MYTHIC MAGAZINE

ONE-PAGE MYSTERY CRAFTER

Making Characters You Can Connect With

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.

VOLUME 47

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Mysteries & Character Connectedness

Greetings, and welcome to the 47th issue of *Mythic Magazine!* This volume has a mystery oriented One-Pager with a Halloween-worthy Big Example, and ideas for bonding with your Player Character.

"One-Page Mystery Crafter" brings the Mystery Matrix from issue #6 into a new, super simple format. This one page ruleset guides your Mythic adventure along a mystery story arc, leading to investigations and gathering of clues and suspects until all is revealed.

This issue also tackles closing the distance between ourselves and our Characters in "Making Characters You Can Connect With". Our PCs are at the heart of everything we do in solo roleplaying, so lacking that vital connection saps the life out of the adventure experience. This article discusses ways to energize your connection with your RPG avatar during character creation. Strategies range from the involved to the simple; there's bound to be an approach that speaks to you!

Happy sleuthing, and happy adventuring :)

New rules and twists on current rules

ONE-PAGE MYSTERY CRAFTER

IT WAS A DARK AND STORMY NIGHT

A shot in the dark. A body hitting the floor. A weapon, some clues, and a group of suspects. *Whodunnit?*

Mystery stories are a genre unto themselves and a style saturating every genre. I would say that all roleplaying is about resolving some kind of mystery, because problem solving requires answer seeking, and those answers usually begin as a mystery.

But when we refer to "Mystery" as a genre, we're usually referring to something specific. These are narratives where mystery isn't just an element, it's center stage. Unraveling the mystery is the adventure, and every clue brings you closer to solving the puzzle.

Look! It Was The Mystery Matrix All Along!

Way back in *Mythic Magazine #6* one of the magazine's most popular articles, "Creating Mystery Adventures," was published. It detailed a system for managing the solving of mysteries in Mythic adventures.

This is the *Mythic Magazine* issue that introduced The Mystery Matrix. It's still one of the magazine's most referenced rulesets.

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

MYTHIC MAGAZINE

Creating Mystery Adventures

Use Mythic To Learn A New RPG

VOLUME 6

The center of the system is the Mystery Matrix, a visual representation of clues and suspects and how they all connect. It was the most visual approach to a game system I'd tried yet, and here I felt it was really appropriate. I was thinking of investigator's clue boards that are often featured in shows and movies, where the hero pins up the clues they've found, drawing lines to connect them.

And Then There Were One-Page

Mythic Magazine #25 introduced "One-Page Mythic", which boiled the Mythic Game Master Emulator down to a single page ruleset. One-Pagers have become a mainstay of the magazine, with a total of five done to date.

So let's make it six!

ONE-PAGE MYSTERY CRAFTER

One-Page Mystery Crafter distills the original Mystery Matrix rules from issue #6 down to a single page rules system for solving mysteries. You can find it on page 6 (and a low resource printer friendly version on the next page).

The Game Is Afoot!

To start using One-Page Mystery Crafter, identify a mystery in your adventure you'd like to solve. This could be a Thread from the Threads List or any situation in your adventure that requires sleuthing.

The Mystery Matrix is best at addressing mysteries that involve clues and suspects, so not every Thread or goal would work as well.

This guy seems suspicious. Maybe he's the one who poisoned the fungal ambassador from the Underealm. Any NPC in your adventure can be a Suspect if you find reason to identify them as such.

However, it doesn't have to just be for classic mysteries, such as who killed Lord Dukenshire? It could be a geo-political mystery, such as trying to find out who initiated a border attack and tried to make it look like another country to start a war. Or, it could be a hidden identity mystery, such as which among the crew is an alien in disguise.

If it's a question that can be solved by sorting through a list of possible candidates, and finding the right clues, then it's a Mystery Crafter mystery.

THE MYSTERY MATRIX

The Mystery Matrix is the heart of One-Page Mystery Crafter. This is where you assemble the Suspects and Clues you find, and draw Connections between them. Establish enough Connections, and find the right Clues, and you've solved the mystery.

Mystery Matrix Boxes

For each Suspect or Clue you identify in an adventure, make a box for them on a piece of paper. Make sure you leave enough room to put more boxes, and enough space between boxes to draw lines.

If your mystery goes long enough, the Matrix is going to get nice and messy (of course, if you really want to be authentic, tack pieces of paper to a cork board and make connections with push pins and yarn!)

Each box contains vital information about that Suspect or Clue, such as:

- Ⓜ Give the box a number, starting with 1 and proceeding sequentially with each new box, such as 2, 3, 4, etc. This can go in the upper left corner.
- Ⓜ Mark it with a "C" if it's a Clue or an "S" if it's a Suspect. This can go in the upper right of the box.

- Ⓜ Write the name of the Suspect or Clue in the center of the box.
- Ⓜ If the box is for a Suspect, along the bottom keep a running tally of how many Clues Connect with it. You don't really have to do this, as you can count the number of lines running into it, but as the Matrix gets busier, maintaining a number on each Suspect box makes it easy to tell with a glance.

The boxes are styled like this ...

```
Box #            "C" or "S"


   Name of Clue
   or Suspect

Number of Connections
```

and in practice might look like this ...

```
4                    S

   Ambassador
   Nemanoid
     ⊢→ 3
```

BOX MAXIMUM

The Mystery Matrix can hold up to 20 boxes at a time. If you hit this 20 limit and have a new Clue or Suspect to add, then it's time to make a choice about what stays or goes.

Is the new Clue or Suspect better than any

ONE-PAGE MYSTERY CRAFTER

The super simple Mystery Matrix

MYSTERY MATRIX

CLUES & SUSPECTS:
Roleplay the investigation. Record found Clues and Suspects on a sheet of paper in boxes. This is the Mystery Matrix, with a maximum of 20 boxes. If you go over, then choose Clues or Suspects to remove to make room if you wish.

MYSTERY MATRIX BOXES: For each box, record the Clue or Suspect. In the upper left, list a number starting with 1 and each box after gets the next consecutive number (2, 3, 4, etc.). In the top right, place a "C" if this is a Clue or an "S" if this is a Suspect. If the box is for a Suspect, then along the bottom record the number of Clues connected to this Suspect. This number will change as you play.

> Box #   "C" or "S"
>
> Name of Clue
> or Suspect
>
> Number of connections

CONNECTED CLUES & SUSPECTS:
Draw a line from a Clue to a Suspect when you discover a Connection between them. Based on what you know, make an interpretation why they are Connected. Record the number of Connections at the bottom of each Suspect box.

INVESTIGATING

Clues, Suspects, and Connections can be found through roleplaying the investigation, adding them to the Matrix at your discretion. Your PC can also search for Clues and Suspects by making Discovery Checks.

EARN THE CHECK: A Discovery Check is earned by accomplishing something, or spending a Scene searching. For instance, successfully cracking the cypher of a coded diary. Once earned, roll 1d100 + the number of boxes. Check the Mystery Elements table for what is discovered.

NEW BOXES: Roll one to three Mystery Descriptors words, enough to interpret what the new Clue or Suspect is.

CONNECTIONS: When a box gains a Connection, roll to see which box it connects to. See "Matrix Rolls". If the Connection isn't possible (for instance, "New Connected Clue" and there is no Suspect to Connect to) then treat the roll as "Nothing useful is found".

CLINCHER: Treat as New Connected Clue. The Suspect it Connects to is the answer to the mystery. If a Suspect has at least 6 Connections, this is an automatic result and the Suspect with the most Connections is the answer (choose if there is a tie). Based on what you know, make an interpretation why this is the solution.

MATRIX ROLLS

To roll a Clue or Suspect on the Matrix, roll a die (d4, d6, d8, d10, d12, or d20) that is equal to or just past the number of Matrix boxes (d4 for 3 boxes, d6 for 6, d12 for 11, d20 for 14, etc.). Go to that box number. If you roll over the number of boxes, then choose the most likely.

SKIPPING BOXES:

Clues must connect with Suspects, and Suspects with Clues. If you roll a Connection between two Clues or two Suspects, then skip it and continue to the next Box that it can Connect with.

IT'S A MYSTERY!

Establish a mystery to solve. This can be any question to answer, any objective that requires Clues and Suspects.

MYSTERY DESCRIPTORS

1D100	DESCRIPTOR	1D100	DESCRIPTOR
1	Accident	51	Legal
2	Aggressive	52	Lethal
3	Ambition	53	Lies
4	Anger	54	Location
5	Attack	55	Locked
6	Betray	56	Lost
7	Bribe	57	Love
8	Business	58	Loyal
9	Change	59	Mechanical
10	Clothing	60	Misfortune
11	Code	61	Missing
12	Communication	62	Mistake
13	Conflict	63	Motive
14	Container	64	Mundane
15	Control	65	Mysterious
16	Cooperation	66	Nature
17	Damage	67	New
18	Danger	68	Night
19	Deliberate	69	NPC
20	Deny	70	Obligation
21	Desperate	71	Old
22	Discarded	72	Partial
23	Discover	73	PC
24	Dispute	74	Personal
25	Document	75	Plot
26	Domicile	76	Portal
27	Emotion	77	Possession
28	Empty	78	Power
29	Enemy	79	Protect
30	Equipment	80	Rare
31	Fake	81	Representative
32	Family	82	Resource
33	Fear	83	Rumor
34	Find	84	Science
35	Flee	85	Strange
36	Friend	86	Surprise
37	Give	87	Suspicious
38	Goal	88	Take
39	Greed	89	Technology
40	Group	90	Threaten
41	Harm	91	Tool
42	Hate	92	Travel
43	Help	93	Trust
44	Helpful	94	Unusual
45	Hidden	95	Valuable
46	Hurt	96	Vehicle
47	Inform	97	Vengeance
48	Information	98	Wealth
49	Jealousy	99	Weapon
50	Leadership	100	Witness

MYSTERY ELEMENTS

1D100+ BOXES	MYSTERY ELEMENT
1-15	Nothing useful is found.
16-35	New Unconnected Clue
36-50	New Unconnected Suspect
51-70	New Connected Clue
71-80	New Connected Suspect
81-100	Connect existing Clue & Suspect.
101 or higher	Clincher Clue

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13	Conflict	63	Motive
14	Container	64	Mundane
15	Control	65	Mysterious
16	Cooperation	66	Nature
17	Damage	67	New
18	Danger	68	Night
19	Deliberate	69	NPC
20	Deny	70	Obligation
21	Desperate	71	Old
22	Discarded	72	Partial
23	Discover	73	PC
24	Dispute	74	Personal
25	Document	75	Plot
26	Domicile	76	Portal
27	Emotion	77	Possession
28	Empty	78	Power
29	Enemy	79	Protect
30	Equipment	80	Rare
31	Fake	81	Representative
32	Family	82	Resource
33	Fear	83	Rumor
34	Find	84	Science
35	Flee	85	Strange
36	Friend	86	Surprise
37	Give	87	Suspicious
38	Goal	88	Take
39	Greed	89	Technology
40	Group	90	Threaten
41	Harm	91	Tool
42	Hate	92	Travel
43	Help	93	Trust
44	Helpful	94	Unusual
45	Hidden	95	Valuable
46	Hurt	96	Vehicle
47	Inform	97	Vengeance
48	Information	98	Wealth
49	Jealousy	99	Weapon
50	Leadership	100	Witness

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81-100	Connect existing Clue & Suspect.
101 or higher	Clincher Clue

of the existing ones? If so, then cross out that existing box and remove any of its connections, and write in the new box.

MAKING CONNECTIONS

A lot of the fun of solving a mystery is making Connections between Suspects and Clues. We'll talk about how we go about doing that in "Investigating", but for now let's talk about how to show Connections on the Mystery Matrix.

When your Player Character comes across information tying a Clue to a Suspect, draw a line from the Clue box to the matching Suspect box. This establishes a Connection.

Record the new number of Connections at the bottom of the Suspect box, indicating the total number of Clue lines that connect to the box. This number will be updated each time a new Connection to that box is made.

Clues can connect to more than one Suspect.

In a street level superhero adventure, the Player Character is Moonshadow, a vigilante crime fighter. She's working to help the police solve a series of murders that seem to have no motive.

All the victims were ordinary citizens who were killed in their homes by being poisoned. That's the first Clue, the Player making a box for "Poison".

While investigating one of the crime scenes, Moonshadow comes across evidence the police missed: a form letter sent from a true crime podcaster, thanking the victim for their support of the show. Moonshadow had found a similar letter in another victim's place earlier in the adventure.

The Player makes a Clue box for "Thank you letter", a Suspect box for the host of the podcast, "Nathan Grimley", and draws a line between the two showing a Connection.

Moonshadow pays a visit to Grimley, who claims

to know nothing about the crimes. However, he says a rival podcaster successfully hacked his mailing list and would know who he sends thank you letters to.

The Player considers this a new Suspect, "Casper Zyne", and also Connects them to the Clue of "Thank you letter".

Further investigation reveals that Zyne has experience with concocting poisons, and was once briefly charged with poisoning someone.

The Player draws a Connection between the Clue of "Poison" and the Suspect "Casper Zyne", who now has 2 Connections.
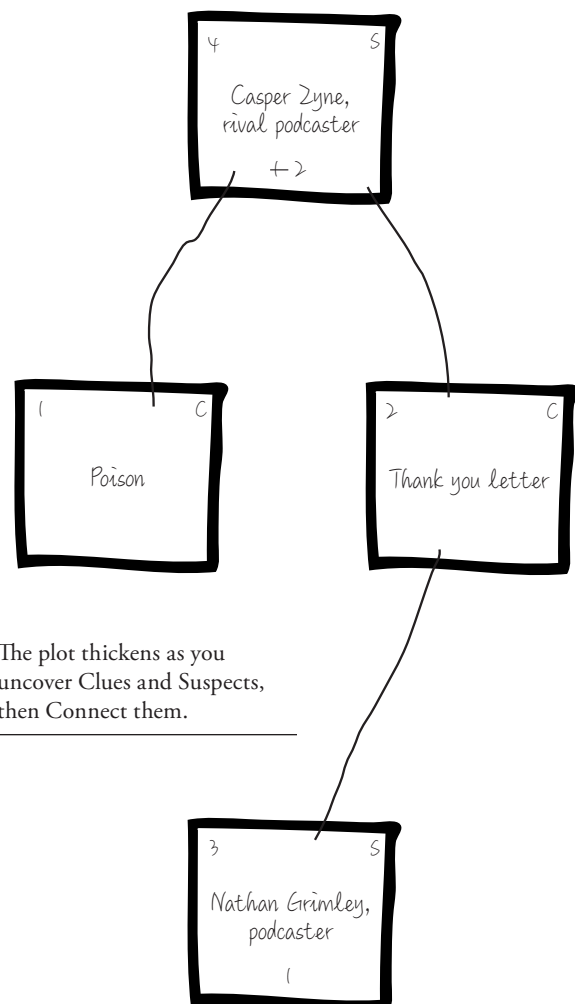
The plot thickens as you uncover Clues and Suspects, then Connect them.

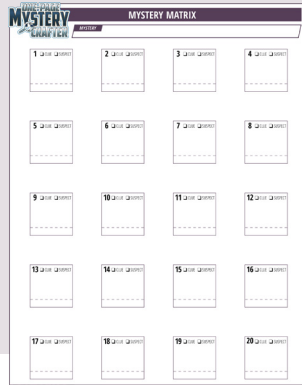## THERE'S A SHEET FOR THAT

If drawing out Mystery Matrix boxes on a sheet of paper isn't for you, there's a Matrix sheet on the next page you can use to keep your boxes nice and tidy.

INVESTIGATING

Finding Clues, Suspects, and Connections is a process of investigation. This is accomplished through roleplaying using Mythic's regular rules and systems. Once you've identified a mystery in your adventure, then anything you run across that seems like a viable Clue, Suspect, or Connection should go on the Mystery Matrix.

Many of those elements will also go on Mythic's Threads and Characters Lists. The Matrix doesn't replace them, but acts as a separate, mystery-focused List.

Investigation Discovery Check

Pursuing the bread crumbs of a mystery can be difficult. Eventually, you're Player Character will run out of leads to follow, Suspects to question, and Clues to dig for.

Every investigator at some point must fish for leads even when they aren't sure what they're looking for.

This is the Discovery Check. It can be made when you're looking for Clues, Suspects, and Connections, even if you have no idea what you may find.

EARNING THE CHECK

To make a Discovery Check, your Player Character must earn it. This isn't as difficult as it sounds, your PC just has to accomplish something that might lead to the discovery of information.

Successfully using a skill or ability is one way to earn the Check. The difficulty doesn't have to be great. For instance, successfully climbing a fire escape to enter someone's apartment for a search.

Another way to earn a Discovery Check is to spend a Scene doing something that could lead to a development, even if it doesn't involve any success rolls.

Moonshadow's Player suspects Casper Zyne is the poisoner and that Zyne is actually the dual identity of a supervillain known as Darkblood, known for their use of toxic chemicals.

Moonshadow has run out of leads, so the Player decides it's time to earn a Discovery Check.

Moonshadow spends a Scene contacting other heroes, talking with law enforcement, and digging through records to find anything about Darkblood that may lead to a connection. There's no task being attempted, just the expenditure of time, which is enough to earn a Check.

Another approach Moonshadow could have taken is to use her Computer Use skill to hack into law enforcement archives and find unreleased details about Darkblood. That would have earned the Check by successfully using a skill, rather than taking an entire Scene.

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MYSTERY MATRIX

MYSTERY

1 ❏ CLUE ❏ SUSPECT

2 ❏ CLUE ❏ SUSPECT

3 ❏ CLUE ❏ SUSPECT

4 ❏ CLUE ❏ SUSPECT

5 ❏ CLUE ❏ SUSPECT

6 ❏ CLUE ❏ SUSPECT

7 ❏ CLUE ❏ SUSPECT

8 ❏ CLUE ❏ SUSPECT

9 ❏ CLUE ❏ SUSPECT

10 ❏ CLUE ❏ SUSPECT

11 ❏ CLUE ❏ SUSPECT

12 ❏ CLUE ❏ SUSPECT

13 ❏ CLUE ❏ SUSPECT

14 ❏ CLUE ❏ SUSPECT

15 ❏ CLUE ❏ SUSPECT

16 ❏ CLUE ❏ SUSPECT

17 ❏ CLUE ❏ SUSPECT

18 ❏ CLUE ❏ SUSPECT

19 ❏ CLUE ❏ SUSPECT

20 ❏ CLUE ❏ SUSPECT

Mystery Elements Table

Once you've earned the Discovery Check, roll on the Mystery Elements table. The roll is 1d100, plus the number of boxes currently in your Mystery Matrix. For instance, if you had 6 boxes of Clues and Suspects, the roll would be 1d100+6.

The Mystery Elements table tells you what you've discovered.

NEW CLUES AND SUSPECTS

If you discover a new Clue or Suspect, roll on the Mystery Descriptors table for words to interpret. Roll up to three words, stopping when you can make a solid interpretation.

Write the new Clue or Suspect onto the Mystery Matrix with its own box.

Moonshadow digs through files about Darkblood, earning the Discovery Check. A roll on the Mystery Elements table gets "New Unconnected Clue".

Rolling on the Mystery Descriptors table for inspiration about what the Clue is, the Player gets "Group". Needing another word, they get "Goal".

The Player interprets this to mean Moonshadow uncovers references to a Darkblood plot about targeting a group of people in the same city where the crimes took place.

The Player writes a box for the Clue of "Darkblood poison plot". It's an Unconnected Clue, so no lines are drawn. Maybe Moonshadow will find a Connection between Zyne and the poison plot later.

CONNECTIONS

If the Mystery Elements table result says "Unconnected", then the new Clue or Suspect starts without any Connections to another box. It

PUTTING THE PUZZLE TOGETHER

Generating Clues, Suspects, and Connections can produce results that aren't always immediately obvious what they mean.

When creating these elements randomly with the Mystery Elements and the Mystery Descriptors tables, the results they provide are inspiration for you to interpret. You decide how the emerging information fits together.

Trust your gut and listen to your intuition, and have fun with your interpretations. This is a mystery, and convoluted connections from Suspect to mystery are to be expected.

In a way, the Mystery Matrix is a Mythic Meaning table. It provides inspiration more than direct detail.

For instance, in the example on this page the Player generates a new Clue with Meaning words of "Group" and "Goal". That can mean just about anything without Context, but we have Context to work with.

The Player also rolled "New Unconnected Clue", so we know these words are part of a Clue, and a Clue isn't a Clue unless it tells us something interesting even if we don't know what it means yet.

The PC discovered this Clue while digging through Darkblood's files, which is more Context.

All of this together starts to make sense, and the Player makes an interpretation that they've stumbled upon the villain making statements in the past eerily similar to the crimes that are now happening.

should be interpreted in such a way that there are no clear Connections.

Unconnected Clues and Suspects become Clues and Suspects because they've been discovered in the course of the investigation. However, their relevance isn't known yet. For instance, at the start of the adventure in the previous example,

Moonshadow investigated a series of murders by poison. "Poison" is a Clue, but it's not initially Connected to anything. The Player knows it's important, but not how it fits into the bigger picture yet.

If the Mystery Elements table indicates that a newly discovered Clue or Suspect is Connected, then roll to find out what it's Connected to.

Choose a die among d4, d6, d8, d10, d12, and d20 that is equal to the number of Mystery Matrix boxes or just past it. For instance, if you have 6 boxes then use the d6. If you have 15 boxes, then use a d20.

Roll the die and find the corresponding box on the Matrix, Connecting it to the New Clue or Suspect. Since Clues must Connect to Suspects, and Suspects to Clues, if the box you rolled doesn't work, keep going through the boxes until you reach a box that works. If you reach the last box then wrap back around to #1 and keep going.

In the previous example, if Moonshadow's Player had rolled "New Connected Clue", they would roll to see which box this new Clue Connects to.

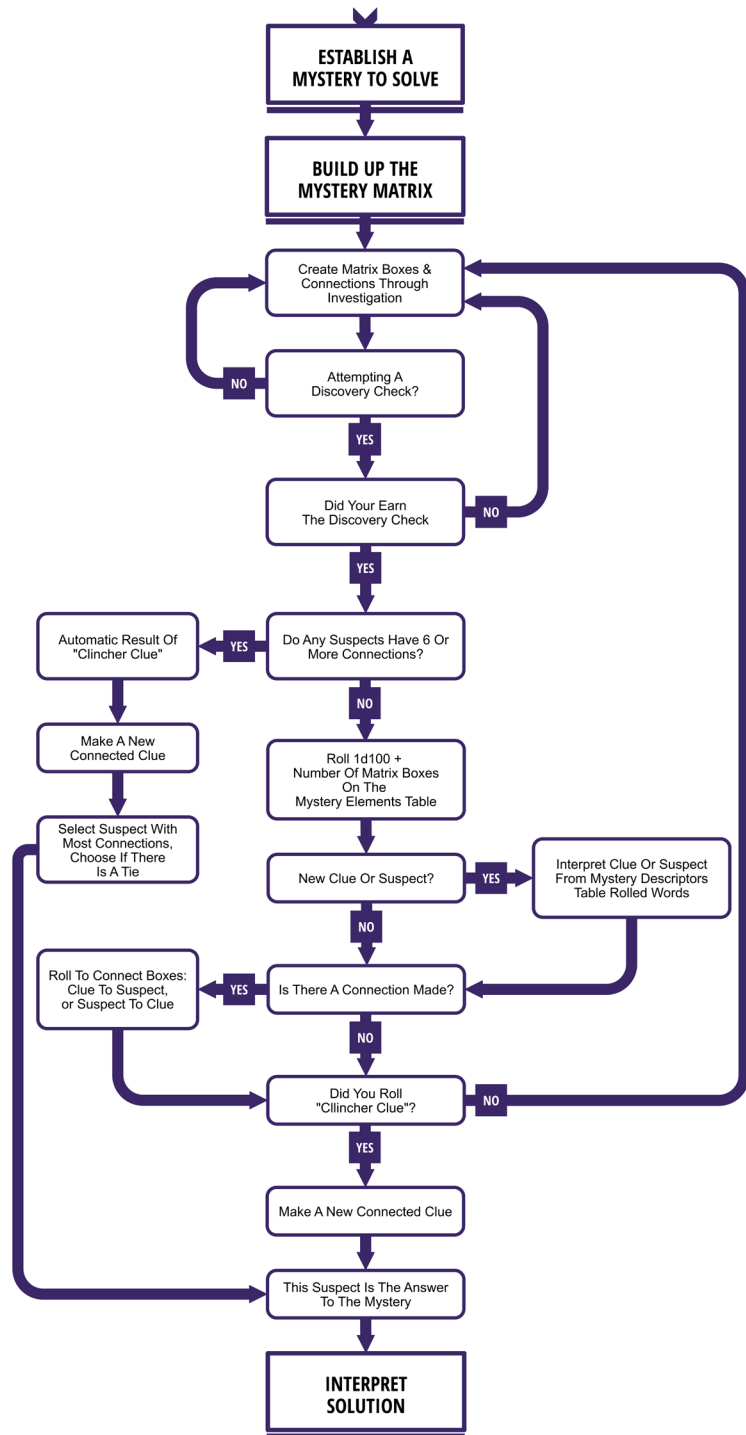*With 4 boxes in the Matrix, they roll a d4. The Player rolls a 1.*

This doesn't work because Box 1 is a Clue, and a Clue can't Connect to another Clue.

Moving along, they go to Box 2, which is also a Clue.

Going on to Box 3, they reach a Suspect: Nathan Grimley.

This Connection would likely change the Player's interpretation of the words

ONE-PAGE MYSTERY CRAFTER VISUAL GUIDE

"Group" and "Goal". The Player may instead interpret it to mean that while digging through Darkblood's files, Moonshadow finds a law enforcement reference to Nathan Grimley having once contacted the villain, asking how to get his hands on the toxins the villain uses. For purposes of the podcast, of course.

In this case, the new Clue might be "Suspicious request for poison", with a line Connecting it to Nathan Grimley.

The Mystery Elements table may also Connect two existing Clues and Suspects. Roll for a Clue or Suspect on the Matrix and roll for a box to Connect it to.

If the table calls for Connections that aren't possible, such as generating "New Connected Clue" when there's no Suspect to Connect to, then treat the result as "Nothing useful is found".
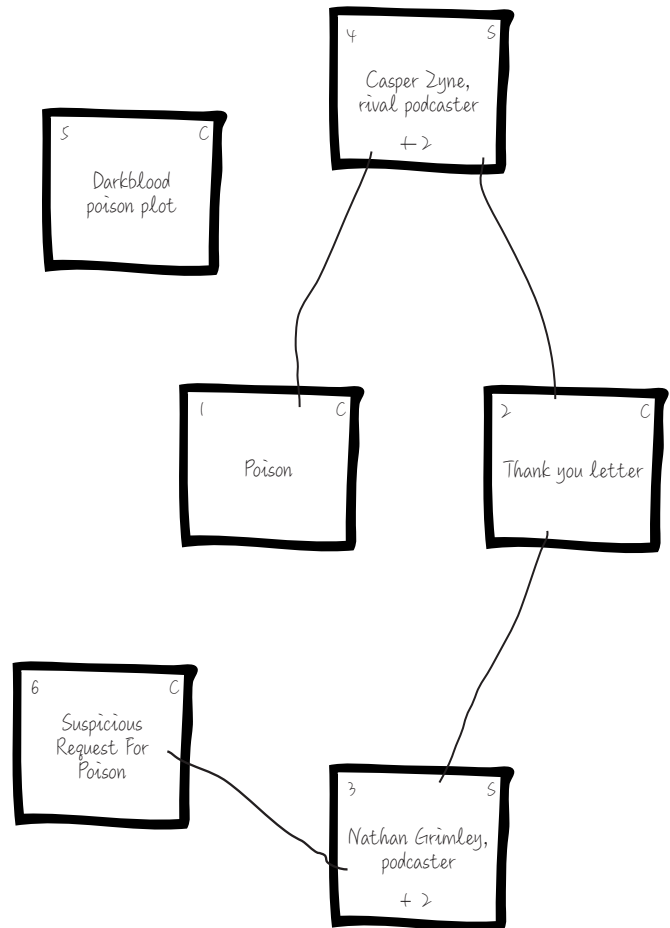
Clincher Clue

The Clincher Clue is the last piece of evidence that solves the mystery, identifying the guilty Suspect. When found, it should be interpreted as conclusive in some way.

The Clincher Clue can only be uncovered through a Discovery Check, but diligent Investigating is required to connect enough dots to make that possible.

FINDING THE CLINCHER CLUE

When making a Discovery Check, if any Suspect has at least 6 Connections, the Check automatically results in a Clincher Clue result and that Suspect is the answer to the mystery. There's no need to roll on the Mystery Elements table.

If there are multiple Suspects with at least 6 Connections, then select the Suspect with the most Connections. That Suspect is the answer to the

mystery. If multiple Suspects are tied for the most Connections, choose the one that seems most likely.

You can also get the Clincher Clue by rolling 101 or more on the Mystery Elements table. The Suspect Connected to the Clincher Clue is the answer to the mystery.

CLINCHER CLUE CREATION

The Clincher Clue is treated like a "New Connected Clue." Generate a new Clue by rolling and interpreting Meaning words from the Mystery Descriptors table.

If the Clincher Clue was found because a Suspect had 6 or more Connections, then the new Clue automatically Connects to them. Otherwise, roll to see who the Clincher Clue Connects to.

Moonshadow follows Zyne for a Scene, keeping her distance and watching what he does and where he goes.

This earns Moonshadow a Discovery Check. Rolling 1d100+6 (the number of boxes in the Mystery Matrix), the Player gets 102 for "Clincher Clue".

The Player generates a new Clue, rolling on the Mystery Descriptors table and getting "Protect" and "Business." Rolling d6 for the box the Clue Connects to, the Player gets 4: Casper Zyne.

The Player interprets this to mean that Zyne gets very cagey while walking down the street, darting into an alley. She follows him and watches him unlock the door to the backroom of an abandoned store.

INTERPRETING THE SOLUTION

Finding the Clincher Clue is the end of the mystery. Solved!

Consider the Context of the mystery and what you know, and make an interpretation about why this Suspect is the answer and how this final Clue proves it.

Moonshadow waits for Zyne to leave, then she goes in to check the place out.

It's a full workshop for creating poisons, complete with a greenhouse of toxin-producing plants for brewing poisons.

She also finds Grimley's mailing list on Zyne's computer.

Casper Zyne is the killer!

THE BIG EXAMPLE:

THE DELANEY BRIGADE & THE NIGHTMARE HOUSE ON IVY LANE

This Big Example provides a Halloween mystery with ghosts, a haunted house, and a trio of intrepid pre-teens determined to crack the case.

The Player Character is Delaney Shmoot, a young aspiring investigator with an eye for the occult and a knack for getting into trouble. She and her two friends, Scout and Masey, have been sarcastically dubbed the Delaney Brigade by locals for their penchant for sticking their noses into vexing problems, but strangely also finding solutions to them.

THE STRANGE TALE OF DEODEXUS KNIGHT

The adventure started with something odd going on; Delaney heard reports of ghost sightings in the neighborhood.

While adults wrote the occurrences off as pranks, kids on Ivy Lane knew better: something dark is prowling the street.

Delaney, Scout, and Masey are able to identify there is indeed a haunting problem, and it's coming from an old house commonly referred to as Nightmare House.

Through several Scenes, the Player was able to piece together this story:

The house was owned by a man named Deodexus Knight, a retiree who was said to traffic in black magic. Many strange stories circulated about Deodexus and the supernatural things he stirred in that house. Neighbors avoided the place, and kids started calling it Nightmare House.

Deodexus died, but the house remained empty and unsold for many years, just rotting away.

Delaney learned that the ghost of Mr. Knight is said to haunt the house, trapped there by his last esoteric ritual that he botched. Should someone find his journal and complete the ritual, they can command his ghost.

Delaney believes this has happened, that someone has found the old sorcerer's journal of magic and is trying to use its rituals to gain power over his spirit. This leads to strange events throughout the neighborhood, such as apparitions in the dark, strange accidents, and objects moving of their own accord.

If this continues, it could get truly dangerous.

But who's doing it?

The Player decides this is a mystery, and is going to use One-Page Mystery Crafter to solve it! They print out a copy of the Mystery Matrix sheet and begin.

Starting Clues & Suspects

They write "Who is controlling the ghost?" as the mystery.

The Player considers what they know so far. They have a few Suspects:

- ⓜ **SERA KNIGHT:** She is Deodexuses daughter and current owner of the house, though she is rarely around.
- ⓜ **MIKE DRISCOLL:** He's the property manager who checks in on the place. There's something creepy about him.
- ⓜ **KEEGAN SIMONSON:** A teenager living next door to the Nightmare House. He's known to sneak into the house, even at night.

They also have some Clues already:

- ⓜ **ACCESS:** While Keegan sneaks into the place, Mike and Sera both have a right to enter and have keys. If there is something hidden in that house, they likely have access to it. This Clue Connects to both of them.
- ⓜ **MOVEMENT IN THE HOUSE:** Some of the neighbor kids have reported lights coming from inside the house at night sometimes, as if someone is searching for something. This

Clue Connects with Keegan since he's been spotted entering the place at night.

The Player's sheet starts off looking like this:

Pets & Print Outs

The Player wants to find more Clues. Delaney is going to try and help Keegan's little brother with his homework. That would get her into his house, and maybe give her a chance to check out Keegan's room for evidence.

This Scene gets Altered by Mythic, with Delaney being asked by Keegan's parents if she'll pet sit for the weekend while the family is away. Now Delaney has a key to the place, and full access for two days!

The Player works through the Scene of Delaney and her friends searching the house. It works out like this:

The three discover a problem: the door to Keegan's room is locked. There is nothing else in the house that seems incriminating, although if there was it would likely be behind that door.

Scout, who's good with tools, figures out how to pick the lock and get the door open.

Keegan's room seems like a typical teenager space:

posters on the wall, clothes on the floor, and bed sheets rumpled.

They find a drawer in his desk with photos that appear to be the inside of the Nightmare House. It's dark snapshots of hallways and dusty rooms, sections of wall with peeling wallpaper, corroded doorknobs, and other details. The pictures were probably taken with his phone and printed on his ink jet printer.

Why would he have these? Is this what he does when he goes into the house at night?

There doesn't seem to be anything interesting about the photos, just nighttime images of empty places and sections of wall.

The Player doesn't know what this means, but it still sounds like a Clue. They add "Keegan's photos" to the Matrix, linking it to Keegan.

That brings Keegan to 2 Clue Connections, making him our lead Suspect.

Lockers & Lookie-loos

Delaney and her brigade are focusing on Keegan. The Player wonders if the teenager has something hidden in his school locker.

After the Simonson's return from their weekend vacation, Delaney asks her mom to visit the local high school together. After all, she'll be attending there next year.

Delaney's ploy works, and the two visit the campus during school hours. Delaney is hoping to get a glance inside Keegan's locker, so she spends time dwelling in the hallway near it.

The Player decides to do a Discovery Check since they aren't sure what they're fishing for. The Check is already earned by Delaney successfully talking her mom into making the visit.

The Player rolls on the Mystery Elements table, 1d100 + 6 (for the 6 boxes in the Mystery Matrix). The roll is 67 + 6 = 73: New Connected Suspect.

The Player rolls on the Mystery Descriptors table for inspiration about the Suspect, and gets "Take" and "Valuable".

Rolling to Connect this new Suspect to a Clue, the Player rolls a d6 because there are 6 boxes in the Mystery Matrix. They get 6, "Keegan's photos".

The Player makes this interpretation:

As Delaney discreetly watches Keegan's locker, she's rewarded as class lets out and he appears. He opens it, but she can't see inside because his body is blocking the view.

However, another student approaches him and they talk. Delaney can't hear what they're saying, but she sees Keegan pass her something. They look like some of the printed photos!

Before leaving campus, Delaney is able to find out the mystery student's name: Katrina Wendall.

Why did Keegan give Katrina photos of the inside of Nightmare House?

The Player writes a new Suspect onto the Matrix, "Katrina", and Connects her to "Keegan's photos".

MYSTERY MATRIX

MYSTERY: Who is controlling the ghost?

1 ☐ CLUE ☒ SUSPECT	2 ☐ CLUE ☒ SUSPECT	3 ☒ CLUE ☐ SUSPECT	4 ☐ CLUE ☒ SUSPECT
Sera Knight, daughter & owner	Mike Driscoll, property manager	Access to the house	Keegan, neighbor teen

5 ☒ CLUE ☐ SUSPECT	6 ☒ CLUE ☐ SUSPECT	7 ☐ CLUE ☒ SUSPECT	8 ☐ CLUE ☐ SUSPECT
Movement in the house at night	Keegan's photos	Katrina Wendall	

Scout & Scares

Delaney is itching to get into the house herself and look around. The Player decides that's the next Scene idea: Delaney and her friends sneak into Nightmare House at night.

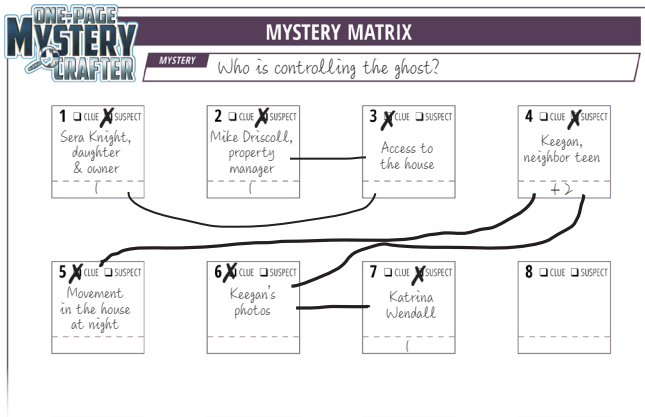The Player gets an Altered Scene, however, and interprets it to mean that Delaney's mom won't let her go "play games at a friend's house" that night, and instead she has to stay home to finish a school report. Masey also gets sidelined. That

leaves Scout, who decides to investigate the house by himself.

Since Delaney is the PC and Scout an NPC, the Player keeps their attention on Delaney for this Scene. There's not much for her to do other than wait to hear from Scout. The Player asks, "Does Scout eventually text back that he found something?"

Mythic says Yes, with a Random Event. The Player uses Meaning tables to figure out what Scout found, and rolls a Random Event. They make the following interpretation:

> *Scout texts near midnight that he found a way into the house by climbing a tree to a second floor balcony.*
>
> *He said he found chalk markings on some of the walls throughout the house. The markings line up with the locations of Keegan's photos. It seems Keegan would take a photo, then mark the spot with chalk. Scout has no idea why.*
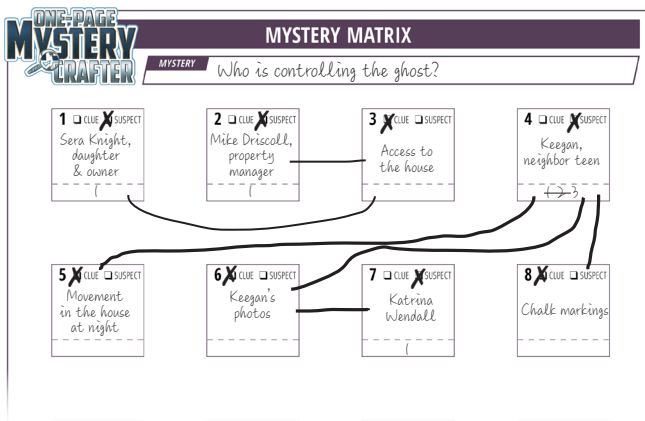>
> *While searching the house, Scout says he heard a*

door opening. He then describes a "shadow that chased him out of the house". He escaped through a small door in the attic that led to the roof.

What do the marks on the walls mean? What is Keegan up to? And what was the shadow that pursued Scout?

The chalk markings are a Clue, so the Player makes a new box for them and Connects them to Keegan, since he apparently made them. That brings Keegan's Connections to 3.

MYSTERY MATRIX

MYSTERY: Who is controlling the ghost?

1 ☐ CLUE ☒ SUSPECT	2 ☐ CLUE ☒ SUSPECT	3 ☒ CLUE ☐ SUSPECT	4 ☐ CLUE ☒ SUSPECT
Sera Knight, daughter & owner	Mike Driscoll, property manager	Access to the house	Keegan, neighbor teen

5 ☒ CLUE ☐ SUSPECT	6 ☒ CLUE ☐ SUSPECT	7 ☐ CLUE ☒ SUSPECT	8 ☒ CLUE ☐ SUSPECT
Movement in the house at night	Keegan's photos	Katrina Wendall	Chalk markings

Business & Betrayal

The marks Scout found chalked on the walls look like a key shaped symbol with a triangle and circle on top. They don't know what the symbol means, so it's time to do research.

The Player treats this next Scene as a research montage. They are hitting the library, looking up old newspaper clippings during Mr. Knight's time in the house. They're scouring the internet, Googling the key symbol and anything close to it. They're showing it to their parents, without revealing why ("Yeah, I'm uh ... doing a book report, about keys. And symbols. So anyway, what do you think of it?")

DISCOVERY CHECK

The Player is fishing for information and wants to do a Discovery Check. Spending a Scene working toward it is enough to earn the Check.

The Player rolls on the Mystery Elements table. Keegan is the Suspect with the most Connections right now, at 3, but that doesn't reach the threshold of 6 for an automatic "Clincher Clue".

The Player rolls 1d100 plus 8 for the number of boxes in the Matrix, and gets a total of 39, for a table result of "New Unconnected Suspect".

Rolling on the Mystery Descriptors table for inspiration, the Player gets "Wealth" and "Misfortune".

When interpreting these results, the Player keeps in mind that this Suspect is Unconnected. Even though the kids were researching the symbols, this Suspect isn't connected to them. They must have happened upon this Suspect during their research.

The Player makes this interpretation:

Researching the odd key symbol is frustrating. It's just some squiggles, they don't find any mention of it anywhere.

While researching the newspaper archive, Masey finds an article about a man Deodexus Knight once associated with. Apparently they were business partners, and Knight drove him out of the company. Knight got rich, while the former partner, Lee Tyson, got nothing. The newspaper article quotes Tyson swearing revenge on Knight for "betraying" him.

Tyson is not only still alive, but he lives in town.

While Delaney and her friends think Keegan is their most likely Suspect, they can't ignore that Tyson also has motive.

The Player adds "Lee Tyson" to the Matrix,

Unconnected from any Clues. For now, he's just a person of interest. We'll see if more comes of him later.
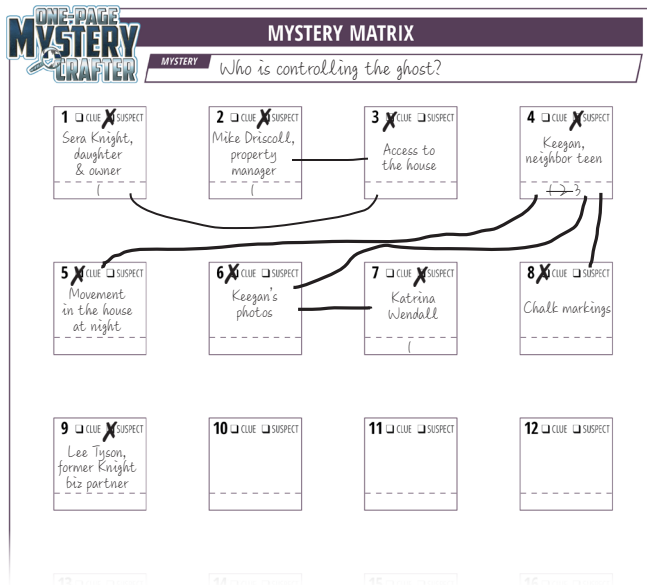
Cubicles & Codes

Stymied by the lack of progress on the symbol, Delaney wants to try getting into the house again. The three kids work their parents, telling each they're staying over at the others' house.

Delaney wants to be more prepared this time so Masey grabs a bunch of tools from her garage. They also come equipped with flashlights and a bag of salt, because Delaney read that ghosts don't like salt.

The next Expected Scene is entering the Nightmare House at night, and Mythic says it happens as expected.

The kids successfully use the tools to jimmy open a window in the backyard, into the kitchen. Once inside, they start snooping around.

The place is still mostly furnished, with much of Knight's things present even after ten years of the house being vacant. The legend of the place

has been enough to keep intruders at bay, for the most part. Scout, however, believes the ghost has something to do with it. After all, he saw it, or at least something. He's very nervous.

They discover a diary under a mattress. It appears to have been written by Deodexus. Skimming the diary, Delaney reads a passage about how Knight was paranoid about his safety. He believed someone was out to get him.

The Player records the diary as a Clue, currently Unconnected.
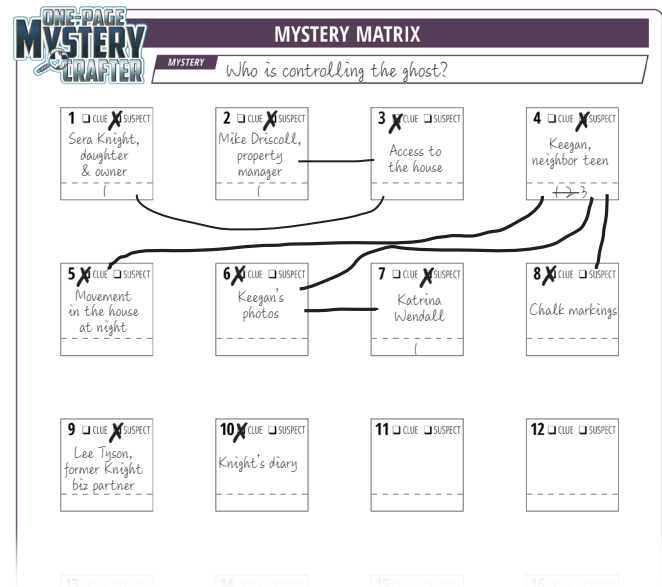
The trio keeps searching, coming to a locked door on the second floor. Scout hadn't found this in his previous search, since it was cut short by him running for his life from the shadow (which he keeps reminding them of).

Delaney successfully uses one of Masey's tools to pick the lock, opening the door.

The Player has no idea what's behind this door, and decides to treat it as a Discovery Check. Successfully picking the lock earns the Check.

The Player rolls 1d100+10 and gets a total of 65 for "New Connected Clue".

Rolling on the Mystery Descriptors table for

inspiration of what the Clue is, the Player rolls "Code" and "Unusual".

The Player rolls to see what Suspect this Clue Connects to. There are 10 boxes in the Matrix, so they roll d10 and get 2 for "Mike Driscoll, property manager".

The Player makes this interpretation:

> *Beyond the door is a small office, almost a cubicle. It has a short desk and a file cabinet.*
>
> *The kids search, and find a folder of correspondence in the cabinet. They are copies of letters exchanged between Knight and the property manager, Mike Driscoll.*
>
> *The letters discuss a "project" that Mr. Knight wanted completed with some urgency, that Driscoll was handling. It involved sending crews to the house to "install the code".*
>
> *Delaney and her friends have no idea what this means, but it feels like a clue.*

The Player agrees, and adds "Code project" as a Clue, Connecting it to Driscoll.
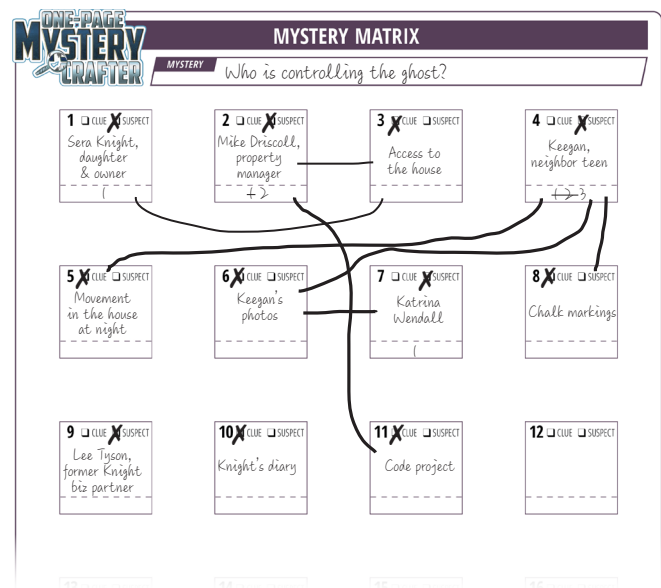
It's getting late and the Brigade decides it's time to go. The Player asks the Fate Question, "Does

anything happen before they leave?"

Mythic says Exceptional Yes.

The Player figures the most likely interpretation for an "Exceptional Yes" is they encounter a manifestation of the ghost. The Player rolls on the Action Meaning tables for inspiration, and gets "Change" and "Agreement".

The Player interprets this to mean that something very strange happens. As all three head down a hallway toward the stairs, they turn a corner. Suddenly, Delaney finds herself alone. The others are gone.

When she swings her flashlight around, she's not even in the same hall she was just walking down. There are no stairs in sight. She has no idea where she is or where the others are.

The Player uses Fate Questions and Discovering Meaning to figure out what happens, and makes the following interpretations:

Delaney is trying to control her panic, and hears a sound. Turning, she sees a door slowly opening at the end of the hall. She feels a slight wind.

Trembling, she walks toward the door. There is nowhere else to go.

She enters a small room. The ceiling is low, as if this is part of the attic. A window is half open, the wind coming through it.

On a table before the window is an open photo album. There is a picture on the page, fluttering in the wind.

Delaney pulls the photo from the album. It shows Knight standing in a hallway. The wall beside him has been torn open, and inside the wall is a golden key in the shape of the symbol from the chalk markings.

Delaney flips the pages of the album and finds more photos that are similar. Knight standing in various locations of his house, the wall torn open

and gold keys attached into spaces within.

The last photo is marked, "Code project almost complete."

This is a Clue, which the Player writes down as "Code project photos". This seems to partially explain the letters they found earlier from Driscoll, talking about crews installing a code. Apparently, that meant putting keys within the walls of the house for some reason.

The Player decides this Clue should Connect with Driscoll, given the earlier Clue. This brings Mike Driscoll to 3 Clue Connections.
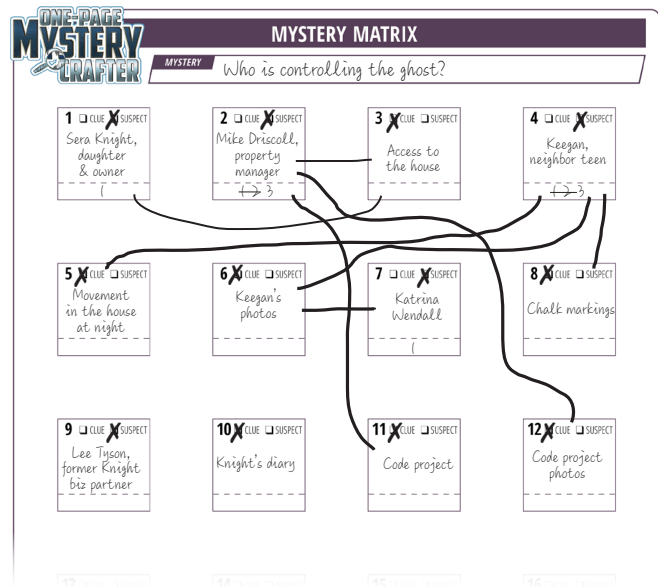
Gold & Ghosts

Delaney and her friends reunite after she leaves the room, all three of them suddenly finding themselves downstairs in the foyer.

They aren't quite done in the house that night, as a shape looms out of the darkness. The kids all scream, and see that it's Keegan, the neighbor.

After a moment of mutual shock fades, they

learn that Keegan has been exploring the mystery with his friend Katrina Wendall.

Comparing notes, Keegan reveals he has a schematic of where all the keys were to be placed in the walls. He had found it during one of his searches of the house, contained in a folder with legal documents with Mike Driscoll's name on them.

That's why he took the photos and made chalk markings: he was indicating the places where the keys should be, behind the walls.

The Player adds "Code project schematics" as a Clue, Connecting it to Driscoll.

A HIDDEN TREASURE

Realizing they are all pursuing the same goal, the five of them team up. They pay a visit to Lee Tyson to ask him about the code.

He agrees to speak with them, but he doesn't know anything about a code. However, he says Knight had a hidden fortune in gold coins stashed somewhere. He implied he would love to get his hands on the treasure, since Knight owes him for how he threw him under the bus as his business partner.

He also reveals that Driscoll is aware of the fortune.

AN ENEMY REVEALED

This creates a new Clue of "Knight's hidden fortune", Connecting it to Tyson and Driscoll.

While studying Knight's diary one night, Delaney's room begins to shake as the ghost manifests. She sees it for a moment, a shadowy apparition with Knight's face. It moves toward her and she shrieks, holding the diary up protectively.

As the ghost collides with it, the apparition disappears and the diary catches fire.

Delaney rushes to the bathroom and douses the flames in the sink, only to discover that the heat of the flames revealed secret writing at the back of the book.

It explained that the person Knight was afraid of was Driscoll, because he knew of the code project and of Knight's hidden fortune. Knight now feared Driscoll coveted his gold and would use his secrets against him. This Connects the Clue of "Knight's diary" to "Driscoll", who now has 6 Clue Connections.

LAYING A TRAP

With their attention on Driscoll now, the kids trick him into coming to the house. Delaney pretends to be Sara Knight, calling and leaving a message with Driscoll to show up at the house at midnight.

The kids wait in the house, hiding, and Driscoll shows up, taking the bait.

The Player decides this ploy earns a Discovery Check. Since Driscoll has 6 Connections, the Mystery Elements table result is automatically "Clincher Clue", Connected to Driscoll.

The Player interprets the Clue as Knight's book of rituals, which Driscoll has with him.

Delaney and their friends watch him from inside a closet. Driscoll calls out for Sera, and it's soon obvious she's not there.

Suspecting a ruse, he opens the book of rituals and starts to intone an incantation to summon the ghost. Why bother searching the house when you can have a ghost do
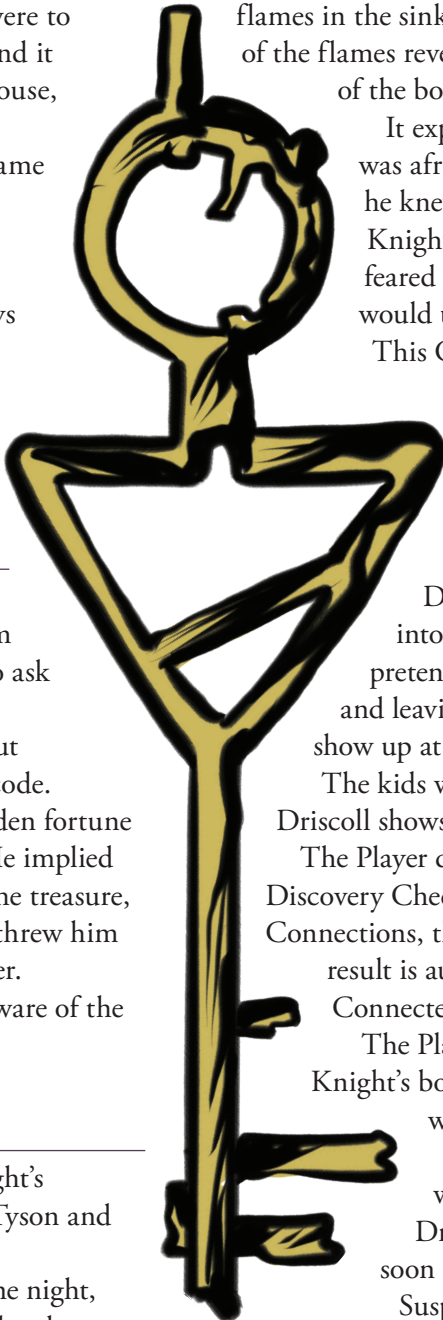
it for you?

The kids burst out of hiding to reveal themselves, shocking Driscoll in mid-summoning. A telekinetic storm whips up in the house with the ritual run amok, loose items flying around.

THE PLAN LAID BARE

Driscoll is enraged by the kids' interference. He admits that he killed Knight when he learned of the treasure. The keys in the wall were a magical ritual Knight was performing, meant to keep him from aging while in his house. All it did, however, was to trap his ghost there upon his death.

Driscoll was aware of Knight's dabblings in magic and where the book of rituals was. He used it to summon Knight's ghost to try and force him to reveal where the gold was hidden.

Each time Driscoll tried the ritual, Knight's ghost would manifest more strongly, sometimes causing havoc elsewhere in the neighborhood. Driscoll believed he was close to getting Knight to reveal his secrets.

KNIGHT'S REVENGE

As Driscoll rants, the ghost of Knight proves the theory of his growing strength true by manifesting around the backstabbing property manager. With

cries of panic, Driscoll is drawn up into the ectoplasmic maelstrom. In a flash the ghost, Driscoll, and the book of rituals is gone.

Delaney and her friends had done it, they solved the mystery and stopped further manifestations of the ghost.

There were still questions, such as whether Knight's ghost was at rest or still lurking in the house, and where the treasure in gold was hidden. Those are mysteries for another time.

ONE-PAGE MYSTERY CRAFTER

MYSTERY MATRIX

MYSTERY — Who is controlling the ghost?

1 ☐ CLUE ☒ SUSPECT	2 ☐ CLUE ☒ SUSPECT	3 ☒ CLUE ☐ SUSPECT	4 ☐ CLUE ☒ SUSPECT
Sera Knight, daughter & owner	Mike Driscoll, property manager	Access to the house	Keegan, neighbor teen
1	1-2-3-4-5-6		1-2-3

5 ☒ CLUE ☐ SUSPECT	6 ☒ CLUE ☐ SUSPECT	7 ☐ CLUE ☒ SUSPECT	8 ☒ CLUE ☐ SUSPECT
Movement in the house at night	Keegan's photos	Katrina Wendall	Chalk markings
		1	

9 ☐ CLUE ☒ SUSPECT	10 ☒ CLUE ☐ SUSPECT	11 ☒ CLUE ☐ SUSPECT	12 ☒ CLUE ☐ SUSPECT
Lee Tyson, former Knight biz partner	Knight's diary	Code project	Code project photos
1			

13 ☒ CLUE ☐ SUSPECT	14 ☒ CLUE ☐ SUSPECT	15 ☒ CLUE ☐ SUSPECT	16 ☐ CLUE ☐ SUSPECT
Code project schematic	Knights hidden fortune	Knights book of rituals	

17 ☐ CLUE ☐ SUSPECT	18 ☐ CLUE ☐ SUSPECT	19 ☐ CLUE ☐ SUSPECT	20 ☐ CLUE ☐ SUSPECT

Making Characters You Can Connect With

For many solo roleplayers feeling a connection with your Player Character is vital. It's just you and your PC. There's no one else at the table. Maybe this causes you to dwell on your Characters motivations, or you're drawn to the "coolness" factor of powers and abilities, or you just like the direction Character generation is going. Something made you want to create this Character, and hopefully that makes you want to keep coming back to them.

And yet, even after all of that, the Character can feel lifeless, making it difficult to get your mind into an adventure with them.

CLICKING WITH YOUR CHARACTERS

Players talk of campaigns fizzling out, running out of steam. You walk away from them because you no longer feel the excitement you did when you started.

This loss of wind in the sails is often attributed to a lackluster adventure or an initial idea that went wrong. However, maybe much of the time

NEW FATIGUE-B-GONE!!!

This topic, of creating Characters you can connect with, has similarities to an article in *Mythic Magazine #42,* "Dealing With Solo Play Fatigue".

Feeling disconnected from your PC is a kind of solo play fatigue. It's a barrier to exploring our infinite worlds. While "Dealing With Solo Play Fatigue" may best be described as trying to re-energize an adventure, fatigue can also be an extension of struggling to know our own Character.

If you find this issue's article interesting, #42's may be for you as well!

it's because we didn't connect with our Character.

When I think about my most successful adventures and campaigns, the first thing that comes to mind for me isn't the goal I achieved or the journey I went on, but the Character themself. Sure, I remember the high points and the exciting moments, but I am hard pressed to remember any of those details from an adventure where I wasn't also connected with the PC.

On the contrary, I've had adventures that weren't that great. The adventure idea may have been well worn ground, or the plotline meandered. But I still had a good time because I liked the Character, and I liked the Character because I felt bonded to them.

It seems like story ideas are what often bring us to a game, but it's the Characters that keep us coming back.

It Gets Personal

Maybe we tend to talk about the adventures more often because it's easier. It's similar to discussing a movie with someone, you're likely to summarize the broad strokes of the plot. But then you might say, "I really liked the main character, too. I could relate." Explaining why you relate to the Character so well may be more difficult than the plot summation; it's more of a feeling that's difficulty to pinpoint.

The point is: relating to a Character is a personal thing we feel, and capturing that feeling isn't as simple as a 1-2-3 recipe.

In this article I present some ideas that will hopefully help you to capture that feeling when creating a Player Character, through a solid connection.

> " It seems like story ideas are what often bring us to a game, but it's the Characters that keep us coming back. "

GENERATE A BACKGROUND

I'm going to start with probably the most oft-given advice when trying to connect with a Character: build a background. It's difficult to feel apathetic about someone when you've learned their story, and that's true of fictional people as much as real people.

There are lots of tools in Mythic and Crafter sources, as well as tons of other RPGs, for making Player Character backgrounds so I won't go into it too much here other than to say this ...

Have Fun With It

I think it's important to have fun with background creation. It's kind of like running a short adventure, but you can play around with it with extra creative license.

No matter what tool you're using to generate a Character background, as details emerge focus on the stuff that interests you the most. You can throw in some Mythic Fate Questions or Discover Meaning on a Meaning table for more details as you go, turning that attention on Character facets that intrigue you.

> *If you discover from a random table that your noble mage grew up as a street thief, you may find this interesting and want to know more. Some well placed Fate Questions could tease out that your PC's most successful teenage heist was ripping off a local wizard. That may be what spurred their interest in sorcery.*

By emphasizing the fun and interest value in background creation, you're connecting with the PC by being engaged in the process.

DISCOVERING BACKGROUND

Discovering Meaning is a quick way to create background events for a new PC. Even if you're using another background generation method, it's so easy to roll on a Meaning table that why not sprinkle in a few extra bits of inspiration

The obvious table choices are Character Background and the Action tables, but Plot Twists is good too if you want some dramatic word possibilities like "Revenge", "Pursue", and "Mystery".

Tables like "Location" and "Domicile" can give inspiration about places that are important to the PC. "Legends" could be used to create lore for the local area, and "Gods" to create religions the PC grew up with. Just about any of the tables can be tapped for some area of the PC's life.

Roll a couple of words, and you have a whole new facet of the PC's existence you now know, bringing you to a closer understanding of them and a better connection.

SNAPSHOT ADVENTURE SNIPPETS

Some Players like to run a short adventure before the adventure. It's a Scene zero, where you play a Scene that represents the Character's past. You could even draw this out to an entire adventure.

That takes some time, so there's a shortcut you can take and get much the same result: let's call them Snapshot Adventures.

If a one-shot is a full adventure played in a single session, then a Snapshot Adventure is a fragment of an adventure played in a moment.

This approach is similar to generating a background, but involves more of a stream of consciousness approach.

Taking Snapshots

Let's say you built a Character. You like them, but you want to connect with them by creating some background. Instead of rolling to generate story beats and details to form into a history, you generate single moments that you roleplay for as long as you like.

I think this is best shown as an example!

The setting is the future, where high technology is common. Somewhere along the way, magic was discovered and blossomed, and has been combined with science. The result is a weird world full of strange machines and technocasters.

The Player Character is Dennis Sandclaw, a talented technocaster with a soldier's background who hires himself out to law enforcement chasing other casters who have taken it too far but can't be caught by the authorities.

The Player is happy with this PC, but doesn't have a feel for who they are yet. Before diving into a first adventure, they run through snapshot moments of their past.

The Player wants to run a combat, so they pull the stats for a muscly minion and get to fighting. The Player doesn't know any Context for this fight, just that the two are battling. They let this go until Sandclaw defeats the thug. This gave the Player a feel for how their Character might fight.

Next they jump to using the PC's social skills. They don't have a lot in this department, but they have some, and the Player's chosen RPG has rules for social interactions. The Player comes up with a moment where their PC is trying to bluff their way past the doorman to a party. There's a brief exchange and Sandclaw fails to convince the doorman. The Player concludes that moment.

They ponder how Dennis would do in a more

SNAPSHOTS AS TRIAL AND ERROR

Here's another good use for the Snapshot approach: to see if you even like the Character.

We've all experienced building a Player Character only to get halfway through their first adventure and realize we would have made other choices in the design process. Feeling buyer's remorse like this is, clearly, a big roadblock to connecting with them.

Run them through some snapshot moments of the kinds of things you'd like to see them doing … fighting the enemies you envision, engaging their talents, using their powers.

You might realize during a Snapshot moment that a particular skill combination isn't working the way you thought it would. Or, you really should have taken an extra few levels in Magery and down played Wilderness Survival.

You're not so invested in time and effort where you can't erase some details and redo portions of your Character, getting them ready for a real adventure.

This can help you build the sort of Character you'd like to roleplay, which helps build instant connection.

complicated situation. They plop him into a moment where he witnesses a gang fight going on, guns and technogadgets blazing. The Player wants to see if Dennis can defuse this situation peacefully, which seems impossible but interesting. They let this play out for a bit, then switch to something else …

You see what's going on. There's no cohesive background development, just random moments that the Player thinks would be interesting. Engaging in a fight, using skills, interacting with spur of the moment situations … anything you like or can think of.

Once you get rolling doing this, more ideas

> **"**
> **This approach gives you a chance to experience your PC in action before committing to an actual adventure. You can start to get a feel for their style and personality, and begin that connection process.**
> **"**

would likely pop into your head. "I wonder what would happen if ...?"

You don't have to play out any of the moments to their conclusion, just for as long as you like. Maybe the RPG has some really nasty bad guys, like a Juggernaut Synthezoid Deathmaker Battle Automaton, armed to the teeth. It would make hamburger out of the PC in short order, but the Player is curious and runs a couple rounds of combat with it just to see.

BONDING THROUGH ADVERSITY

This approach gives you a chance to experience your PC in action before committing to an actual adventure. You can start to get a feel for their style and personality, and begin that connection process.

You're not tied to any goals or Threads. There's no risk because you can stop at any time. You can explore any aspect of your Character by devising any moment you want.

It's like a highlight montage if you took choice moments from a string of adventures. You get some of the impact of playing all those hours of adventures, condensed into thirty or fifteen minutes.

Most importantly, you start connecting with your PC. You get a feel for them, you gain an appreciation for what they can do, you get a sense of their shortcomings.

PERSONALITIES YOU KNOW

Those first two ideas were mostly about your PC's history, and getting something you're comfortable with to start connecting early.

But who are you connecting with?

This is another roadblock. Even if we like the adventure details, we like the Character build, and we have a solid feel for the Character and their motives, we still may not have a grasp of their personality.

"Personality" can be an elusive thing. I suspect a lot of us start playing a Character with a personality in mind, and we end up sliding into some variation of our own personality.

There's nothing wrong with that, but having a PC with a distinct personality is an experience in and of itself.

One way to cement that personality quickly is to copy it from someone you already know.

Bring In The Clones

I'm not saying pattern PCs after friends or family, because that can be jarring in its own way. I'm talking about fictional Characters we are familiar with. The leads of our favorite shows and movies, the heroes of books we love, characters we have come to know closely.

You're not actually building that Character you're just copying their personality traits that you know so well.

Playing an orc chieftain and can't wrap your head around how to relate? Maybe there's a movie or show you like with a character who was rough and tough, but likable. If you enjoyed watching them in film, it may be fun to play them in your adventure.

You might bring over a few other details if you like. Having physical features that are similar, or other elements, can help remind us during play who we're patterning this PC after.

Sometimes when I do this, the idea starts as a "what if?" For instance, what if that emotionally tortured main character propelled by guilt and loss in the apocalyptic show I just watched had some real power, like a wizard? What would they do then?

This works especially well with fictional Characters you are familiar with over time, because now you have some idea how they can change, and what causes them to change. It doesn't have to play out the same way in your adventure, but you already know their triggers and their dreams.

They are a ready made personality and emotional template that you can transfer to your game, and feel instantly bonded with them.

SINGULAR FOCUS

So far this has revolved around establishing enough details about your Character that you feel at home with them. The idea is, as you continue to add layers to your Character, they become more fully dimensional and relatable.

But doing the opposite can also have the same effect, where we focus on the power of simplicity to build connection.

Create one single important internal detail for the Character. It can be a motivation, or an emotion, a duty, a goal … anything that makes the Character get up in the morning. Just one thing.

> *In a wild adventure where the Player Character, Theo, is an undead zombie outlaw in the old west, the Player wants a singular focus they can narrow their attention upon.*

UNDEAD SINGULARITY

The example starting on this page shows a zombie PC with a singular focus that shapes them as a Character. To see how flexible this strategy is, let's make different versions of this gun-slinging PC by rolling different word pairs.

Ⓜ

TABLE ROLLED: Character Personality
MEANING WORDS: Annoying, Loyal
INTERPRETATION: Being dead isn't going to keep Theo from showing up and protecting those he loved in life, even if they keep running away from him screaming.

Ⓜ

TABLE ROLLED: Character Background
MEANING WORDS: Bold, Independent
INTERPRETATION: It took rising from the dead for Theo to learn an important lesson: he can only rely on himself.

Ⓜ

TABLE ROLLED: Action
MEANING WORDS: Suppress, Freedom
INTERPRETATION: Rising as a zombie has given Theo a second chance, but he's very aware how negatively others perceive him. He keeps to the shadows.

Ⓜ

TABLE ROLLED: Character Traits & Flaws
MEANING WORDS: Familiar, Control
INTERPRETATION: Theo likes to stay in places he's familiar with and can control. He gets very anxious and resistant to anything that would take him away.

Ⓜ

TABLE ROLLED: Character Skills
MEANING WORDS: Communicate, Guide
INTERPRETATION: Theo just can't help dispensing pearls of wisdom at inopportune times. The wisdom is dubious at best. "Like my pappy used to tell me, if you can't say something nice about someone, then say it with lead."

Rolling on Mythic's Character Motivations table, the Player gets Intellect and Emotion.

They interpret this to mean that the PC doesn't know who killed them, back when they were alive, and it really, REALLY bothers them. They would do just about anything to find out who it was.

That's it. All you may need is one, central, important thing that guides this Character.

There's a wonderful simplicity in a singular focus. You, as the Player, grasp right away what the focus is about and what it means to the PC.

That's your connection point. You aren't learning their life story, you're just learning the most important thing about their life story. That's enough to engage us in our own Character.

"Undead Singularity" on the previous page presents different versions of this Character from different Meaning words rolled. Each version is unique and easily identifiable. Some are serious and suggest goals, others are humorous and designed to make the Character fun to play.

If you like this idea, you could consider rolling various focuses for your Character and seeing which one fits best for you. A Meaning table word pair is quick and easy to roll up, and you can skip any that are giving you trouble to interpret. After three or four, one is likely to grab your attention that you can use for your Character.

MAKING LISTS PERSONAL

This suggestion is about slightly shifting the focus of your adventures from a mission objective to Character goals.

When adding elements to the Threads List, consider goals that are specific to your Player Character. They don't need to have anything to

POSSIBLE PERSONAL LAUNCH

The suggestion in "Making Lists Personal" is to place Threads and Characters in your adventure Lists that are directly related to your PC at the outset of each adventure.

This is based on a rule in *Mythic Role Playing* about maintaining separate PC Lists (you can find this on pages 70 and 72). Later editions of *Mythic Game Master Emulator* omitted this rule, but it's still a useful approach to personalize adventures to your PC.

In the Mythic red book, PC Lists are only used in the first Scene of an adventure when creating a Random Event for the opening moment. When rolling on the Focus Table, if you get results calling for rolls on a List, and that adventure List is currently empty, then roll on the PC's List instead.

For instance, you're starting a new adventure by rolling a Random Event. The adventure Lists are empty, however you've maintained Lists for your PC.

The Event Focus is NPC Action. Since there are no NPCs in the Characters List yet for this adventure, you roll on your own PC's Characters List.

Your PC's Lists are only used in the first Scene to allow the possibility that the adventure starts with a personal connection. After that, the adventure proceeds as normal.

If you like this approach, keep separate Threads and Characters Lists for your PC. Place elements on these Lists that are important to your PC. This will change throughout your Character's career, and each adventure may bring new goals and NPC's into their life that make it onto their personal Lists.

This opens the door to those elements returning at any time in a future adventure.

do with the adventure itself, these are goals your PC brings to the table from the get go.

You might record them on your Character sheet and start each adventure by placing them on the Threads List. It doesn't mean your adventure has to be about those Threads, it could very well go in another direction. But the Threads are recurring and personal to your PC, and could enter the adventure at any time.

Doing this can help keep you connected with your Character because adventures have the potential to be personal to them. Their wants and needs are always in mind, even when other quests are underway.

LOOKING LONG TERM

Character goals that may work especially well with making PC Lists are ones tied in with their personality and ideals. These could be epic goals, or very difficult to achieve goals, or goals that cannot be completed.

Theo the zombie outlaw's Player wants to make his adventures more personal, so they come up with three of Theo's unlife goals.

Ⓜ Find out who killed him.

Ⓜ Protect his living sister from harm.

Ⓜ Steal from other outlaws, because it's fun.

Theo's Player will place those three goals into the Threads List of each adventure they start.

At least one of those goals, stealing from outlaws, is something Theo could do forever. Rolling that as a Random Event may present Theo with opportunities to take from other bandits. Finding out who killed him is likely also a long term, and maybe impossible, task. That one could lead to lots of wild goose chases that get him into trouble.

BINDING THE CHARACTER TO THE SETTING

The start of this article wondered if Player fatigue stems less from dissatisfaction with the setting and more with the Player Character.

A way to increase interest and connection with your Player Character, while at the same time boosting the relevancy of the setting, is to bind the Character and the setting together thematically.

Grow The Character Out Of The Setting

Before creating your Character, create their world. Then, grow your Character out of that world.

Whether you're playing in a setting from your chosen RPG or something more generic, you can world build details to make it come alive.

For instance, you just got a new fantasy RPG and are excited to play it. Before jumping into Character creation, you read through the book and the setting material. From there, you may select portions of the setting you like best, such as a starting city or faction. Ask Fate Questions or Discover Meaning to create more details for the setting, customizing it to your liking.

If you chose a city in the setting that appealed to you, you might create a neighborhood within this city. You could populate it with NPCs and a bit of local history using Fate Questions and Discovering Meaning.

It could look something like this ...

The setting is fantasy, but in an historical European world of the middle ages. The Player likes how Italy is described, along with secret magical societies that operate there.

They want to base their future PC in this magically enriched Italy. Before brewing a Character into existence, they do some worldbuilding.

The Player asks the Fate Question, "Is my Character involved in a magical society?" Mythic says Exceptional Yes. The Player interprets this to mean that their PC, whomever they turn out to be, is deeply connected with one of the magical organizations of Italy.

To get an idea of what this organization is known for, they roll on the Action Meaning tables and get "Befriend" and "Idea". The Player interprets this to mean the society is known for innovating new, mystical ideas and isn't afraid to test magical boundaries.

They roll on the Locations table for an idea of what the organization's headquarters looks like, and get "Reassuring" and "Crude". The interpretation: They don't really have a building, but a cluster of tents and stalls in a quarter of the city. It's reassuring because they have a very open attitude about who comes and goes, inviting anyone with an interest and an aptitude in the mystic arts to freely visit and exchange ideas with society mages.

The Player is pleased with this bit of world building. They've carved out a place for themselves in arcane Italy. When they create their Player Character, they already know the place they spring from.

Magic, history, and monsters ... it's a great place to personalize with custom content that serves as the chrysalis for your Character to spring from. Just ... not this little creature in the helmet. Let's have that be an NPC.

You start Character creation with custom lore and a sense of geographic personality. This will aid you in the generation process, growing a PC out of this setting who truly belongs there.

This can help connect you with your Player Character by giving them a sense of identity that's rooted in the world you will be playing in.

Grow The Setting Out Of The Character

The reverse is to make your Character first, then world build a setting. With this approach, build a Character as you see fit.

Next, before launching an adventure, engage in setting construction by building a world that caters to your Character.

This could involve Fate Questions and Discovering Meaning as well, but now with the additional Context of your already built PC. You could generate institutions and allies natural to your Character's motivations and talents, generate legends and problems to serve as potential adventure seeds your Character would want to go after, and form other opportunities for your PC to engage with, without having to seek them out first while adventuring.

Our Player itching to play their new game takes this other approach to preparation. They build their Character, a soldier serving an English lord.

The only thing the Player knows about their PC's setting so far is that they live in this game's fantastical version of medieval England, and they are a soldier residing near the lord's castle.

To build up this setting around their PC, the Player asks, "Is this a time of war?" Mythic says Yes. Trouble is brewing in England, and the PC's lord is involved.

The Player wants their PC to have a comrade in the army. Rolling on the Character Personality table, they get "Careful" and "Friendly." Rolling on the Names table results in "Floral" and "Color".

The Player makes this interpretation: The PC's best friend is Ross "Rosey" Greenway, a fellow soldier known for his friendly demeanor and lack of desire to volunteer for risky missions.

Since the setting is war based, the Player rolls on the Army Descriptors table for inspiration of what the PC's regiment is like. They get "Punish" and "Defensive". The interpretation: The PC's regiment stays at the castle as a defensive force if the enemy breaks through. This, unfortunately, also keeps them close to the lord who is often critical of the soldiers and quick to punish mistakes.

This bit of world building constructs a setting that extends from the PC. It's military based in a time of war for a solider Player Character, we get an idea of what life at the castle is like, and the PC has a best friend.

> ❝
> ## Before launching an adventure, engage in setting construction by building a world that caters to your Character.
> ❞

ADVERSITY PROMOTES FAMILIARITY

Few things develop a Character more than throwing them into a crisis and seeing how they do. This is a good way to really get into a Character, and it can be done right away instead of waiting for an adventure to build up to it.

"In media res" is a literary term for stories that begin in the middle of the narrative rather than the start. This just means, the adventure begins at a point of action.

You can do this in your own adventures by creating a first Scene, with Context that the Scene is one of high action or tension. This may involve creating backstory for the Scene. It's as if you're jumping into an adventure somewhere around Scene 6 or 7 instead of 1.

A Player built a fantasy Character and is ready to adventure, but wants to leap into the action right away.

They make a first Scene using Mythic Meaning tables, coming up with this interpretation: The first Scene begins with the PC prying a crystal from a wall, while bright lights and energy stream from it. There is a deafening noise as the towering chamber around you shudders, and a horde of orcs screams and hollers, although terrified to come closer.

Leading up to this point involved the PC meeting a couple along the road who were having trouble with their cart. The PC helped, only to find the pair is a prince and princess fleeing from the castle, where "a great evil has taken hold".

The PC learns that royal miners had unearthed an artifact that warped the minds of those who got too close to it. This led to a quest where the PC found an amulet that protects against the crystal's warping power, which led to them sneaking into

the castle, down into the mines, and trying to take the crystal. Which is where we start.

That whole example scenario was generated through Meaning table rolls, and is a nicely active way to start an adventure. This bypasses a "building up" phase that may be where you sometimes lose touch with your Player Character. Maybe in the thick of action you can find the heart of your PC.

🔍 PRE-GAME

Creating an in media res adventure can be a lot of fun because you get to do adventure construction before you start. Using tools like Fate Questions, Discovering Meaning, or The Adventure Crafter, you can build an adventure narrative as if it has already unfolded.

You can drop your Player Character in at any point of this developing storyline and start the adventure with a first Scene.

NPC AUDITION

Sometimes we make a PC only to discover later we don't like them that much. By now we may be invested in an adventure, having put days or weeks into it. Thinking of dropping a PC at this point is deflating, and definitely not conducive to connecting with your Character or the adventure.

One solution to this is to start an adventure with only NPCs, no PCs, but each NPC is a Character you might want to play. Maybe it's a party of adventurers whom you've made rough estimations of their stats and abilities. As you start an adventure, you don't have a Player Character, you're controlling this group of NPCs.

At some point, after experience with the group,

choose one NPC and turn them into your PC.

This forms an audition period, where the NPCs try out for the role of main Character.

To keep the work load down, only build up the Characters as much as you need for them to be functional in the adventure. Once an NPC is chosen to be your PC, you can construct them into a full Player Character.

THE MANY UNIVERSES THEORY

You may have a Character you connect with, but you're ready for new games and new challenges. So, it's time to create a brand new Character, right?

Maybe not.

Try taking a PC you like and and port them to a brand new RPG and universe. Think of it as an alternate multiverse version of them.

You don't have to copy their skills or powers, it's more you're copying the idea of them.

You've just come off a really satisfying campaign set in a light fantasy, medieval setting. Your Character, Cezar, is a wizard, a scholarly type whose spells require great rigor and ritual.

You're looking to speed things up with a new game and campaign, so you start a bronze age "sandals and swords" style fantasy. This one is full of monsters, magic, barbarians, and wars.

To start the game with a Character you've already bonded with, you decide on making a new version of Cezar. You use the same name. He is also a wizard, although with spells more attuned to battle and summoning supernatural forces.

They have a similar personality, where they are curious and questing for knowledge. They have

REINCARNATION

The suggestion under "The Many Universes Theory" is to create a Character with similarities to a PC you already connect with.

You can also try porting that PC over to the new game and setting as much as possible, detail for detail. It may not be an obvious fit at first. For instance, converting your sci-fi galactic merchant trader Character into a gritty street level superhero could be a challenge.

But in the challenge is the fun.

Try finding a profession in the new game that is sort of like what they did in the previous game. Look for similar skills and abilities and similar associates. Make them as much like the other Character as possible without breaking any rules.

This is an interesting approach especially if you have a Character you really love, but you're ready for a change of pace. In a way, you get to have your new game with an old Character, or at least a version of them.

similar signature moves, such as using illusion to disorient enemies and scrying to learn information.

In short, it's the Cezar you've come to know, but in an alternate form.

GET TO KNOW THEM, IN YOUR HEAD

This last suggestion may come across as kind of weird, but bear with me.

After a solo roleplaying session you no doubt think about it. Maybe you mull over what happened, and what you should have done differently, and what may happen next.

There's space to continue solo roleplaying

after the session is done, even if it's just in your head while going about other things. Consider moments in played adventures where there are gaps of time, what happened in those spaces? What did your Character think about? Were there conversations that took place?

Roleplay any of this in your head. You are building the lore of your Character and their adventures. Nothing you create changes what's already happened, and it doesn't add anything significantly new, but it creates more depth to what you've already created.

This helps keep your Player Character in mind even when you aren't playing. It can also help build up your curiosity for what comes next, which keeps your Player to Player Character connection alive.

Cezar's Player just finished their first adventure session in the new bronze age setting. Cezar was traversing a desert by horseback and had to deal with a panther than wandered close. He was able to charm it, and it joined as a companion for a short time.

After the adventure, the Player imagined Cezar chilling with his new panther friend by the campfire at night. They pictured Cezar talking to the panther, regaling the animal with tales of his heroism. The Player is inventing these past stories as they think about them, but it helps to build up the new Cezar in their head. 🐾

The adventure doesn't have to end when the adventure ends. Take a virtual reality moment in your own imagination and embellish on your adventures with moments that make your Character feel more tangible.

The super simple Mystery Matrix

MYSTERY MATRIX

CLUES & SUSPECTS:
Roleplay the investigation. Record found Clues and Suspects on a sheet of paper in boxes. This is the Mystery Matrix, with a maximum of 20 boxes. If you go over, then choose Clues or Suspects to remove to make room if you wish.

MYSTERY MATRIX BOXES:
For each box, record the Clue or Suspect. In the upper left, list a number starting with 1 and each box after gets the next consecutive number (2, 3, 4, etc.). In the top right, place a "C" if this is a Clue or an "S" if this is a Suspect. If the box is for a Suspect, then along the bottom record the number of Clues connected to this Suspect. This number will change as you play.

```
Box #        "C" or "S"

    Name of Clue
    or Suspect

Number of connections
```

CONNECTED CLUES & SUSPECTS:
Draw a line from a Clue to a Suspect when you discover a Connection between them. Based on what you know, make an interpretation why they are Connected. Record the number of Connections at the bottom of each Suspect box.

INVESTIGATING

Clues, Suspects, and Connections can be found through roleplaying the investigation, adding them to the Matrix at your discretion. Your PC can also search for Clues and Suspects by making Discovery Checks.

EARN THE CHECK:
A Discovery Check is earned by accomplishing something, or spending a Scene searching. For instance, successfully cracking the cypher of a coded diary. Once earned, roll 1d100 + the number of boxes. Check the Mystery Elements table for what is discovered.

NEW BOXES:
Roll one to three Mystery Descriptors words, enough to interpret what the new Clue or Suspect is.

CONNECTIONS:
When a box gains a Connection, roll to see which box it connects to. See "Matrix Rolls". If the Connection isn't possible (for instance, "New Connected Clue" and there is no Suspect to Connect to) then treat the roll as "Nothing useful is found".

CLINCHER:
Treat as New Connected Clue. The Suspect it Connects to is the answer to the mystery. If a Suspect has at least 6 Connections, this is an automatic result and the Suspect with the most Connections is the answer (choose if there is a tie). Based on what you know, make an interpretation why this is the solution.

MATRIX ROLLS

To roll a Clue or Suspect on the Matrix, roll a die (d4, d6, d8, d10, d12, or d20) that is equal to or just past the number of Matrix boxes (d4 for 3 boxes, d6 for 6, d12 for 11, d20 for 14, etc.). Go to that box number. If you roll over the number of boxes, then choose the most likely.

SKIPPING BOXES:

Clues must connect with Suspects, and Suspects with Clues. If you roll a Connection between two Clues or two Suspects, then skip it and continue to the next Box that it can Connect with.

IT'S A MYSTERY!

Establish a mystery to solve. This can be any question to answer, any objective that requires Clues and Suspects.

MYSTERY DESCRIPTORS

1D100	DESCRIPTOR	1D100	DESCRIPTOR
1	Accident	51	Legal
2	Aggressive	52	Lethal
3	Ambition	53	Lies
4	Anger	54	Location
5	Attack	55	Locked
6	Betray	56	Lost
7	Bribe	57	Love
8	Business	58	Loyal
9	Change	59	Mechanical
10	Clothing	60	Misfortune
11	Code	61	Missing
12	Communication	62	Mistake
13	Conflict	63	Motive
14	Container	64	Mundane
15	Control	65	Mysterious
16	Cooperation	66	Nature
17	Damage	67	New
18	Danger	68	Night
19	Deliberate	69	NPC
20	Deny	70	Obligation
21	Desperate	71	Old
22	Discarded	72	Partial
23	Discover	73	PC
24	Dispute	74	Personal
25	Document	75	Plot
26	Domicile	76	Portal
27	Emotion	77	Possession
28	Empty	78	Power
29	Enemy	79	Protect
30	Equipment	80	Rare
31	Fake	81	Representative
32	Family	82	Resource
33	Fear	83	Rumor
34	Find	84	Science
35	Flee	85	Strange
36	Friend	86	Surprise
37	Give	87	Suspicious
38	Goal	88	Take
39	Greed	89	Technology
40	Group	90	Threaten
41	Harm	91	Tool
42	Hate	92	Travel
43	Help	93	Trust
44	Helpful	94	Unusual
45	Hidden	95	Valuable
46	Hurt	96	Vehicle
47	Inform	97	Vengeance
48	Information	98	Wealth
49	Jealousy	99	Weapon
50	Leadership	100	Witness

MYSTERY ELEMENTS

1D100+ BOXES	MYSTERY ELEMENT
1-15	Nothing useful is found.
16-35	New Unconnected Clue
36-50	New Unconnected Suspect
51-70	New Connected Clue
71-80	New Connected Suspect
81-100	Connect existing Clue & Suspect.
101 or higher	Clincher Clue

MYSTERY

1 ❏ CLUE ❏ SUSPECT

2 ❏ CLUE ❏ SUSPECT

3 ❏ CLUE ❏ SUSPECT

4 ❏ CLUE ❏ SUSPECT

5 ❏ CLUE ❏ SUSPECT

6 ❏ CLUE ❏ SUSPECT

7 ❏ CLUE ❏ SUSPECT

8 ❏ CLUE ❏ SUSPECT

9 ❏ CLUE ❏ SUSPECT

10 ❏ CLUE ❏ SUSPECT

11 ❏ CLUE ❏ SUSPECT

12 ❏ CLUE ❏ SUSPECT

13 ❏ CLUE ❏ SUSPECT

14 ❏ CLUE ❏ SUSPECT

15 ❏ CLUE ❏ SUSPECT

16 ❏ CLUE ❏ SUSPECT

17 ❏ CLUE ❏ SUSPECT

18 ❏ CLUE ❏ SUSPECT

19 ❏ CLUE ❏ SUSPECT

20 ❏ CLUE ❏ SUSPECT

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