Rare
77	Remote
78	Repair
79	Repeat
80	Require
81	Rescue
82	Resource
83	Response
84	Reveal
85	Revenge
86	Reversal
87	Reward
88	Skill
89	Social
90	Solution
91	Strange
92	Success
93	Tension
94	Trap
95	Travel
96	Unknown
97	Unlikely
98	Unusual
99	Urgent
100	Useful

OBJECTS

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

CHARACTER IDENTITY

1	Abandoned
2	Administrator
3	Adventurous
4	Adversary
5	Advisor
6	Ally
7	Art
8	Artist
9	Assistant
10	Athlete
11	Authority
12	Bureaucrat
13	Business
14	Combatant
15	Competitor
16	Controller
17	Crafter
18	Creator
19	Criminal
20	Deceiver
21	Deliverer
22	Dependent
23	Driver/Pilot
24	Elite
25	Enemy
26	Enforcer
27	Engineer
28	Entertainer
29	Executive
30	Expert
31	Explorer
32	Family
33	Farmer
34	Fighter
35	Fixer
36	Foreigner
37	Friend
38	Gambler
39	Gatherer
40	Guardian
41	Healer
42	Helpless
43	Hero
44	Hunter
45	Information
46	Innocent
47	Inspector
48	Intellectual
49	Investigator
50	Judge
51	Killer
52	Laborer
53	Lackey
54	Law
55	Leader
56	Legal
57	Lost
58	Mechanical
59	Mediator
60	Merchant
61	Messenger
62	Military
63	Mundane
64	Mystery
65	Official
66	Organizer
67	Outsider
68	Performer
69	Persecutor
70	Planner
71	Pleaser
72	Power
73	Prisoner
74	Professional
75	Protector
76	Public
77	Punish
78	Radical
79	Religious
80	Represent
81	Rogue
82	Ruffian
83	Ruler
84	Scholar
85	Scientist
86	Scout
87	Servant
88	Socialite
89	Soldier
90	Student
91	Subverter
92	Supporter
93	Survivor
94	Teacher
95	Thief
96	Trader
97	Victim
98	Villain
99	Wanderer
100	Warrior

ALIEN SPECIES DESCRIPTORS

1	Advanced
2	Aggressive
3	Agile
4	Amphibious
5	Ancient
6	Anxious
7	Aquatic
8	Arrogant
9	Artistic
10	Avian
11	Beautiful
12	Bizarre
13	Carapace
14	Clawed
15	Colorful
16	Combative
17	Conquering
18	Dangerous
19	Declining
20	Defensive
21	Desperate
22	Destructive
23	Dominating
24	Emotionless
25	Enormous
26	Exploitative
27	Explorers
28	Familiar
29	Fast
30	Feeble
31	Feral
32	Ferocious
33	Friendly
34	Frightening
35	Fungal
36	Furry
37	Generous
38	Gentle
39	Glowing
40	Graceful
41	Harsh
42	Helpful
43	Humanoid
44	Hungry
45	Immortal
46	Insectlike
47	Insubstantial
48	Intelligent
49	Intimidating
50	Large
51	Lethal
52	Levitating
53	Liquid
54	Mammalian
55	Many-eyed
56	Militaristic
57	Mysterious
58	Nightmarish
59	Odd
60	Oppressive
61	Passive
62	Peaceful
63	Perfect
64	Plant
65	Powered
66	Powerful
67	Powers
68	Primitive
69	Prosperous
70	Psychic
71	Reptilian
72	Robotic
73	Scary
74	Scientific
75	Secretive
76	Servitor
77	Simple
78	Skilled
79	Slender
80	Slow
81	Small
82	Smelly
83	Strange
84	Strong
85	Suffering
86	Tail
87	Tall
88	Technological
89	Tentacled
90	Threatening
91	Toothy
92	Travelers
93	Treacherous
94	Violent
95	Warlike
96	Wary
97	Watery
98	Weak
99	Wings
100	Wormish

OBJECTS

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

CITY DESCRIPTORS

1	Activity	**51**	Loud
2	Aggressive	**52**	Magnificent
3	Aromatic	**53**	Masses
4	Average	**54**	Meaningful
5	Beautiful	**55**	Mechanical
6	Bleak	**56**	Messy
7	Block	**57**	Mighty
8	Bridge	**58**	Military
9	Bustling	**59**	Miserable
10	Calm	**60**	Misfortune
11	Chaotic	**61**	Modern
12	Clean	**62**	Mountain
13	Cold	**63**	Mundane
14	Colorful	**64**	Mysterious
15	Commerce	**65**	Nature
16	Conflict	**66**	Odd
17	Control	**67**	Old
18	Crime	**68**	Oppress
19	Dangerous	**69**	Opulence
20	Dense	**70**	Peace
21	Developed	**71**	Poor
22	Dirty	**72**	Powerful
23	Efficient	**73**	Protected
24	Energy	**74**	Public
25	Enormous	**75**	Quiet
26	Environment	**76**	Rare
27	Extravagant	**77**	Reassuring
28	Festive	**78**	Remarkable
29	Flawless	**79**	River
30	Frightening	**80**	Rough
31	Government	**81**	Ruined
32	Happy	**82**	Rustic
33	Harsh	**83**	Simple
34	Healthy	**84**	Small
35	Helpful	**85**	Sparse
36	Hills	**86**	Structures
37	History	**87**	Struggle
38	Illness	**88**	Success
39	Important	**89**	Suffering
40	Impressive	**90**	Technology
41	Industry	**91**	Tension
42	Interesting	**92**	Travel
43	Intrigues	**93**	Troubled
44	Isolated	**94**	Valuable
45	Lacking	**95**	Warm
46	Lake	**96**	Water
47	Large	**97**	Weak
48	Lavish	**98**	Weather
49	Leadership	**99**	Wild
50	Liberty	**100**	Work

CIVILIZATION DESCRIPTORS

1	Active	**51**	Happy
2	Advanced	**52**	Healthy
3	Adventurous	**53**	Helpful
4	Aggressive	**54**	Helpless
5	Agricultural	**55**	Historical
6	Ancient	**56**	Important
7	Angry	**57**	Industrial
8	Anxious	**58**	Influential
9	Artistic	**59**	Intolerant
10	Average	**60**	Large
11	Beautiful	**61**	Lawful
12	Bizarre	**62**	Lawless
13	Bleak	**63**	Magnificent
14	Bold	**64**	Mighty
15	Bureaucratic	**65**	Militaristic
16	Carefree	**66**	Miserable
17	Careful	**67**	Modern
18	Careless	**68**	Mundane
19	Cautious	**69**	Mysterious
20	Classy	**70**	Old
21	Clean	**71**	Open
22	Colorful	**72**	Oppressive
23	Combative	**73**	Peaceful
24	Commercial	**74**	Polite
25	Competitive	**75**	Poor
26	Constructive	**76**	Powerful
27	Controlling	**77**	Primitive
28	Crazy	**78**	Punitive
29	Creative	**79**	Quaint
30	Creepy	**80**	Religious
31	Cruel	**81**	Ruined
32	Curious	**82**	Rustic
33	Dangerous	**83**	Ruthless
34	Declining	**84**	Scary
35	Defiant	**85**	Simple
36	Delightful	**86**	Small
37	Developed	**87**	Strange
38	Disagreeable	**88**	Strong
39	Distrustful	**89**	Struggling
40	Dominant	**90**	Successful
41	Dull	**91**	Suffering
42	Efficient	**92**	Suppressed
43	Expanding	**93**	Suspicious
44	Failed	**94**	Treacherous
45	Famous	**95**	Warlike
46	Fearful	**96**	Weak
47	Festive	**97**	Wealthy
48	Free	**98**	Welcoming
49	Generous	**99**	Wild
50	Greedy	**100**	Young

CREATURE ABILITIES

1	Ambush	**51**	Imprison
2	Animate	**52**	Increase
3	Armor	**53**	Intelligent
4	Arrive	**54**	Itself
5	Attach	**55**	Lethal
6	Attack	**56**	Light
7	Attract	**57**	Limited
8	Bite	**58**	Mind
9	Block	**59**	Move
10	Blunt	**60**	Multiple
11	Break	**61**	Natural
12	Breath	**62**	Normal
13	Carry	**63**	Open
14	Change	**64**	Others
15	Climb	**65**	Paralyze
16	Cold	**66**	Physical
17	Common	**67**	Pierce
18	Communicate	**68**	Poison
19	Conceal	**69**	Power
20	Contact	**70**	Protection
21	Control	**71**	Proximity
22	Create	**72**	Pursue
23	Damage	**73**	Ranged
24	Dark	**74**	Rechargeable
25	Death	**75**	Resistance
26	Deceive	**76**	Self-Sufficient
27	Decrease	**77**	Senses
28	Defense	**78**	Skill
29	Depower	**79**	Sleep
30	Detect	**80**	Speed
31	Disrupt	**81**	Spy
32	Distract	**82**	Stealth
33	Dominate	**83**	Stop
34	Drain	**84**	Strange
35	Element	**85**	Stun
36	Energy	**86**	Substance
37	Enhanced	**87**	Summon
38	Entangle	**88**	Suppress
39	Environment	**89**	Swim
40	Extra	**90**	Take
41	Fear	**91**	Telepathy
42	Fight	**92**	Touch
43	Fire	**93**	Transform
44	Flight	**94**	Travel
45	Harm	**95**	Trick
46	Heal	**96**	Uncommon
47	Illness	**97**	Vision
48	Illusion	**98**	Vulnerable
49	Imitate	**99**	Weak
50	Immune	**100**	Weapon

CREATURE DESCRIPTORS

1	Aggressive	**51**	Mammalian
2	Agile	**52**	Mandibles
3	Air	**53**	Masculine
4	Alien	**54**	Mechanical
5	Amorphous	**55**	Metallic
6	Animal	**56**	Movement
7	Aquatic	**57**	Multiple
8	Armored	**58**	Mutant
9	Avian	**59**	Natural
10	Beast	**60**	Nature
11	Beautiful	**61**	Nightmarish
12	Body	**62**	Object
13	Bony	**63**	Odorous
14	Carapace	**64**	Passive
15	Clawed	**65**	Plant
16	Clothed	**66**	Reptilian
17	Cold	**67**	Robotic
18	Color	**68**	Rooted
19	Composite	**69**	Rough
20	Constructed	**70**	Shape
21	Decayed	**71**	Shifting
22	Defensive	**72**	Silent
23	Dripping	**73**	Simple
24	Elements	**74**	Slender
25	Exotic	**75**	Small
26	Extra Limbs	**76**	Solitary
27	Fangs	**77**	Spider-like
28	Feminine	**78**	Spiked
29	Feral	**79**	Steaming
30	Filthy	**80**	Sticky
31	Fire	**81**	Stinger
32	Fungal	**82**	Strange
33	Furry	**83**	Strong
34	Gaunt	**84**	Supernatural
35	Glowing	**85**	Tail
36	Group	**86**	Tentacled
37	Growling	**87**	Tongue
38	Healthy	**88**	Toothy
39	Horns	**89**	Transparent
40	Humanoid	**90**	Tree-like
41	Inscribed	**91**	Twisted
42	Insect-like	**92**	Undead
43	Insubstantial	**93**	Unnatural
44	Intelligent	**94**	Verbal
45	Intimidating	**95**	Warm
46	Large	**96**	Weak
47	Levitating	**97**	Weapon
48	Limited	**98**	Wings
49	Liquid	**99**	Wooden
50	Loud	**100**	Wormish

FOREST DESCRIPTORS

1	Adversity	**51**	Lethal
2	Aggressive	**52**	Loud
3	Ambush	**53**	Magnificent
4	Ancient	**54**	Majestic
5	Animal	**55**	Masses
6	Aromatic	**56**	Mature
7	Art	**57**	Message
8	Assist	**58**	Mighty
9	Average	**59**	Mundane
10	Beautiful	**60**	Mysterious
11	Bizarre	**61**	Natural
12	Bleak	**62**	Nature
13	Block	**63**	Nondescript
14	Boulder	**64**	Normal
15	Cave	**65**	Odd
16	Chaotic	**66**	Old
17	Cliff	**67**	Path
18	Cold	**68**	Peaceful
19	Colorful	**69**	Plants
20	Combative	**70**	Pond
21	Communicate	**71**	Possessions
22	Creepy	**72**	Powerful
23	Damaged	**73**	Pursue
24	Danger	**74**	Quiet
25	Dark	**75**	Rare
26	Death	**76**	Reassuring
27	Delicate	**77**	Remarkable
28	Dry	**78**	River
29	Elements	**79**	Rocks
30	Encounter	**80**	Rough
31	Enormous	**81**	Ruined
32	Environment	**82**	Scary
33	Fearful	**83**	Simple
34	Feeble	**84**	Slope
35	Fierce	**85**	Small
36	Food	**86**	Sounds
37	Fortunate	**87**	Strange
38	Fresh	**88**	Strong
39	Harsh	**89**	Threatening
40	Healthy	**90**	Tranquil
41	Helpful	**91**	Tree
42	Important	**92**	Unusual
43	Information	**93**	Valuable
44	Intense	**94**	Violent
45	Interesting	**95**	Warm
46	Lacking	**96**	Watery
47	Lake	**97**	Weak
48	Large	**98**	Weather
49	Lean	**99**	Wild
50	Ledge	**100**	Young

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

POWERS

1	Absorb	**51**	Heat
2	Adversity	**52**	Help
3	Alter	**53**	Hide
4	Animate	**54**	Illusion
5	Assist	**55**	Imbue
6	Attach	**56**	Immunity
7	Attack	**57**	Increase
8	Block	**58**	Information
9	Body	**59**	Life
10	Change	**60**	Light
11	Chemical	**61**	Limb
12	Cold	**62**	Limited
13	Colorful	**63**	Location
14	Combat	**64**	Magic
15	Combine	**65**	Major
16	Communicate	**66**	Manipulate
17	Control	**67**	Matter
18	Cosmetic	**68**	Mental
19	Create	**69**	Minor
20	Creature	**70**	Natural
21	Damage	**71**	Nature
22	Dark	**72**	Object
23	Death	**73**	Others
24	Deceive	**74**	Physical
25	Defense	**75**	Plants
26	Delay	**76**	Poison
27	Destroy	**77**	Power
28	Detect	**78**	Protect
29	Dimensions	**79**	Radius
30	Diminish	**80**	Ranged
31	Disrupt	**81**	Reflect
32	Distance	**82**	Repel
33	Dominate	**83**	Resistance
34	Duplicate	**84**	Reveal
35	Electricity	**85**	Self
36	Elements	**86**	Sense
37	Emission	**87**	Skill
38	Emotion	**88**	Spirit
39	Enemies	**89**	Stealth
40	Energy	**90**	Strange
41	Enhance	**91**	Summon
42	Environment	**92**	Switch
43	Explosion	**93**	Take
44	Extra	**94**	Technology
45	Fire	**95**	Time
46	Flight	**96**	Transform
47	Free	**97**	Trap
48	Friend	**98**	Travel
49	Harm	**99**	Weapon
50	Heal	**100**	Weather

STARSHIP DESCRIPTORS

1	Activity	**51**	Magnificent
2	Adversity	**52**	Maintenance
3	Assist	**53**	Meaningful
4	Automated	**54**	Mechanical
5	Battle	**55**	Message
6	Beautiful	**56**	Messy
7	Bestow	**57**	Mighty
8	Bleak	**58**	Military
9	Block	**59**	Modern
10	Bright	**60**	Multiple
11	Business	**61**	Mundane
12	Clean	**62**	Mysterious
13	Cold	**63**	Natural
14	Colorful	**64**	Normal
15	Combative	**65**	Odd
16	Communicate	**66**	Portal
17	Computer	**67**	Possessions
18	Contain	**68**	Power
19	Control	**69**	Powerful
20	Creepy	**70**	Prison
21	Crew	**71**	Protection
22	Damaged	**72**	Quiet
23	Danger	**73**	Rare
24	Dark	**74**	Reassuring
25	Death	**75**	Remarkable
26	Defense	**76**	Resources
27	Elaborate	**77**	Room
28	Empty	**78**	Rough
29	Energy	**79**	Ruined
30	Engine	**80**	Scary
31	Enormous	**81**	Security
32	Environment	**82**	Simple
33	Escape	**83**	Small
34	Exit	**84**	Sounds
35	Exterior	**85**	Start
36	Fear	**86**	Stop
37	Food	**87**	Storage
38	Full	**88**	Strange
39	Hall	**89**	Supplies
40	Health	**90**	Survival
41	Helpful	**91**	System
42	Important	**92**	Tactics
43	Information	**93**	Technology
44	Inquire	**94**	Travel
45	Interesting	**95**	Unusual
46	Lacking	**96**	Valuable
47	Large	**97**	Vehicle
48	Lavish	**98**	Warm
49	Lethal	**99**	Weapon
50	Loud	**100**	Work

TERRAIN DESCRIPTORS

1	Abandoned	**51**	Mechanical
2	Abundant	**52**	Message
3	Activity	**53**	Mighty
4	Advanced	**54**	Misfortune
5	Allies	**55**	Mountainous
6	Ancient	**56**	Multiple
7	Animals	**57**	Mundane
8	Atmosphere	**58**	Mysterious
9	Barren	**59**	Natural
10	Beautiful	**60**	Nature
11	Bizarre	**61**	Nondescript
12	Catastrophe	**62**	Ocean
13	Chaotic	**63**	Odd
14	City	**64**	Peaceful
15	Civilization	**65**	People
16	Cliffs	**66**	Plants
17	Clouds	**67**	Populated
18	Cold	**68**	Powerful
19	Colorful	**69**	Primitive
20	Combative	**70**	Rain
21	Communicate	**71**	Rare
22	Conflict	**72**	Remarkable
23	Damaged	**73**	Resourceful
24	Danger	**74**	Riches
25	Defense	**75**	River
26	Desert	**76**	Rocky
27	Dry	**77**	Rough
28	Dull	**78**	Ruined
29	Elements	**79**	Ruins
30	Empty	**80**	Sandy
31	Energy	**81**	Scary
32	Enormous	**82**	Simple
33	Environment	**83**	Small
34	Fertile	**84**	Strange
35	Frightening	**85**	Strong
36	Habitable	**86**	Technology
37	Harsh	**87**	Threatening
38	Hazy	**88**	Toxic
39	Healthy	**89**	Tranquil
40	Helpful	**90**	Trees
41	Hostile	**91**	Unusual
42	Hot	**92**	Valuable
43	Intense	**93**	Violent
44	Interesting	**94**	Warm
45	Large	**95**	Water
46	Lethal	**96**	Weak
47	Life	**97**	Weather
48	Lovely	**98**	Wild
49	Magnificent	**99**	Windy
50	Masses	**100**	Wonders

CHARACTER CONVERSATIONS

1	Abuse	**51**	Ideas
2	Advice	**52**	Inform
3	Aggressive	**53**	Innocent
4	Agree	**54**	Inquire
5	Amusing	**55**	Intense
6	Angry	**56**	Interesting
7	Anxious	**57**	Intolerance
8	Assist	**58**	Irritating
9	Awkward	**59**	Joyful
10	Betray	**60**	Judgmental
11	Bizarre	**61**	Juvenile
12	Bleak	**62**	Kind
13	Bold	**63**	Leadership
14	Business	**64**	Lie
15	Calm	**65**	Loud
16	Careful	**66**	Loving
17	Careless	**67**	Loyal
18	Cautious	**68**	Macabre
19	Cheerful	**69**	Mature
20	Classy	**70**	Meaningful
21	Cold	**71**	Miserable
22	Colorful	**72**	Mistrust
23	Combative	**73**	Mocking
24	Crazy	**74**	Mundane
25	Creepy	**75**	Mysterious
26	Curious	**76**	News
27	Defiant	**77**	Nice
28	Delightful	**78**	Normal
29	Disagreeable	**79**	Odd
30	Dispute	**80**	Offensive
31	Efficient	**81**	Official
32	Energetic	**82**	Oppose
33	Enthusiastic	**83**	Peace
34	Excited	**84**	Plans
35	Fearful	**85**	Playful
36	Fierce	**86**	Polite
37	Foolish	**87**	Positive
38	Frantic	**88**	Praise
39	Frightening	**89**	Quarrelsome
40	Generous	**90**	Quiet
41	Gentle	**91**	Reassuring
42	Glad	**92**	Refuse
43	Grateful	**93**	Rude
44	Haggle	**94**	Rumor
45	Happy	**95**	Simple
46	Harsh	**96**	Threatening
47	Hasty	**97**	Truce
48	Helpful	**98**	Trust
49	Helpless	**99**	Warm
50	Hopeless	**100**	Wild

CRYPTIC MESSAGE

1	Abandoned	**51**	Language
2	Activity	**52**	Leadership
3	Adventure	**53**	Legal
4	Adversity	**54**	Legend
5	Advice	**55**	Liberty
6	Allies	**56**	Lies
7	Anger	**57**	Lost
8	Bestow	**58**	Love
9	Betray	**59**	Malice
10	Bizarre	**60**	Messy
11	Bleak	**61**	Misfortune
12	Business	**62**	Mistrust
13	Care	**63**	Move
14	Colorful	**64**	Mundane
15	Communicate	**65**	Mysterious
16	Conflict	**66**	Neglect
17	Creepy	**67**	Normal
18	Damaged	**68**	Obscured
19	Danger	**69**	Official
20	Death	**70**	Old
21	Deceive	**71**	Oppose
22	Defiant	**72**	Partial
23	Dispute	**73**	Passion
24	Divide	**74**	Plans
25	Emotions	**75**	Possessions
26	Enemies	**76**	Power
27	Environment	**77**	Propose
28	Evil	**78**	Punish
29	Expose	**79**	Pursue
30	Failure	**80**	Rare
31	Fame	**81**	Reassuring
32	Fear	**82**	Recipient
33	Fight	**83**	Reveal
34	Frantic	**84**	Riches
35	Free	**85**	Riddle
36	Friendship	**86**	Rumor
37	Goals	**87**	Secret
38	Good	**88**	Start
39	Guide	**89**	Stop
40	Harm	**90**	Strange
41	Help	**91**	Struggle
42	Helpful	**92**	Success
43	Hidden	**93**	Tension
44	Hope	**94**	Threaten
45	Horrible	**95**	Truce
46	Important	**96**	Trust
47	Information	**97**	Unknown
48	Innocent	**98**	Vengeance
49	Instruction	**99**	Violence
50	Intrigues	**100**	Warning

STAR NAME FOCUS

D100	RESULT
1-60	**STAR NAME:** Roll on the Star Name Meaning tables, First Half and Second Half. Combine them as rolled, or use them as inspiration for a star name. *For example, "X" and "an" could be Xan, Xanthar, etc.*
61-70	**STAR NAME + PRIME:** Same as Star Name, except add "Prime" or "Alpha" after the name.
71-85	**STAR NAME + NUMBER:** Same as Star Name, except add a number designation after it by rolling d100 twice. *For example, 19 and 24 could be Xan-1924.*
86-100	**DESIGNATION:** Roll on the Star Name First Half table twice, but only use the first letter of each rolled result. Add a number after by rolling d100 twice. *For example, rolls of "Cap", "H", 20", and "11" would be star CH-2011.*

STAR NAME

FIRST HALF

1	A	**51**	Les
2	Absol	**52**	M
3	Achery	**53**	Ma
4	Acr	**54**	Mouh
5	Aldeb	**55**	N
6	Alt	**56**	Nash
7	Andr	**57**	Nos
8	Ant	**58**	Nus
9	Arct	**59**	O
10	B	**60**	Ogm
11	Ba	**61**	Ok
12	Barn	**62**	Ori
13	Bat	**63**	P
14	C	**64**	Par
15	Can	**65**	Pav
16	Cap	**66**	Ph
17	Cast	**67**	Pho
18	D	**68**	Proc
19	Dab	**69**	Q
20	Dal	**70**	Qu
21	Danf	**71**	R
22	Drac	**72**	Ras
23	E	**73**	Reg
24	Ebl	**74**	Rig
25	El	**75**	S
26	F	**76**	Sa
27	Fel	**77**	Sag
28	Fom	**78**	Sans
29	Form	**79**	Sir
30	G	**80**	T
31	Gacr	**81**	Ta
32	Graff	**82**	Th
33	Grum	**83**	Torc
34	H	**84**	U
35	Had	**85**	Ukl
36	He	**86**	Ur
37	Hun	**87**	Urs
38	I	**88**	V
39	Illyr	**89**	Veg
40	Inq	**90**	Ver
41	Ir	**91**	W
42	Iz	**92**	Wo
43	J	**93**	X
44	Jabb	**94**	Xi
45	Jish	**95**	Xu
46	K	**96**	Y
47	Kent	**97**	Yild
48	Kosj	**98**	Z
49	L	**99**	Zan
50	Lern	**100**	Zib

SECOND HALF

1	a	**51**	ia
2	ab	**52**	iah
3	act	**53**	ian
4	afnir	**54**	ias
5	ah	**55**	ibal
6	air	**56**	igae
7	akan	**57**	ih
8	alas	**58**	ihe
9	alhaut	**59**	ika
10	ami	**60**	il
11	an	**61**	ildun
12	ana	**62**	ilii
13	ang	**63**	ilmun
14	ania	**64**	im
15	aph	**65**	iph
16	ar	**66**	ira
17	aran	**67**	itate
18	ard	**68**	ium
19	ares	**69**	ius
20	armatha	**70**	iw
21	asat	**71**	nath
22	asp	**72**	oeia
23	asym	**73**	oit
24	atar	**74**	on
25	ati	**75**	ondor
26	attle	**76**	onis
27	aurus	**77**	opus
28	ausi	**78**	or
29	axa	**79**	orea
30	eal	**80**	orum
31	eb	**81**	osa
32	ecca	**82**	oun
33	ectra	**83**	uange
34	ed	**84**	uban
35	ega	**85**	ui
36	eh	**86**	uk
37	ekdu	**87**	ular
38	el	**88**	ulus
39	elis	**89**	un
40	ella	**90**	una
41	en	**91**	uni
42	ena	**92**	uri
43	eng	**93**	urren
44	enka	**94**	ursa
45	enos	**95**	urus
46	erna	**96**	usica
47	ertas	**97**	utno
48	esath	**98**	ux
49	eumleo	**99**	uy
50	euse	**100**	ze

PLANET NAME FOCUS

ROLL	RESULT
1-60	**PLANET NAME:** Roll on the Planet Name Meaning tables, First Half and Second Half. Combine them as rolled, or use them as inspiration for a planet name. *For example, "Kal" and "apra" could be Kalapra, Calpra, etc.*
61-70	**PLANET NAME + PRIME:** Same as Planet Name, except add "Prime" or "Alpha" after the name.
71-85	**PLANET NAME + NUMBER:** Same as Planet Name, except add a number after it by rolling d100 twice. *For example, 31 and 42 could be Kalapra-3142.*
86-100	**DESIGNATION:** Roll on the Planet Name First Half table twice, but only use the first letter of each rolled result. Add a number after by rolling d100 twice.

PLANET NAME

FIRST HALF

1	A	**51**	Lin
2	Adr	**52**	Lys
3	Aer	**53**	M
4	Alm	**54**	Magn
5	Alt	**55**	Math
6	Am	**56**	Melm
7	Anyt	**57**	Merc
8	Ar	**58**	Met
9	Ard	**59**	Mim
10	Ast	**60**	Mo
11	B	**61**	N
12	C	**62**	O
13	Call	**63**	Obs
14	Cap	**64**	Ori
15	Car	**65**	P
16	Ceph	**66**	Pas
17	Cori	**67**	Pele
18	Cors	**68**	Phae
19	D	**69**	Pho
20	Da	**70**	Pl
21	Dac	**71**	Q
22	Dei	**72**	R
23	E	**73**	Rak
24	Ed	**74**	Rhe
25	Eg	**75**	Rom
26	El	**76**	Ros
27	Er	**77**	S
28	Eu	**78**	Sin
29	Eur	**79**	Sol
30	F	**80**	T
31	G	**81**	Ta
32	Ga	**82**	Term
33	Gall	**83**	Terr
34	Gan	**84**	Th
35	Gas	**85**	Them
36	Gen	**86**	Ti
37	Glob	**87**	Tor
38	H	**88**	U
39	Hal	**89**	Ur
40	Him	**90**	V
41	Hyp	**91**	Val
42	I	**92**	Ven
43	Id	**93**	Ven
44	J	**94**	Vog
45	Ju	**95**	W
46	K	**96**	Wo
47	Kal	**97**	X
48	Kron	**98**	Xan
49	Kry	**99**	Y
50	L	**100**	Z

SECOND HALF

1	a	**51**	iaq
2	ac	**52**	ica
3	adus	**53**	ican
4	agua	**54**	ichi
5	ah	**55**	icon
6	aka	**56**	id
7	ake	**57**	ides
8	alia	**58**	ilia
9	althea	**59**	imia
10	amund	**60**	inda
11	an	**61**	ines
12	ance	**62**	inus
13	andra	**63**	ion
14	anke	**64**	iope
15	ant	**65**	iorix
16	antu	**66**	ir
17	ao	**67**	is
18	apetus	**68**	isto
19	apra	**69**	isus
20	ara	**70**	iter
21	aris	**71**	o
22	ars	**72**	oal
23	arth	**73**	oebe
24	arus	**74**	olis
25	arvos	**75**	olla
26	as	**76**	on
27	astea	**77**	ona
28	ate	**78**	one
29	atea	**79**	opa
30	atis	**80**	ope
31	avis	**81**	orn
32	awa	**82**	os
33	ea	**83**	oth
34	ebe	**84**	ra
35	ebos	**85**	rey
36	ede	**86**	ron
37	en	**87**	thea
38	ene	**88**	ulo
39	enia	**89**	ulus
40	ere	**90**	ungar
41	eria	**91**	ura
42	erion	**92**	ury
43	ero	**93**	us
44	esina	**94**	uta
45	esis	**95**	utin
46	eso	**96**	uvis
47	etheus	**97**	x
48	ethon	**98**	yl
49	eus	**99**	yria
50	ia	**100**	yx

STAR SYSTEM FEATURE FOCUS			
OUTER D100	MIDDLE D100	INNER D100	STAR SYSTEM FEATURE
1-20	1-6	1-2	**COLD DEAD WORLD:** A frozen, icy planet that seems devoid of life. Still, something there is of possible interest to you.
21-30	7-18	3-4	**ASTEROID BELT:** This is a massive field of asteroids and space rock that ring the entire Layer. Travel through the belt may be hazardous at times.
31-32	19-20	5-8	**CIVILIZATION ARTIFACT:** You find a remnant of an alien civilization. It could be pieces of a ship, a satellite, or some other evidence that someone was once here and is probably long gone.
33-34	21-22	9-10	**STRANGE ENERGY:** There is an unusual source of power or energy in this star system. This could be some kind of energized cloud, an artificial object like a small manufactured sun, or some other oddity that is powerful.
35-37	23-24	11-12	**ROUGH PATCH:** There is some kind of spacial anomaly in this Layer that may be hazardous to travel through. It could be high levels of radiation, abnormal gravity fluctuations, a tear in space-time, or even something stranger.
38	25-26	13-16	**LIVING PLANET, HOSTILE TO HUMANS:** A planet abundant with life, such as plants and animals. However, it's not suitable for humans without environmental protection. These are places where life has evolved along lines different than Earths.
39	27-28	17-20	**LIVING, EARTH-LIKE PLANET:** A planet with plants, animals, oceans, and a breathable atmosphere. It is about as close to being Earth without actually being on Earth. Still, it's another world, and will have its own unique features.
40-41	29-30	21-24	**SPACE FARING SPECIES:** This star system is home to a space faring species, you're detecting something of theirs right now. This could be a ship, a space station, a mining operation, or just about anything.
42-43	31-32	25-26	**IT'S BIG AND IT'S WEIRD:** This Feature is something really big, and really strange. We're talking big even by star system standards. This could be natural, artificial, or unknown. Examples could include two planets tethered together by a giant beam of energy, or an artificial sphere around the sun collecting it's energy.

STAR SYSTEM FEATURE FOCUS			
OUTER D100	MIDDLE D100	INNER D100	STAR SYSTEM FEATURE
44-47	33-36	27-30	**SOMETHING ABOUT THE STAR:** There's something unusual about the star in this system. This can be something naturally unusual, such as a binary system with two stars orbiting each other, or something very unusual such as the star is not a star at all but a contained black hole.
48-49	37-38	31-32	**STRANGE PHENOMENON:** There's something in this star system that defies physics, yet there it is. It's naturally occurring (or at least seems to be). For instance, a wormhole in space that will travel you instantly to another point in the universe or a temporal distortion field that will throw your ship back in time.
53-55	39-44	33-46	**HOT DEAD WORLD:** A planet so hot surely nothing can live on it. Still, something there is of possible interest to you.
56-64	45-56	47-62	**SOLID PLANET OF INTEREST:** It's a planet, apparently devoid of life, but it has a complex and interesting geological system. These are planets that aren't cold or hot dead worlds, or worlds with abundant life, but they offer their own natural richness. The planet is solid and can be landed on and explored.
65-70	57-68	63-76	**INTERESTING MOON:** A moon orbiting a planet draws your attention for some reason.
71-72	69-80	77-80	**GAS PLANET OF INTEREST:** It's a large planet formed of gases with no apparent solid space inside. There is something of interest there for you.
73-82	81-86	81-84	**ROCK OF INTEREST:** A large asteroid, or perhaps a dwarf planet or untethered moon, has caught your attention for some reason.
83-84	87-88	85-88	**WE'RE NOT ALONE:** There's another ship or ships here, doing something.
85-90	89-94	89-92	**SOMETHING IS OUT THERE:** You detect something, but you don't know what it is. It's a signal, or a beacon, or an energy signature. Something. You know generally where it's coming from, but that's all. The only way to know more is to go investigate it.
91-100	95-100	93-100	**RANDOM:** There is no special Context for the Feature, roll directly on the Star System Feature Meaning table and make an interpretation. This could be anything.

STAR SYSTEM FEATURES

1	Abnormal
2	Aggressive
3	Alien
4	Anomaly
5	Artificial
6	Asteroid
7	Battle
8	Beam
9	Beautiful
10	Bizarre
11	Bright
12	Broken
13	Burst
14	Catastrophe
15	Chaos
16	Character
17	Civilization
18	Cloud
19	Cold
20	Colorful
21	Comet
22	Communication
23	Conceal
24	Conflict
25	Connected
26	Control
27	Create
28	Damage
29	Danger
30	Dark
31	Debris
32	Declining
33	Defense
34	Destroyed
35	Distortion
36	Elements
37	Enemy
38	Energy
39	Enormous
40	Environment
41	Expanding
42	Fragile
43	Fragment
44	Friend
45	Gas
46	Goal
47	Gravity
48	Group
49	Guide
50	Helpful
51	Hot
52	Ice
53	Inert
54	Large
55	Life
56	Light
57	Location
58	Machine
59	Magnetism
60	Mineral
61	Moon
62	Multiple
63	Mundane
64	Mysterious
65	Natural
66	New
67	Obstacle
68	Old
69	Orbit
70	Pale
71	Partial
72	Particles
73	People
74	Phenomenon
75	Physics
76	Planet
77	Powerful
78	Radiation
79	Rare
80	Resources
81	Shape
82	Ship
83	Signal
84	Simple
85	Size
86	Small
87	Solid
88	Space
89	Star
90	Strange
91	Technology
92	Threatening
93	Time
94	Unusual
95	Useful
96	Valuable
97	Warning
98	Water
99	Wondrous
100	Wreckage

STAR SYSTEM EVENTS

1	Activate
2	Alarm
3	Alien
4	Ambush
5	Asteroid
6	Atmosphere
7	Attack
8	Battle
9	Business
10	Celebrate
11	Change
12	Chaos
13	Close
14	Collision
15	Communication
16	Completion
17	Conflict
18	Control
19	Create
20	Crew
21	Crisis
22	Damage
23	Danger
24	Deceive
25	Decrease
26	Defend
27	Delay
28	Deny
29	Destroy
30	Detection
31	Dispute
32	Distant
33	Distress
34	Emergency
35	Enemy
36	Energy
37	Environment
38	Equipment
39	Explosion
40	Failure
41	Fear
42	Flee
43	Fortunate
44	Friend
45	Goal
46	Government
47	Gravity
48	Group
49	Guide
50	Harm
51	Help
52	Hidden
53	Hinder
54	Hope
55	Important
56	Increase
57	Inform
58	Information
59	Inspect
60	Location
61	Mechanical
62	Military
63	Move
64	Multiple
65	Mundane
66	Mystery
67	Natural
68	Natural
69	Navigation
70	Needs
71	News
72	Object
73	Obstacle
74	Oppose
75	Path
76	Personal
77	Planet
78	Plot
79	Portal
80	Power
81	Problem
82	Project
83	Protect
84	Proximity
85	Pursuit
86	Resources
87	Reward
88	Salvage
89	Ship
90	Signal
91	Star
92	Strange
93	Technology
94	Trap
95	Unfortunate
96	Unknown
97	Valuable
98	Warning
99	Weapon
100	Wreckage

FOUND JOURNAL

1	Accident
2	Action
3	Adventure
4	Amazement
5	Ambition
6	Anger
7	Art
8	Attack
9	Betray
10	Business
11	Change
12	Character
13	Confession
14	Conflict
15	Consequence
16	Control
17	Create
18	Danger
19	Death
20	Deception
21	Desperation
22	Destroy
23	Diary
24	Disaster
25	Discovery
26	Disrupt
27	Emotion
28	Enemy
29	Energy
30	Environment
31	Escape
32	Evidence
33	Experience
34	Experiment
35	Explanation
36	Failure
37	Family
38	Fear
39	Fight
40	Find
41	Free
42	Friend
43	Goal
44	Group
45	Guide
46	Guilt
47	Harm
48	Heal
49	Help
50	Hide
51	Hope
52	Important
53	Information
54	Injustice
55	Innocent
56	Instructions
57	Justice
58	Location
59	Loss
60	Love
61	Misfortune
62	Mundane
63	Mystery
64	Nature
65	News
66	Object
67	Obligation
68	Observed
69	Official
70	Outcast
71	Overcome
72	Past
73	People
74	Personal
75	Persuade
76	Plan
77	Plea
78	Power
79	Pride
80	Problem
81	Promise
82	Regret
83	Repair
84	Report
85	Rescue
86	Reveal
87	Reward
88	Science
89	Secret
90	Solution
91	Strange
92	Success
93	Survivor
94	Travel
95	Unexpected
96	Urgent
97	Useful
98	Warning
99	Witness
100	Work

STAR SYSTEM LAYERS		
D10	**LAYER**	**DESCRIPTION**
1-2	**Outer Rim**	**WHAT IT'S USUALLY LIKE:** This is the furthest reaches of the system, where's the star's gravitational pull is the weakest and the energy from it at its lowest. This is the largest part of a star system by pure vastness of area, but it is usually the least populated by Features. **PLANETS AND COMMON FEATURES:** Planets in the Outer Rim are usually small, cold, and lifeless. This is where the least energy reaches, so nature just doesn't have a lot to work with. If star systems had garages, it would be the Outer Rim because this is where a lot of material that didn't turn into planets, and other discard objects, end up forever circling the star.
3-5	**Middle Sphere**	**WHAT IT'S USUALLY LIKE:** The Middle Sphere is the vast region between the Outer Rim and the Inner Region. This is usually an active place, with planets and asteroid belts and possible anomalies. When objects, such as asteroids, enter a star system and make it past the Outer Rim they usually end up caught up in the Middle Sphere. **PLANETS AND COMMON FEATURES:** Planets are common in the Middle Sphere. You are likely to find massive gas planets and planets in the Middle Sphere usually have more moons than planets in other Layers. If the star system feature an intelligent, space-faring civilization, you may find evidence of them in the Middle Sphere as asteroid mining operations or space bases. However, the Middle Sphere is only marginally more likely to hold life than the Outer Rim.
6-10	**Inner Region**	**WHAT IT'S USUALLY LIKE:** This is the warmest, most energy rich part of the system, closest to the star. This Layer usually has planets and other Features. **PLANETS AND COMMON FEATURES:** Planets within the Inner Region are the most likely to hold life. If the star system is home to a space traveling species, their home planet is probably in the Inner Region. While the innermost part of this Layer can be too hot for life, the outer portion is the "goldilocks" area where the amount of energy from the star is just right to foster life. Or at least, life as we know it. In star systems with civilizations that have reached for space, this is likely to be their busiest Layer.

STAR SYSTEM CHART

STAR NAME

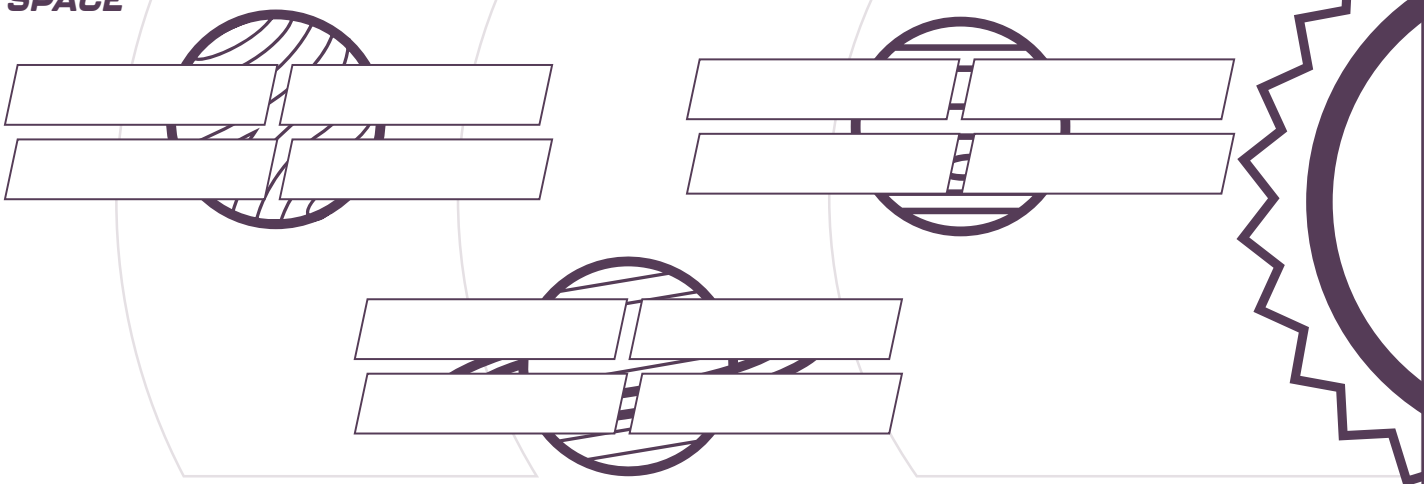
SYSTEM MAP

DEEP SPACE

OUTER RIM

MIDDLE SPHERE

INNER REGION



SYSTEM DETAILS

DETAIL NAME

KNOWN DATA

DETAIL NAME

KNOWN DATA

DETAIL NAME

KNOWN DATA

DETAIL NAME

KNOWN DATA

DETAIL NAME

KNOWN DATA

DETAIL NAME

KNOWN DATA

"IS THERE AN EVENT?"	
ANSWER	**INTERPRETATION**
YES	There is an Event. Roll on the Star System Events Focus table, and the Star System Events Meaning table.
EXCEPTIONAL YES	There are two Events. Roll on the Star System Events Focus table and the Star System Events Meaning table for the first Event. When that is resolved, create a second Event in the same way. This second Event can take place immediately after in the same Scene, or it can wait until the next Scene, whichever seems most fitting.
NO	There is no Event at this time.
EXCEPTIONAL NO	There is no Event at this time, and there won't be one in the next Layer either.
RANDOM EVENT	Generate the Random Event as part of the Star System Event, if there is one. If there isn't, then this is a standard Random Event.

STAR SYSTEM EVENT FOCUS	
ROLL	**RESULT**
1-5	**ENEMY ACTION:** Your ship is attacked by an enemy. If you have enemies then it's probably one of them. If not, you have enemies now.
6-15	**CHECK ENGINE LIGHT ON:** Your ship develops a problem that requires immediate attention. For instance, this could be a random mechanical failure, or some hazardous interaction with something in the star system.
16-20	**LAND IMMEDIATELY:** You must land as soon as possible somewhere in the star system. The reason for the emergency landing could be just about anything, from mechanical trouble to pursuit from an enemy where your best course of action is to hide on a planet.
21-30	**ADDITIONAL FEATURE:** You discover another Star System Feature not previously detected. Generate a new Feature using the Star System Feature rules. This new Feature is in addition to the original d4+2 generated and is located in the Layer you are currently in.
31-35	**DRAMA IN THE SHIP:** Something happens on board your ship. This doesn't necessarily have anything to do with the star system itself. Roll a Random Event that takes place within the ship.
36-40	**OBJECTS IN SPACE:** Your ship detects something floating in space outside the ship. You had not previously detected it until getting closer. Roll on the Objects Meaning table for inspiration of what it is. If it's an active item, roll on the Action Meaning tables for what it is doing.
41-45	**IS THERE ANYBODY OUT THERE?:** You receive a message from somewhere in the star system. This could be a recorded, repeating message, like a distress call, or a live person making direct contact. Use the Character Conversation or Cryptic Message Meaning tables, whichever you think is more appropriate. Roll on the Star System Layers table to determine which Layer in the system the message is coming from. If that Layer has any Features in it, the message is from one of those Features.
46-55	**SOMEONE ELSE'S PROBLEM:** You detect another ship that is dealing with something. Roll on the Starship Descriptors Meaning table for inspiration about the ship, and the Action Meaning tables for what they're dealing with. It could be anything from battling another ship to engaging in a salvage operation. It's up to you whether you want to approach them or not.
56-80	**WE NEED TO CHECK THIS OUT:** Someone other than the Player Character, perhaps a crew member or ship's computer, makes a strong suggestion to investigate one of the system's Features. Roll on the Action Meaning tables for why they want this, with Context that they think it is very important.
81-100	**RANDOM:** There is no additional Context with this Event, roll on the Star System Events Meaning table for inspiration.

FOUND JOURNAL ORIGIN FOCUS

ROLL	RESULT
1-20	**I NEED TO EXPLAIN WHAT HAPPENED HERE:** The found journal is located from the site of a disaster or crisis where there are no survivors and appears to explain what happened.
21-45	**DEAR DIARY:** The found journal is a personal diary or work log from someone telling the story of something they experienced or witnessed.
46-50	**CALL TO ACTION:** The found journal is an account of something that happened, and an urgent appeal for the reader to do something that the journal author either could not do or failed to do. Consider it Context for your found journal adventure that the author of the journal will, at some point, ask the reader to do something. The request may be overt, such as "You must trap the beast!" or implied, such as the journal including a map to something the journal creator hid.
51-70	**IT STARTED OFF INNOCENTLY ENOUGH:** The found journal starts off as an innocent and intentional account of something. For instance, it may be a video recording made by tourists visiting a foreign city. Events take a dramatic turn, however. When constructing this found journal adventure, treat it as Context that the first Scene in the Beginning Section is mundane or innocent, but changes at the first opportunity to something dramatic.
71-75	**DOCUMENTARY IN PROGRESS:** The creator of the found journal meant to make the material for journalistic or scientific purposes, but underestimated what they were getting into. For instance, they may be a documentary film maker or a scientist recording notes during an experiment. This is similar to "It Started Off Innocently Enough" where the first Scene should establish that the account is intentional, but it likely takes an unexpected twist in Scene 2.
76-80	**IT'S FAKE, BUT NOT REALLY:** The found journal recounts someone engaging in something fake that turns out not to be fake after all. For instance, it could be an audio recording of someone casting a ritual spell as a practical joke, only to discover that the spell actually works.
81-100	**RANDOM, NO CONTEXT:** Roll only on the Found Journal Meaning table for inspiration about the journal's origin without any additional Context from this table.

FOUND JOURNAL FORMAT

ROLL	RESULT
1-30	**IT IS WRITTEN:** The found journal is in written form, in whatever format makes the most sense given the journal's origin. This could be a captain's log, a diary, a last will and testament, or any other written form where the author is directly describing events in a single volume.
31-50	**DEAR ...:** The found journal is in the form of personal letters written to someone else. Treat each Scene in this adventure like a separate letter, with each letter revealing more. Keep in mind that the letters may or may not have been written to the PC.
51-80	**VIDEO:** The found journal is a video recording, or other recorded media such as a Youtube video or hologram projection.
81-90	**DOCUMENTED:** The found journal is less of a cohesive account of something and more a collection of various documents that together tell a story. For instance, this could include things like personal letters, newspaper clippings, police reports, flyers for lost people, etc. Each Scene in your adventure is a different document where, when studied, reveal the details of that Scene.
91-100	**RANDOM:** Roll on Mythic's Objects Meaning table for inspiration of what medium the found journal is recorded on.

FOUND JOURNAL SECTIONS		
SECTION	**CONTEXT FOR EXPECTED SCENES**	**SECTION FINAL SCENE DENOUEMENT PROMPT**
BEGINNING	This is the beginning of the narrative, so these Scenes should explain who is involved and where, but not necessarily the "what" just yet (although they can).	"How do the events of the Beginning escalate into the Middle?"
MIDDLE	We are past the Beginning and into the heart of the narrative. These Scenes should show how the events of the journal develop and move along.	"How do the events of the Middle culminate and set up the End?"
END	This is the end of the found journal narrative. Scenes in the End should explain how the events leading up to this point reach a conclusion.	"How does the found journal end?"

FOUND JOURNAL ADVENTURE DURATION	
SECTION ADVANCEMENT TARGET NUMBER	**POSSIBLE & LIKELY NUMBER OF SCENES IN THE ADVENTURE**
10	The longest adventure, with up to 30 Scenes, and most likely around 12.
6	Up to 15 Scenes, and most likely around 5.
1	The shortest adventure with no need to roll. This is 3 Scenes long, each Scene being the last Scene of its Section.

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

MONTHLY MUSINGS AND CRUNCHY BITS FOR MYTHIC PLAY!

MYTHIC MAGAZINE IS AVAILABLE MONTHLY THROUGH PATREON AND DRIVETHRURPG

PATREON

WWW.PATREON.COM/WORDMILLGAMES

DriveThruRPG

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

Word Mill GAMES

www.WORDMILLGAMES.com