

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

MYTHIC MAGAZINE



Cozy
Solo

STEAL
THE
REBELLION!

A Mythic Mini RPG Of Galactic Heists

VOLUME 48



MYTHIC MAGAZINE

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

COZY SOLO.....	3
Catching Positive Vibes.....	3
Creating A Cozy Solo Adventure.....	5
Cozy.....	6
Cozy World Building.....	9
Making A Cozy Game Loop.....	10
Big Example: Dream beneath A Purple Sky.....	13
STEAL THE REBELLION!.....	16
For The galaxy!.....	17
Join The Rebellion, Be A Hero!.....	18
Ranks.....	19
Heroic Actions.....	20
Ask The Game Master.....	22
Contests.....	22
Questions.....	22
Rebellion!.....	23
Consequences.....	27
Situational Modifiers.....	28
Phases.....	29
Phase 1: Recruitment.....	31
Phase 2: Get Ready!.....	31
Companion Primary Descriptor.....	31
Heist Target.....	32
Secure Facility.....	32
Phase 3: Infiltration.....	34
Phase 4: The Heist.....	36
Phase 5: The Getaway.....	36
Phase 6: The End Of The Monarchy.....	36
COLLECTED TABLES & SHEETS.....	37
COVER ART.....	44

Getting Cozy & Leading A Rebellion

Greetings, and welcome to the 48th issue of *Mythic Magazine*! This edition has articles on the extremes of action, from peaceful and relaxing to epic and galaxy changing.

“Cozy Solo” provides suggestions on creating the most peaceful solo roleplaying experience possible. This takes a step beyond issue #44’s “Running Solo Slice Of Life Adventures”, focusing on roleplaying designed to put us in a happy place.

We break out of that comfort zone for high sci-fi heroics with “Steal The Rebellion!” This is a first for *Mythic Magazine*: a complete, self-contained mini-RPG inspired by Mythic rules (especially from the upcoming *Micro Mythic* book). Join the rebellion on a heist mission that can topple a despotic monarchy, using familiar but simplified Mythic rules.

Happy rebelling, and happy adventuring :)

Nano Sp





WHAT IF

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

Cozy Solo

Cozy. Even the word feels warm, welcoming, and peaceful. I've heard that term much more frequently in recent years, attached to tabletop roleplaying games and video games. Sometimes, Players want to slow the usual roll, put away the swords and big freakin' guns, and just ... zen out. Being able to do that in your favorite hobby makes it even better.

This article is about bringing that cozy, chillaxed feeling to Mythic solo roleplaying. So kick off your shoes, recline in a virtual hammock, slow your breathing, and let's get cozy :)

CATCHING POSITIVE VIBES

"Cozy" anything is about developing a feeling of comfort, safety, and emotional warmth. It's a "feel good" kind of thing, where the only aim is to cultivate that positive vibe.

For cozy solo roleplaying, I think it's all about the feeling. There don't have to be any goals, no trackable progress, no struggle or conflicts. You don't even need a Character.

This is similar to "Running Solo Slice Of Life Adventures" from issue #44 (see the sidebar), but even simpler, slower, and more peaceful.



A SLICE OF COZY

This isn't the first time *Mythic Magazine* slowed down to smell the flowers. If you like the idea of cozy-style roleplaying, you may also want to check out issue #44's "Running Solo Slice Of Life Adventures".

It's not quite the same thing as what's covered in this article, but it's in the same ballpark. "Solo Slice Of Life" discusses running solo Mythic adventures that focus on the everyday aspects of a Character's life. The pace is slow and personal, much like "Cozy Solo".





I love a good example or three, so let's look at samples of what a cozy solo roleplaying experience might look like:

A HEALING TOUCH

Imagine an adventure where your Character has the power to heal others. They can do it simply and quickly, just by paying a visit and having a chat. A solo roleplaying experience based on this premise would offer the cozy setting of easily and instantly removing the suffering of others, while getting to know them in the process.

A WORLD WITHOUT CONFLICT

In this cozy concept, you aren't a Character at all, but just a point of view. You are a floating observer, exploring an alien world that is completely at peace. There is no conflict there. No competition. It's a completely natural environment fully in balance. This solo adventure is about simply drifting, discovering new areas of this harmonious place.

WIND BENEATH MY WINGS

A few months back I posted a question on the Mythic Reddit group looking for strange solo adventures. One Player (Inevitable_Fan8194) described how they played a solo game where they were a bird, flying and swooping. They generated what the bird observed as it soared. The Player described it as so relaxing, they fell asleep playing it. That's maximum cozy!

You can read the comment here if you like: https://www.reddit.com/r/mythic_gme/comments/1g7jauf/comment/1stcrr7/

COZY EXAMPLES

There are plenty more examples of cozy roleplaying games, video games, and anime that show the kind of things our Characters can get up to that fits well with the feeling we're looking for. Activities like lazy traveling, selling simple merchandise, small scale family farming, cooking, and running simple but sociable businesses like restaurants and cafes all make for cozy tropes.

CREATING A COZY SOLO ADVENTURE

This article focuses on a handful of key ingredients to morph a standard Mythic solo adventure into a cozy style adventure. It can be summed up as:

- ④ Simple concept
- ④ Simple mechanical rules
- ④ Cozy, safe Context
- ④ Cozy Meaning table

Those are the basic building blocks. Notice the emphasis on “simple” and “cozy”: even making your adventure should be cozy.



AS CHILL AS WE WANT TO BE

There aren't a lot of rules in this article because cozy is a state of mind. If anything, this article talks about what stuff we normally use during a Mythic adventure that we can leave out.

If you're playing a cozy adventure, you're doing it because you want to. You're looking forward to that warm, relaxed feeling.

This gives us the license to make it happen. It's going to be a cozy experience because we say it is, and anything that might stop that can be gently removed or changed.

This might feel like railroading if it were a typical solo adventure. For instance, maybe you want a horror adventure so you decide when the monster attacks, who betrays whom, and what awful things happen. That's not going to be too exciting with you pulling all the strings yourself.

But you have much more freedom with a cozy adventure to manipulate the rules, setting, and outcomes as you wish. We're not looking to craft an epic experience with a multifaceted plot, we just want to take a chill pill and enjoy the moment.

Let this be that permission you may need to give to yourself to “break” the rules as much as you like for this experience.

Think Simple

Our goal is to relax into an environment where we can breath and just . . . be. So the first step is, what cozy concept is speaking to you? Where would you want to be right now if you could be in the most relaxed place possible?

BE ANYTHING

Of course, we're not just talking places. This is solo roleplaying, we can transport ourselves to anywhere, be anything.

Maybe your cozy concept is to be one of those bits of white fluffy stuff that drifts off of dandelions, and you want to see what random things you pass by.

Or, you want to open a bakery in a small village where talking animals live. I wonder what kind of muffins a blue jay would like?

How about taking a walk through a quiet forest and seeing what wildlife scampers our way?

THE GOAL OF NO GOALS

None of these concepts have much in the way of hard goals baked into them. Objectives are simple and easily achievable. There is no intrinsic conflict or obstacles to overcome.

It's an experience, not a project.

THE SIMPLEST RULES

Since this is solo roleplaying, we're going to need some rules. Let's not use so many that it swamps our cozy feeling.

The kind of simple adventures discussed here would work well using the Mythic GME alone, without a chosen RPG. Just use Fate Questions and Discover Meaning for everything.

Feel free to drop any rules that you don't fully

need. For instance, we could probably leave the Chaos Factor at 5, never changing it. That makes Fate Questions easier to ask and end of Scene bookkeeping simpler.

You may not need Threads or Characters Lists if you'd rather wing it. If you roll a Random Event that calls for a Thread or Character, go with whatever pops into mind first.

If you do use a chosen RPG along with Mythic, consider cutting it down as well. Drop any mechanics that you just don't feel like using or probably wouldn't come into play. You may leave out anything combat related, for instance.

Cozy Context

Mechanically we're well on our way to Cozytown. A simple concept and simple rules will keep this adventure light on its feet, which is cozy conducive.

However, those things don't guarantee that our adventures may take a turn for the worse. Solo roleplaying can do that unexpectedly.

So let's make some Context Rules. This is Context we are deciding ahead of time that has the power to shape our expectations like any other Context acquired through an adventure.

Some cozy encouraging Context Rules can be found on the next page.

Cozy Meaning Table

Mythic's Meaning tables are meant to drive plot and action, so they tend to be jammed with words that promote conflict and tension. That's great for most Mythic adventures, but not so great for sessions where tension is the last thing we want.

You can use the Cozy Meaning table as a substitute for Mythic's Action Meaning tables when running a feel-good adventure. It focuses on words that promote cooperation over conflict.

COZY

1	Accompany	51	Inspect
2	Agree	52	Leadership
3	Animal	53	Location
4	Arrive	54	Move
5	Assist	55	Mundane
6	Attain	56	Mysterious
7	Befriend	57	Nature
8	Carry	58	News
9	Celebrate	59	Nostalgic
10	Change	60	NPC
11	Chatty	61	Object
12	Combine	62	Observe
13	Comfort	63	Official
14	Communicate	64	Open
15	Completion	65	Outside
16	Continue	66	Path
17	Cooperation	67	Peace
18	Create	68	People
19	Deposit	69	Personal
20	Distraction	70	Physical
21	Emotion	71	Plan
22	Environment	72	Possession
23	Expectation	73	Power
24	Extra	74	Praise
25	Extravagance	75	Project
26	Find	76	Protect
27	Food	77	Quirky
28	Free	78	Recruit
29	Friend	79	Relaxation
30	Friendly	80	Repair
31	Gathering	81	Return
32	Gentle	82	Reveal
33	Gift	83	Reward
34	Give	84	Safety
35	Goal	85	Service
36	Group	86	Slow
37	Guide	87	Start
38	Happy	88	Stop
39	Heal	89	Strange
40	Helpful	90	Success
41	Hobby	91	Support
42	Home	92	Surprise
43	Hope	93	Technology
44	Idea	94	Time
45	Increase	95	Truce
46	Indulge	96	Trust
47	Information	97	Unusual
48	Innocent	98	Warm
49	Inquire	99	Weather
50	Inside	100	Work

MIXED MEANINGS

When using an Elements Meaning table from *Mythic Game Master Emulator Second Edition*, such as Locations or Powers, you can mix in a word or two from the Cozy Meaning table to “cozify” the other tables.

For instance, in a relaxed fantasy setting a witch casts a spell. To determine what it does, you could roll a word on Cozy and combine it with a word from Spell Effects, instead of rolling twice on Spell Effects. We might get “Undead” from Spell Effects and “Home” from Cozy, interpreted

COZY CONTEXT RULES

RULE	DESCRIPTION
REAPER FREE	No one dies in this adventure. Even if something happens that should result in PC or NPC death, it doesn't. Instead, something unfortunate happens. Even that, however, won't be too bad. It could even be treated as something whimsical.
THE “NO STRESS” RULE	You might be familiar with Mythic's “I Dunno” rule, which says if you encounter a prompt from Mythic that you can't quickly and easily interpret, then say “I have no idea”, drop it, and move on. Here, let's do a similar “No Stress” rule. If you roll a prompt from Mythic, such as the answer to a Fate Question or Discovering Meaning, that would seem to indicate results that are less than cozy, then smash that imaginary “No Stress Rule” button and poof, away it goes! It never happened, and you proceed with your adventure.
COZY CONFLICT	If your adventure has conflict of some kind, it's cozy conflict: nothing truly bad can happen, and every conflict will end happily at some point. If you're running a fantasy bakery and the blue jays end up not liking your sunflower muffins, it turns out they absolutely love your raspberry bread you try the next day.
NO RUSH ZONE	Cozy adventures are slow. There is no rushing. This is like sleeping in on a Saturday morning; the slower you go the more enjoyable it is. With this Context Rule, nothing happens quickly in this adventure. Those blue jays aren't going to dart into your bakery and demand you make something right away because they need to rush off to put out a fire. That just can't happen here.
COZY WORLD BUILDING	A cozy setting may be peaceful and slow, and without urgent goals, but it is also cohesive. Events that happen should lead to more events. Making that very enjoyable raspberry bread for the blue jays may get you invited to a birthday party they're having, and that could lead to you wanting to find the perfect gift to bring. This Context Rule demands that events lead to related events, encouraging relaxing moments to create more relaxing moments.
LAND A JOKE WHEN YOU CAN	If you feel like making your cozy setting quirky and humorous, this Context Rule says to be on the lookout for potential funny opportunities. Follow your gut on this. If you spot a moment that you think would be quirky, then go for it. Maybe the blue jays all wear black top hats for some reason, because why not.

to mean the witch casts a spell that calls up a friendly ghost she likes to talk with who tells her tales of her home from long ago.



A Player's Character is an agile fox running through a wilderness. This is a relaxing, cozy adventure using only Mythic and largely generated just using Meaning tables.

The Player wants to know what the fox sees as it leaps and bounds along. The Player is using the Cozy Meaning table combined with Terrain from the Mythic GME 2e book.

The first result is "Free" and "Peaceful". The Player interprets it this way: The fox runs freely through the woods, jumping from log to log, rushing through bushes, spreading flower petals as it bursts through a meadow.

Next the Player rolls "Possession" and "Technology", interpreting it as: The fox suddenly stops, paws skidding in the dirt, as it sees something shiny in the brush. Nudging it with its nose, the thing feels smooth. It makes a sound, a rhythmic tick-tick as if an insect inside was patiently tapping. The fox doesn't realize it's come across a pocket watch dropped by a human hiker, but it appreciates this momentary find all the same.

The fox resumes its run, the Player rolling another word pair with "Physical" and "Colorful": the fox comes to another meadow. This one is thick with lavender wildflowers and sloping hills coated with amber wild grass.

This is the fox's favorite field, where it runs the fastest, causing the flowers to sway in its wake and sending petals scattering in the Fall breeze.

NOT-SO-COZY WORDS

When mingling the Cozy Meaning table with Mythic's other Meaning tables you may get words sometimes that don't seem so cozy. For instance, in the example earlier, we rolled "Undead". That doesn't sound too relaxing.

But remember our Context Rules, such as

“Cozy World Building”. We’re on a mission to feel good!

Any word can be interpreted in a friendly, comforting way. Even “Undead” can mean a friendly ghost who tells stories.

Consider it Context that you put a positive spin on even the most sinister sounding words. Or, at the least, it represents a minor conflict where the resolution brings joy. A word like “Pain” could mean you come upon an animal with a thorn in its side, and helping it allows you to gain a new woodland friend.

COZY WORLD BUILDING

You want to play a cozy adventure, but you aren’t sure where to start. You can always borrow from stories you’re familiar with, but you’d like something new and surprising.

To build a cozy world to play in, answer the prompts running down the right of this page. Before responding to each question, roll at least one word from the Cozy Meaning table as inspiration to help answer. If you need more inspiration, roll a second or a third word.

Answer as many of the questions as you like until you have a solid feeling for your world.

If you’d like to randomize the prompts, roll a d10 to choose which one to answer. If you roll the same prompt again, address it again by either stating an additional answer or embellishing on previous answers.

After “one of those days”, our example Player is ready to dive into an escapist cozy adventure. They have no ideas what it’s about, so they use the World-Building Prompts.

A d10 gets 7, for “There is someone in this

WORLD-BUILDING PROMPTS FOR A COZY SETTING

- 1 **HOW DOES THIS PLACE FEEL?**
- 2 **WHAT DOES YOUR CHARACTER DO IN THIS PLACE?**
- 3 **WHAT IS SOMETHING AMAZING THAT’S HAPPENED HERE RECENTLY?**
- 4 **SOMEONE HELPED SOMEONE ELSE HERE RECENTLY. WHAT DID THEY DO?**
- 5 **WHAT IS SOMETHING BEAUTIFUL HERE?**
- 6 **THIS PLACE IS WAITING FOR SOMETHING TO HAPPEN. WHAT IS IT?**
- 7 **THERE IS SOMEONE IN THIS PLACE WHOM OTHERS LIKE AND LOOK UP TO. WHO IS IT?**
- 8 **THIS PLACE WILL SOON HOST A CELEBRATION. WHAT IS IT FOR?**
- 9 **THERE IS SOMETHING STRANGE AND INTERESTING ABOUT ONE OF THE RESIDENTS OF THIS PLACE. WHAT IS IT?**
- 10 **THIS PLACE RECENTLY RECEIVED GOOD NEWS. WHAT WAS IT?**

place whom others like and look up to. Who is it?"

Rolling for inspiration on the Cozy Meaning table, the Player gets "People & Heal".

The Player makes this interpretation: There are a group of healers in this setting whom everyone looks up to. They keep everyone healthy with their nearly magical mixture of herbs and tinctures.

The Player wants more, so rolls for another prompt, getting 4 for "Someone helped someone else here recently. What did they do?"

The Cozy table gives "Hope, Accompany, & Emotion".

The Player interprets this into: One of the members of this community who lived far away came for help, and a healer went with them. The journey was long, but they were able to cure their loved one.

The Player is happy with this level of world building. They're going to play one of the healers in this village, mixing healing herbs and potions. The details will be about who comes to visit, what ails them, what they make to address the issue, and how that helps.

AIM FOR ATMOSPHERE

When constructing a setting for a cozy roleplaying session, atmosphere is more important than details or even making sense. For instance, the example above is bare bones; we know very little about this place. But we do know it has healers who help people, and that's all we need to know.

The atmosphere is established: healers doing their thing, helping people.

MAKING A COZY GAME LOOP

Cozy adventures are soothing because of the situation, setting, and Characters involved. Mythic's regular rules and Scene structure can be used for this, with your expectations for each Scene setting the stage for what happens next.

Sometimes though, the coziness is found through a repetitive series of actions. For instance, our PC baker. The Player wants those adventures to revolve around locals coming in and placing an order, the baker makes the order, perhaps the order is unusual so requires a little extra something, and finally the baked good is delivered to the customer for a reaction.

This is a loop. The Player in this adventure might want to consciously activate this loop over and over because this is what they enjoy most about their relaxed setting.

Loop Construction

A game loop can be as simple as coming up with a multi-step situation, like the one above. Let's call it "The Baking Loop". It consists of four parts: order is placed; baker gets ingredients; baker



LOOPING BACK

This section discusses simple ways to place cozy loops in your relaxing adventures. If you'd like a more detailed approach, check out Mythic Magazine #43's "Creating Game Loops In Solo Play".



bakes; baked goods are delivered.

A cozy loop can consist of anything you want to happen over and over. You could invoke the loop at any time. Once you say, "This loop is happening!" either treat the current Scene as the first phase of the Loop, or treat the next Expected Scene as that phase.

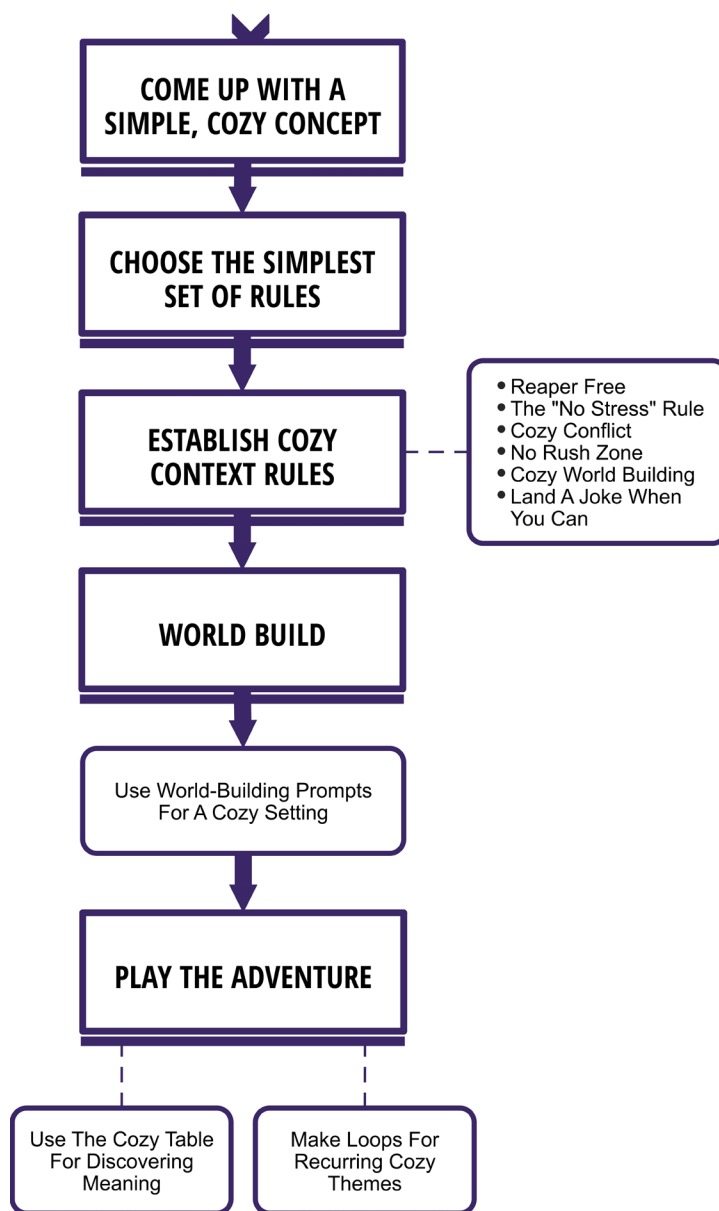
Each succeeding Phase could be the basis for the next Scene. If you're testing Scenes as usual with Mythic (remember, we're playing cozy style, so that means minimizing rules, including doing away with Mythic's regular Scene structure if you wish), you could test whether the expected Scene of the next phase of your Loop happens. If not, something else happens that temporarily disrupts the loop or maybe adds a new layer to it.

SIMPLE LOOPS

If a Loop is very simple, you may want to have it all take place within one Scene. For instance, in the earlier example of the fox running through the wilderness, the Player may enjoy the freeform nature of the animal's exploration. A simple Loop could be: fox enters a new part of the forest; fox finds something interesting there.

That's a very simple Loop that requires the Player to generate a new section of the forest, interpret what it looks like, then figure out something the fox encounters it finds interesting. These are momentary discoveries, like the pocket watch it found in the example. The Player has no intention of these encounters turning into anything more than moments for the fox to pause before continuing on.

COZY ADVENTURE GENERATION VISUAL GUIDE





BIG EXAMPLE: DREAM BENEATH A PURPLE SKY

For this Big Example I want to do something simple and relaxing. The first thing that pops to mind is roleplaying a dream.

KEEPING THE CONCEPT AND THE RULES SIMPLE

A dream can be anything, so I like the wide open nature of this concept. Part of the Context for this adventure is that the dream is all good, without any nightmare elements.

I'll keep the rules simple and just use the Mythic GME. The Chaos Factor will remain at 5. I also won't use Lists, although I will use Mythic's Scene structure.

That all sounds simple enough, keeping as many elements out of the way as possible so I can enjoy my dream.

Building A Dream World

I have no idea what this dream is about, so I'll use the World-Building Prompts. I want to randomize it, so I roll a d10 for the first Prompt: 9: There is something strange and interesting about one of the residents of this place. What is it?

Rolling on the Cozy Meaning table for inspiration, I get "Outside". I need more inspiration, so I roll "Nature" and "Find".

I interpret this to mean that the resident in question is me, my Player Character. I'm keeping the identity of the PC vague and indistinct. My PC is purely an observer. What is strange and interesting about them is that they are outside, on a boat floating along a lazy river, and they are looking for something but they don't know what it is.

I decide that's enough cozy world building, it's given me enough to work with.



COZY SURREALISM

An interesting consequence to a light approach to a chill adventure is that it's very easy to make it as surreal or odd as you please.

We aren't going for a deep, highly detailed and intricate setting. We're minimizing rules as much as possible and we're going for a feel-good vibe.

This sets us up nicely for a surrealist setting where things don't have to make sense. Maybe animals can talk, people work magic, cities float in the sky, everyone can breathe underwater . . . just because.

This Big Example uses a surrealist approach by simulating a pleasant dream.

Scene 1: Purple Skies Ahead

For the opening Scene our Player goes with the basic concept of floating down a peaceful river. Since this is the first Scene there's no need to test it.

To get an idea what the area looks like, the Player rolls on the Cozy Meaning table, getting "Agree". They choose to combine this with Mythic's Locations table, rolling "New".

The Player makes this interpretation:

The boat has been slowly traveling with the current, almost silent except for the soft slushing sound of water lapping against the ribs of the wooden boat.

The scenery hadn't changed much in some time, with grassy meadows to either side. Slowly, however, this gives way to a slightly marshy appearance. Reeds dot the river banks. Overhead, clouds gather, taking on a pleasant purple hue from the setting sun.

The environment is very agreeable to your

Character, who can simply sit and enjoy the view, the current doing all the work.

They don't spot what they're looking for, nor do they know what they're looking for yet, but they aren't in a rush to find it.

LOOPING IN A NEW IDEA

This Scene gives the Player an idea for a game Loop they'd like to do for this adventure. It goes like this: discover a new area of the river, glance around at the area for interesting details, ask the Fate Question "Is this what I'm looking for?"

This is a small enough Loop that it easily fits within a single Scene, and can be the basis for most Expected Scenes.

Scene 2: The Box In The River

The Expected Scene is to do the Loop. The Player rolls a d10 against the Chaos Factor of 5, and gets 6 for an Expected Scene.

Loop it is!

For the new area of the river, the Player rolls on the Cozy table and gets "Gift". They decide to combine rolls with the Terrain table instead of Locations, since it seems more fitting to the outdoorsy surroundings. They get "Mountainous".

The Player isn't sure how to interpret "Gift" so rolls a third word, from the Cozy table, for inspiration and gets "Possession".

“Your Character spots something floating in the water, coming alongside the boat. It's a wooden box.

”

The boat ride continues, with hills coming into view and a vast mountain range beyond them. The purple clouds gather around the summit, which are dusted with snow.

Despite the setting sun, the light maintains. The sun itself seems frozen at the horizon, content to hang there and illuminate the clouds and landscape around you.

Your Character spots something floating in the water, coming alongside the boat. It's a wooden box.

This seemed like a fitting interpretation of "Possession", which leads us to the second element of the Loop: looking for interesting details. We can use the box, and whatever's inside, for this without generating something new.

To determine what's in the box, the Player rolls on the Cozy table first, getting "Mysterious". Next, they roll on Mythic's Objects table and get "Ornate". The Player wants another word so rolls on Objects again, getting "Deactivated".

Carefully leaning over the side and grasping the box, your PC pulls it into the boat. The box is very light and small, square shaped and fits snugly in the palm of their hand.

The wood is a deep brown and smooth to the touch. An intricate design is inscribed across all sides, laced with red and blue ink.

Lifting the hinged lid, you see that it's not a container box but a music box. A brass gear is visible, dotted with bumps and ridges, with metal tines propped against it ready to make music.

There's no key, however, and no hinge to turn. There is just a key shaped hole. If the key can be found, perhaps the box will play its song?

Now it's time in the loop to ask, "Is this what I'm looking for?"

The Player has no idea, so gives it Odds of 50/50. Rolling, they get No. While it's an interesting find, it's not what they are looking for. Who knows, maybe the key that winds it is what they are really seeking.

Scene 3: The Cat

The Expected Scene is to run through the Loop again, but rolling 2 on a d10 means Mythic says it's an Interrupt Scene instead. The Player rolls an Event Focus of Current Context. For the Meaning table they use the Cozy table and get "Quirky" and "Observe".

Your PC hears a rustling along the riverbank and spots an animal moving in the brush. Its head pops up above the reeds, big eyes staring at you.

It's some kind of cat with purple fur striped with green. It follows the progress of your boat, intrigued.

The Player is curious to see if the wild cat will join their PC in the boat, so they use a pair of oars to steer toward the shore.

They ask the Fate Question, "Does the cat jump into the boat?" Considering the animal is curious, they give this Odds of Likely. Rolling, they get Yes.

You steer the boat toward the shore, the cat watching curiously, purple tail swishing in the brush.

The boat running aground in the soft mud, your PC scoots to the rear to give plenty of room for the cat to leap in if it wishes too. You wait as the cat pauses, considering, then inches forward.

Ears and eyes are visible over the edge of the boat



NOT ALL WHO WANDER ARE LOST

Cozy adventures have the potential to be limitless in duration. Without concrete goals, there's nothing indicating when an adventure is over. Even if you play with goals and objectives, the emphasis is still on the setting and the experience itself so it's easy to just keep going.

That's part of the relaxing nature of this type of adventure. Not only is there no stress within the adventure itself, but there's no stress outside of it in a meta "I have to get this adventure completed" sense.

It's a lazy, easy-going experience that is effortless to pop into and pop out of.

as the cat stands near, then it leaps in. The animal is so light its feet barely make a thump against the aged wood.

The Player wants to know what the cat does, so they roll on Mythic's Animal Actions table and get "Struggle". Combining this with the Cozy table, they get "Return". The Player goes for a third word and gets "Guide".

The cat seems unsure of this course of action, glancing back at the riverbank as if struggling with the decision of whether to return or not.

It looks at your Character as if choosing whether to trust or not, and elects to be guided by its curiosity. It walks toward you, nuzzling your leg, eyes gleaming with a green-purple tint.

The Player's adventure continues, with the cat tagging along. This relaxed, unfolding dream can run for as long as the Player wishes it too. 🐾

STEAL THE REBELLION!



A MYTHIC MINI RPG OF GALACTIC HEISTS

STEAL THE REBELLION!

FOR THE GALAXY!

In *Steal The Rebellion!*, you play an agent of rebel forces who oppose the despotic rule of a galactic monarchy. After years of fighting and struggle, the rebellion is now poised to strike a crippling blow to the despot. That is, if you can come through for them.

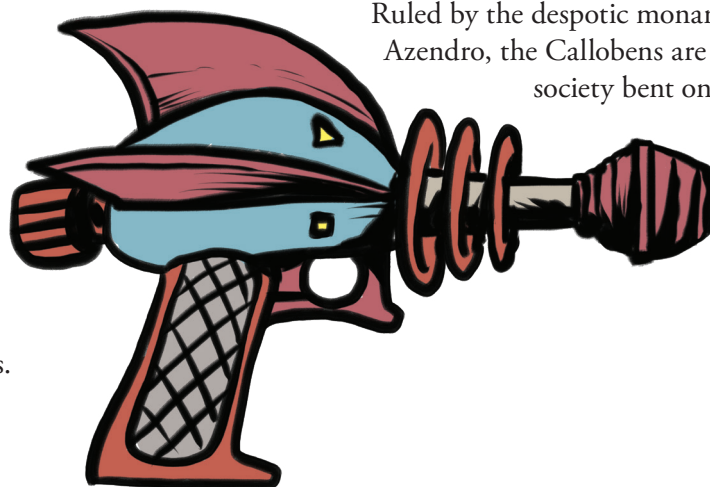
A Galaxy In Turmoil

Humanity's development of the Blink Drive changed everything. Suddenly, ships could travel millions of miles through space in moments, and traverse light years in a matter of weeks and days. This led to rapid expansion of borders and nations, and an explosion in development that eclipses all of previous human history combined.

FROM EXPANSION TO CHAOS

This filtering among the stars came with a societal cost, however. With such massive growth and explosion of wealth, it rapidly became unclear what nations ruled what planets and areas of space. Private companies, and even individuals, amassed the resources to be nations themselves.

This led to wars, between planets and sometimes entire star systems.



A MYTHIC MINI GAME

Steal The Rebellion! is a solo mini RPG based on Mythic rules. Everything you need to play is here, in this article.

Much of the rules will be familiar to you and are mostly based off of the One-Page Mythic Game Master Emulator with further inspiration from the upcoming *Micro Mythic* book.

THE INOGEN ALLIANCE

After a hundred years of such conflict, an era of peace dawned when the leader of a planet called Cartha began to unite disparate empires under her banner. Essandra Inogen became known as the Uniter, a role she won through diplomacy and shrewd economic stratagems.

The Inogen Alliance flourished for centuries, extolling democratic policies and wide freedoms among its citizens.

RISE OF THE CALLOBEN

Peace lasted until a distant quadrant of the Alliance began to dominate its neighbors through military might. This grew out of control faster than the Inogen Galactic Navy could handle, and soon the Calloben Empire threatened the entire galactic balance.

Ruled by the despotic monarch King Azendro, the Callobens are a ruthless society bent on total control wielded with an iron fist.

FIGHTING BACK AGAINST ALL ODDS

Today the known galaxy stands at a crossroads, with Calloben forces slowly pushing the Inogen Navy back, claiming world after world.

These overthrown regions did not bow meekly to the growing darkness, however. The brave and heroic among them have taken a stand to fight back, behind enemy lines that are their home worlds.

You are one such rebel, doing what you can to help return Inogen rule and freedoms to your world and the galaxy. While the fight has often felt hopeless, a new light has suddenly appeared. It's a slim chance, but it could end the Calloben Monarchy.

And it's all up to you.



THE HEIST OF A LIFETIME!



In *Steal The Rebellion!*, you are a rebel fighting against the monarchy, risking it all for a desperate strategy to end the conflict and restore freedom to the galaxy.

The rebellion has become aware of a secret so powerful and so devastating that acquiring it will surely lead to the fall of the Calloben Empire. There is a very narrow window of opportunity in which to act, so there's no time to assemble a team of the best and the brightest. There's just you, and that will have to do.

Figure out what you have to steal and where it is, assemble the resources you need to pull the job off, infiltrate the location to get close to the target, steal it and get away with the prize in hand and your head still attached to your shoulders. The rebellion will take it from there.

Good luck, rebel! The galaxy is counting on you!

JOIN THE REBELLION, BE A HERO!

So you want to be a rebel, huh? You've come to the right place!

Descriptors & Ranks

To build your rebel hero, assign Ranks among 5 Descriptors:

- ❶ **BLASTER:** This shows how good a shot you are with a laser blaster, or any other kind of energy weapon that fires beams.
- ❷ **BRAWL:** Who needs blasters when you have two good fists!
- ❸ **PILOT:** From getting planet to planet to flying fighters, piloting skill is very useful in this troubled galaxy.
- ❹ **TECH:** This shows how brainy you are when it comes to technology and gadgets. This applies to everything from repairing robots to hacking computer systems.
- ❺ **SAVVY:** This represents your charm and ability to talk your way through trouble.

RANKS

You have 13 points of Ranks to throw at your Descriptors, with a few rules:

- ❶ At least one Descriptor must have a Rank of 4, 5, or 6. This is what you are best at.
- ❷ All other Descriptors must have a Rank of 0, 1, 2, 3, or 4.

You want a PC who is an artist with a laser gun, so you give them a Rank of 6 in Blaster. That leaves you with 6 Ranks remaining.

It might be nice to put some muscle behind those gun skills, so you give them Brawl of Rank 3. Now you have just 4 Ranks left.

You plan to leave the flying to someone else, so Pilot gets a Rank of 1.

Technology isn't your Character's thing, so Tech also gets a 1.

When blasters and punches aren't enough, it might be nice to chat your way out of a sticky situation. You put your last Ranks into Savvy, for a Rank of 2.

Ranks range in value from 0 to 6; the higher a Rank, the more powerful it is. The Ranks table shows the name of each Rank and how it's described.

Ranks are used in Contests in attempts to accomplish tasks.

RANKS	
RANK	DESCRIPTION
AWESOME (6)	Peak of human ability!
INCREDIBLE (5)	You are a true rarity.
EXCEPTIONAL (4)	Elite ability.
HIGH (3)	Highly experienced.
ABOVE AVERAGE (2)	Some skill or talent.
AVERAGE (1)	A typical citizen.
BELOW AVERAGE (0)	Weak.

HEROIC ACTION

Each Player Character starts with 1 Heroic Action. When spent, it allows for an automatic success on a Contest related to that skill or to adjust the narrative in a way that's helpful to your PC.

Your Heroic Action depends on your highest Descriptor Rank. Check out the Heroic Actions table on the next page to find yours.

If there is a tie for the highest Rank, then you can choose a Heroic Action from among the tied Descriptors.

Your laser toting PC with a Blaster Rank of 6 would get the Heroic Action of Reign Of Terror.

If you had hedged your Ranks and gone with Blaster of Exceptional (4) and Brawl of Exceptional (4) as your top Descriptors, then you'd have a choice between Reign Of Terror and Unstoppable Force.

Once a Heroic Action is used in an adventure, it's gone. However, you can gain up to two more Heroic Actions during the adventure through Ask The GM Questions. We'll explain that a little later.



HEROIC ACTIONS	
TOP RANK	HEROIC ACTION
BLASTER	<p>REIGN OF TERROR: When your back's against the wall, you are an amazing shot with a blaster. This Heroic Action can be spent in one of two ways:</p> <ul style="list-style-type: none"> ① No matter how outgunned you are, you not only win the Blaster Contest but you do it with amazing style. ② If your PC is without a blaster, they automatically find one. Interpret how this comes to be. If you need inspiration roll one to three words on the Rebellion! table.
BRAWL	<p>UNSTOPPABLE FORCE: Maybe it's your martial skill, or maybe you're just that strong, but when you see red you are unstoppable. This Heroic Action can be spent in one of two ways:</p> <ul style="list-style-type: none"> ① You win any Brawl Contest and you win it hard. Hope there aren't any windows nearby, because you probably threw someone threw them. ② You can compel someone to do something for you through sheer intimidation, but you have to make a fearsome show.
PILOT	<p>THREAD THE NEEDLE: Most people wouldn't even dare the maneuvers you can pull off when you're behind the controls of a ship. This Heroic Action can be spent in one of two ways:</p> <ul style="list-style-type: none"> ① You automatically succeed at a Pilot Contest, and you do it in the most memorable way possible. ② If your PC is without a ship to fly, they automatically find one. Interpret how this comes to be. If you need inspiration roll one to three words on the Rebellion! table.
TECH	<p>RAISED BY DROIDS: You're really good with machines. Maybe you're super smart, or you've been a mechanic since you could crawl. This Heroic Action can be spent in one of two ways:</p> <ul style="list-style-type: none"> ① You automatically succeed at a Tech Contest, making the impossible look easy. ② If you need a particular piece of technology, like a ship part or a computer virus, you know just where to get it right away. Interpret how this comes to be. If you need inspiration roll one to three words on the Rebellion! table.
SAVVY	<p>SMOOTH OPERATOR: You know just what to say and how to say it to get what you want. So slick! This Heroic Action can be spent in one of two ways:</p> <ul style="list-style-type: none"> ① You automatically succeed at a Savvy Contest, passing off lies that would even impress the king. ② If you need a particular piece of knowledge you know where to get it and right away. Interpret how this comes to be and what the information is. If you need inspiration roll one to three words on the Rebellion! table.



REBEL SHEET

NAME

DESCRIPTORS	RANKS	HEROIC ACTION USED?
BLASTER		① ② ③ ○ ○ ○ Reign Of Terror
BRAWL		○ ○ ○ Unstoppable Force
PILOT		○ ○ ○ Thread The Needle
TECH		○ ○ ○ Raised By Droids
SAVVY		○ ○ ○ Smooth Operator

NOTES



REBEL SHEET

Use the Rebel Sheet (above) to record your Player Character details.

Record Descriptor Ranks here. Remember, you have 13 Ranks to spread around and at least one of them must be Rank 4, 5, or 6.

Give your Player Character a suitably rebellious sounding name!



REBEL SHEET

NAME

Rango Moonduster

DESCRIPTORS	RANKS	HEROIC ACTION USED?
BLASTER	Awesome 6	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Reign Of Terror
BRAWL	High 3	○ ○ ○ Unstoppable Force
PILOT	Average 1	○ ○ ○ Thread The Needle
TECH	Average 1	○ ○ ○ Raised By Droids
SAVVY	Above Average 2	○ ○ ○ Smooth Operator

NOTES

Rango was a mercenary for hire for many years, until he witnessed first hand the cruelty of the Calloben Monarchy. Since then he's pledged his skills to the rebellion.

Check off how many Heroic Actions you have. You start with 1, and can get up to 3 through Ask The GM Questions. Rango has 2 right now.

Mark the sheet when a Heroic Action is used up. Rango has used one of his, with one remaining.

Record any notes you think are important, such as coming up with a good background to explain why your PC is fighting for the rebels.

QUESTIONS

Steal The Rebellion! adventures are propelled by three types of Player Questions:

- ❶ Adventure details can be gathered by Asking The Game Master Questions.
- ❷ Discovering Meaning Questions is another way to build the adventure narrative.
- ❸ Character tasks are accomplished through Contest Questions.

Ask The Game Master

Much of the action of the adventure is determined by your expectations about what happens next. When you want to test those expectations, such as for an important detail, you can pose a Question and Ask The Game Master.

You can Ask The Game Master about anything, such as if an NPC attacks your PC, if you find something useful in a search, or if a door is locked. If you're not sure what happens next, Ask The Game Master.

Form a Yes/No Question and assign it Odds based on how likely you think it is to get a Yes answer. The Odds are 50/50 when all factors are even or you just don't know what the Odds should be. Strong Odds are Likely, Very Likely, Nearly Certain, and Certain. Weak Odds are Unlikely, Very Unlikely, Nearly Impossible, and Impossible.

Very Unlikely, Nearly Impossible, and Impossible.

Check the Ask The Game Master table below, looking up the Odds for the percentage chance of a Yes. Roll d100, with equal to or less is a Yes, rolling higher is a No. Interpret the results into your adventure narrative.

YES ANSWERS

You got an affirmative to your Question! Follow your expectations about what you think a yes should mean for the adventure narrative.

Rango is trying to hitch a ride on a cargo vessel to get off planet before the authorities track him down. He doesn't have the credits to purchase travel, but the captain of the ship loves to gamble on hover car races, so Rango has bet that if he wins a race he gets free passage. If he loses, he has to give up his hover car.

Rango is ready to race, but who is his opponent? He's hoping it's someone with weaker Pilot skills than his own.

Rango's Player isn't sure, so Asks The GM: "Is my opponent a bad driver?" They assign this Odds of Very Unlikely, which is 25%.

Lucky for Rango, the Player rolls 12 for a Yes.

ASK THE GAME MASTER								D100
ODDS								
Impossible	Nearly Impossible	Very Unlikely	Unlikely	50/50	Likely	Very Likely	Nearly Certain	Certain
10%	15%	25%	35%	50%	65%	75%	85%	90%
-4 or less	-3	-2	-1	0	1	2	3	4 or more
ACTING RANK minus DIFFICULTY RANK								
CONTESTS								

The Player interprets this to mean that the driver Rango is up against has a Pilot Rank of 0. It's tough to get good drivers when a bad race can cost you your life.

NO ANSWERS

If you have a good idea what a No answer looks like, run with that expectation. It'll either be whatever you expect most besides the Yes answer, or the opposite of a Yes answer.

"No" answers never mean nothing. Whether you get a Yes or No to your Ask The GM Question, something is going to happen to propel the adventure forward even if it's bad for the Player Character.

If Rango had received a No answer to the Question of "Is my opponent a bad driver?" then the Player may have interpreted that to mean the driver as a Pilot Rank of 1, the same as Rango's.

Discovering Meaning

Not every Question fits neatly into a Yes/No query. For less specific questions, such as "What does he want?" you can Discover Meaning.

Roll on the Rebellion! table for a word to interpret into an answer to your Question. If that word doesn't give you enough inspiration, roll a second or a third word and combine them all into an interpretation.

Rango won his race and got a ride on the cargo ship, just in time to get off planet before monarchy authorities caught up with him!

Rango is situated in the cargo hold of the ship. The Player is curious what the cargo is, so Discovers Meaning with the question: "What's being hauled back here?"

REBELLION!

1	Access	51	Investigation
2	Acquire	52	Large
3	Assistance	53	Loss
4	Attack	54	Loud
5	Benefit	55	Lucky
6	Betray	56	Mechanical
7	Blaster	57	Monarchy
8	Change	58	Move
9	Chase	59	Mundane
10	Cold	60	Mysterious
11	Commerce	61	Nature
12	Communicate	62	Negative
13	Concealed	63	New
14	Conclude	64	NPC
15	Confined	65	Object
16	Conflict	66	Obstacle
17	Connection	67	Old
18	Consequence	68	Opportunity
19	Control	69	PC
20	Create	70	Plans
21	Damage	71	Positive
22	Danger	72	Progress
23	Dark	73	Protect
24	Debt	74	Quiet
25	Deceit	75	Rebellion
26	Defense	76	Resource
27	Delay	77	Risk
28	Discover	78	Sentinels
29	Droid	79	Setback
30	Emotions	80	Ship
31	Empty	81	Simple
32	Enemies	82	Slow
33	Environment	83	Small
34	Excessive	84	Start
35	Expectations	85	Stop
36	Explosion	86	Strange
37	Extraordinary	87	Strong
38	Failure	88	Success
39	Fast	89	Surprise
40	Fears	90	Take
41	Fight	91	Technology
42	Friend	92	Troopers
43	Frightening	93	Trouble
44	Give	94	Unpleasant
45	Goal	95	Useful
46	Group	96	Valuable
47	Helpful	97	Warm
48	Important	98	Watery
49	Incomplete	99	Weak
50	Information	100	Weapon

They roll “Benefit” on the Rebellion table.

The Player has an idea what this might mean, but wants another word to help. They roll “Nature”.

The Player interprets this to mean that the cargo hold is filled with crates of food and fruits being delivered. While waiting, Rango helps himself to some Filorikan pears.

Contests

Contests are used to determine the outcome of Player Character tasks. They use a Descriptor PC Rank versus an opponent’s Descriptor Rank or a Task Rank.

The PC Rank is considered the Acting Rank, and the opposing Rank is the Difficulty Rank. Even if someone attacks the PC, all Contests are considered from the point of view of the PC so they are still considered the Acting party.

We’ll use the same table we used with Asking The Game Master, except now we’re looking at the bottom row. Subtract the Difficulty Rank from the Acting Rank, find the row matching the result, and roll against the percentage chance to see if you get Yes or No for the Question, “Did my Character succeed?”

CHOOSING RANKS

Choose the PC Rank that is most fitting to the situation. It doesn’t have to be an exact match, just close enough.

For instance, Blaster could be used for any energy weapon and Brawl for any melee weapon. Brawl could also substitute for any physical action, like scrambling over a wall.

Pilot is good for controlling any vehicle, from a space ship to a motorcycle.

Tech is great for anything involved with technology, from figuring it out to repairing it.

Savvy can be used for any social situation.



Sneaking around would be a good time to make a Contest roll to see if you’re detected. If you’re stealthily slinking from shadow to shadow this could be considered a Brawl Contest. If you’re hiding in plain sight using a disguise this could be considered a Savvy Contest.

Choose the Acting Rank from the PC, and choose the Difficulty Rank from the opponent.

When using an opponent's Rank, it doesn't have to be the same Descriptor as the PC. For instance, if Rango is fighting troopers while he is armed only with his fists and they're using blasters, it would be Rango's Brawl Rank versus the trooper's Blaster Rank.

If the PC is not facing an active opponent but instead a difficult situation, choose an appropriate Difficulty Rank based on how hard you think the task is. For instance, if Rango is trying to jump from the balcony of one building through the window of another, that sounds like something that should require a high degree of experience to pull off. That fits with a Rank of High (3).

WHEN TO ROLL FOR A CONTEST

Roll for a Contest any time your PC tries to accomplish something important, or resist something important. For instance, unlocking a high tech door could be a Contest, or fighting a group of sentinels.

Combat is treated like any other Contest, there are no special rules for it.

Every Contest is resolved with a single roll, no matter how complex it is. Interpret the outcome to fit into the narrative of your adventure.

Most Scenes in the adventure require three Contests to be rolled during the Scene before it's considered complete.

CONTEST SUCCESS

If you get a Yes answer to your Contest Question, your Character has succeeded! This allows you to take control of the narrative and decide how the situation pans out.

If you'd like inspiration, roll one to three words from the Rebellion table.



SOMETHING ALWAYS HAPPENS

Rolling Contests in *Steal The Rebellion!* is necessary not just to see what your Character accomplishes but to keep the emerging solo adventure rolling forward. Every Contest results in something happening that's important to the narrative.

If you succeed at a Contest, then you get to decide what happens. This means your Character likely makes progress toward a goal. For instance, succeeding at a Blaster Contest with a scoundrel in a bar could mean you shot the gun right out of his hand. He's so terrified, he runs out the door.

If you fail at a Contest, then you interpret the consequences of that failure with guidance from the rules. It is still something narratively important, maybe as important as success. For instance, if you fail at that Blaster Contest it could mean it turns into a full on bar fight that goes poorly for your PC. They end up leaping through a window and running for their life.

This applies to all Contests, big and small. For instance, failing during a fight may mean an obvious consequence such as getting captured. Failing at picking a lock when no one is looking may be less obvious, but it must still be important. Maybe someone catches you trying to jimmy the lock, or someone sneaks up behind you while your attention is diverted and knocks you out.

The bottom line: when you roll a Contest, something important is going to happen one way or another.

Rango is on the run from a trooper, racing through crowded city streets.

The Player asks the Contest Question, "Does Rango escape from the Troopers?" They use Rango's Brawl Rank of 3 against the trooper's brawl Rank of 0. This gives Rango an 85% chance of success since he is 3 Ranks higher.

The Player rolls 23 for a Yes!

The Player now has the right to dictate how this chase turns out. For inspiration, they roll words on the Rebellion table and get “Progress, Failure, & Danger”.

The Player interprets it this way: Rango is hoofing it, running fast through the crowded and dusty streets. He can hear the trooper yelling at him to stop as he pursues.

Rango is faster than the trooper as he pushes past customers in a public street market.

Feeling pretty good about himself, Rango starts to laugh and jeer at the trooper. Not paying attention to his footing he runs into the stall of a Celerian Squid merchant, tripping and spilling a tank full of tentacled seafood.

While this was a bungle, it's also an opportunity. Rango picks up one of the notoriously aggressive squid and throws it at the trooper. It smacks against his armor, tentacles wrapping around him as he struggles with it.

Rango runs on, chuckling to himself, squid water dripping from his clothes.

CONTEST FAILURE

If your PC fails at a Contest then a Consequence happens. Roll on the Consequences table on the next page and interpret the result. If the rolled result doesn't make sense for the current situation then change it to Expected.

If you need help with the interpretation, roll one to three words on the Rebellion! table.

Rango is trying to steal an artifact from an art museum. He needs the artifact to infiltrate a secure facility later.

An ally makes a distraction, “accidentally”



HEROIC ACTIONS

Don't forget your Heroic Action when making a Contest roll. It applies to the use of one Descriptor, so when that Descriptor's Rank is used in a Contest the Heroic Action gives you an automatic Yes success.

You get one Heroic Action to start with, so once used it's gone. More are difficult to come by.

You can spend your Heroic Action after you roll, just to see if you succeed without using it. If you fail at the roll, then you can use the Heroic Action to change the result.

When interpreting success through a Heroic Action, go over the top and make it truly epic. This is your rebel hero being awesome!

You can get up to two more Heroic Actions in the course of the adventure by improbable things happening. Any time you Ask The GM with Odds of Impossible and it happens, or with Odds of Certain and it doesn't happen, you get another Heroic Action.

This is to show that when you're on a roll, nothing can stop you. And when you're unlucky, you're owed some karma.

You can get up to two Heroic Actions this way that can be spent when you like. However, you can't have more than three total Heroic Actions during the entire adventure . . . the one you start with and the two possible additional Actions. Once those are used, it's all up to the dice and your decisions.

running into a glass piece in the museum. While all attention is on them, Rango will lift the artifact out of its case and sneak off with it.

This is a Contest, the Player deciding that Savvy is the best Descriptor for this since it's the sneakiest. Rango's Savvy is Above Average (2).

The Player decides the difficulty of succeeding at this maneuver is also Above Average (2). Rango

has a 50% chance. The Player rolls 51. So close!

The answer to “Does Rango succeed?” is No.

The Player rolls on the Consequences table to determine what happens, getting “Captured”.

The Player interprets this to mean that an astute security guard notices Rango pilfer the object. There’s a short chase where Rango is tackled before reaching the exit. He is hauled off by museum security for questioning.

SITUATIONAL MODIFIERS

When you think the situation surrounding a Contest should have a bearing on it, apply a Rank Shift to either the Acting Rank or the Difficulty Rank. The shift will be 1, 2, or 3 Ranks, either plus or minus.

A Minor situation that helps or hurts a little is a +1RS or -1RS. A Major situation that significantly changes things is +2RS or -2RS. A Game Changer situation that overwhelmingly helps one side is +3RS or -3RS.

CONSEQUENCES

D100	RESULT
1-15	EXPECTED: Whatever you think is the most likely negative Consequence, that’s what happens. If you have no idea, roll one to three words on the Rebellion! table for inspiration. If you roll any of the other results on this table and they just don’t make sense in the current moment, then treat the result as Expected.
16-25	CAPTURED: You’re captured by somebody. Maybe it’s troopers, maybe it’s someone who just doesn’t like you. The next moment in this Scene should take place wherever they have dragged you off to.
26-30	ROUGHED UP: Your PC gets banged up or bruised in some manner, but they are at least out of the situation. For instance, maybe they got the worst of it in a fight, but still managed to get away.
31-55	RUN!: You have to run. Fast! You escape this failed Contest by getting out of there as quickly as you can.
56-70	KNOCKED OUT: Your PC is rendered unconscious somehow. That ends this Scene. The next Scene begins with your PC waking up somewhere. If you had more things to do during this Scene, such as required Contests or Ask The GM Questions, they are ignored.
71-95	LUCKY BREAK!: You may have lost the Contest, but something very lucky happens that saves you or gets you out of a bad situation. For instance, right before the villain delivers the killing blow, they’re attacked by another foe.
96-100	LOSE COMPANION: If you currently have a Companion and they are part of this Scene, they are lost. Maybe they took a blaster beam meant for you, or they are captured and never to be seen again. Interpret their loss as dramatically as you can.

SITUATIONAL MODIFIERS

SITUATION	MODIFIER
MINOR: This factor has some impact on the situation.	+/- 1RS
MAJOR: This factor has a big impact on the situation.	+/- 2RS
GAME CHANGER: This factor is overwhelming.	+/- 3RS

Situational Modifiers can be triggered by anything you think applies. For instance, in a Contest where it's your PC fighting four troopers, that's a big advantage for the troopers so they get a +2RS to their Brawl of Rank 0, bringing it to Rank 2.

Random Events

Whenever you roll d100 to Ask The GM or to determine the outcome of a Contest, it's possible to get a Random Event. Any roll of matched doubles will do it (11, 22, 33, 44, 55, 66, 77, 88, 99, or 00).

When a Random Event occurs, roll one to three words from the Rebellion! table and interpret them into something that happens in the Scene. This Event can be related to the roll that triggered it, or it can be an unrelated Event taking place at the same time or soon after.

Rango is tied to a chair by museum security who are about to call troopers to come pick him up. Rango is trying to fast talk his way out of this situation, convincing the guards that he's undercover museum security testing their preparedness.

This is a Savvy Contest roll, which Rango fails.

However, the Player rolled 77, matching doubles, so a Random Event is triggered.

Rolling on the Rebellion! table, the Player gets "Enemies, Slow, & Environment".

The Player makes this interpretation: Rango fails to convince the guards to let him go. While waiting for troopers to show up, another museum official enters the room and tells his colleagues that he can handle it from here. Excused, the others leave.

The new arrival reveals himself to be an agent of Compus Tatum, a mafia boss Rango cheated in an earlier Scene in order to acquire important resources for his mission. The agent is here to make sure Rango doesn't fall into Monarchy hands before Compus has a chance to get his revenge.

Rango finds himself being led out of the museum with a gun at his back.



Cheating a scoundrel like Compus Tatum is sure to bring trouble.

PHASES

Steal The Rebellion! is played in six Phases, each Phase consisting of a number of Scenes and steps to complete. Each Phase represents a theme of the ongoing adventure, such as “Recruitment” or “The Heist”.

Consider the theme of each Phase when you interpret Scenes and events.

KEYWORDS

Before most Scenes in a Phase begin, you need to determine how they start. This is done using the Context of the adventure so far and Keywords.

Most Phases provide a required Keyword that is applied to every Scene in that Phase. For instance, Phase 2: Get Ready has the Keyword “Resource”. That is part of the interpretation of the start of each Scene in that Phase.

A Keyword is also rolled from the Rebellion! table. You have some control over this, however. Each time your PC succeeded at a Contest in the previous Scene, they can reroll a Keyword for the next Scene.

This means you can keep re-rolling the Keyword until you get something you like or you run out of rerolls. Whatever word you end up with at that point you’re stuck with.

Rango has just completed the first Scene of Phase 2, where he succeeded at two Contest Questions and failed the third.

When crafting the next Scene of this Phase, we have to use the Keyword of “Resource”. We also have to roll a Keyword from the Rebellion! table. Because of Rango’s two successes in the previous Scene, his Player can reroll the result twice if they want.

The first word rolled is “Troopers”. A combination of “Resource” and “Troopers” can only be interpreted as trouble, perhaps troopers standing in the way of



SPOILER ALERT: GOOD GUYS WIN

Let’s get one thing out of the way right now: you’re going to win this adventure and beat the Monarchy. It’s just how things roll in this heroic universe.

Whether you succeed or fail at stealing the target and getting it to the rebellion, who then topples the despot, isn’t in question. What is unknown is how you do it. Is it an elegant operation of careful planning and perfectly executed plans, or is it a disaster show from beginning to end where you get out by the skin of your teeth and with humongous gobs of luck?

resources. The Player doesn’t like the sound of that, so uses one of their two rerolls to try again.

The next word is “Stop”. That also doesn’t sound like a good combination. With one reroll remaining, the Player has to decide to use it and accept whatever comes, or go with “Resource” and “Stop”.

They decide that “Stop” is at least better than “Trooper” and decide not to risk a worse word.

The Player interprets “Resource & Stop” as: Rango needs to travel to a small desert town to await the delivery of some goods from rebel allies. Being stuck like this is never good, it makes you a target. Rango wonders if he’ll run into trouble while waiting.

ASK THE GM QUESTIONS

Most Phases have a collection of Ask The GM Questions that must be asked at some point during the Phase. You can choose when to ask these Questions, in which Scenes, and at any time during the Scene although it’s best to ask them when it makes the most sense.

Rango is in the first Scene of Phase 3, where he is infiltrating a Monarchy base disguised as a delivery pilot bringing munitions.

The Player figures this is a good Scene to ask the required Question of “Is there a problem with the plan?” since having his fake credentials checked would be an obvious point for things could go wrong.

PROMPT QUESTIONS

Phases 1 and 6 consist of one Scene each, and that Scene consists of one activity: answering a Prompt Question. The Question is provided, such as “How was my PC recruited for this mission?”

Roll one to three words from the Rebellion! table and interpret what the answer is.

Rango’s Player has completed the adventure. Rango succeeded in stealing the schematics to the “planet eater” super weapon from the Monarchy flagship Agrillon.

In Phase 6, the Player must answer the Prompt Question of “How does the heist bring about the end of the monarchy?”

The Player rolls on the Rebellion! table for inspiration and gets “Negative & Sentinels”.

The Player makes this interpretation: The theft of the schematics to the Monarchy’s greatest weapon is a great blow to them. With vast amounts of resources invested in the project, and now no way to finish it, the empire’s entire strategic plan is throw into disarray.

Combine this with the humiliation that the plans were taken from King Azendro’s own flagship right under his nose, and it’s just too much. The king is deposed by his own Sentinel guards in a coup, and the entire monarchy crumbles with him.

The war is over, the rebellion has won!

Scenes

Each Phase has either one or three Scenes in it. Action is played out during the Scenes to build the adventure narrative and move it forward. Keywords are interpreted to determine how each Scene begins (as described on the previous page under “Keywords”).

REQUIRED ELEMENTS

Most Scenes require the Player Character to engage in three Contests where they attempt to do something. Every Contest leads to the narrative moving forward, either through success and the Player determining what happens, or through failure and Consequences determining what happens.

A Scene isn’t over until all required Contests have been rolled.

Every Phase also requires certain Ask The GM Questions to be asked. These can be asked during any Scene in that Phase. If you are in the third Scene of the Phase, it cannot end until all required Questions have been asked.



READY MADE NPCS

When your PC runs into trouble, you can use the NPCs on page 35 as opponents.

Use the stats as listed, or modify them by Asking The GM. For instance, you may use troopers as a template for a group of desert marauders, but you think they may be tougher than typical troopers. You may Ask The GM, “Do they have Blaster and Brawl Ranks of 2?”

The NPC’s shown are listed in order of toughness, ranging from Troopers, to Scoundrels, to Sentinels, and finally King Azendro.

PHASE 1: RECRUITMENT

This Phase has only one Scene with a Prompt Question to answer. Before doing that, however, roll on tables to determine what you're supposed to steal and from where.

This Phase is about deciding how your rebel PC got drawn into this desperate mission. There probably wasn't much time to put a team together, which is why your PC was chosen.

PHASE 1: RECRUITMENT

This Phase consists of a single Scene, determining how you were recruited for this mission by answering a Prompt Question. Roll on the Theft Target table on the next page to determine what you are stealing, and Secure Facility table to determine where it is.

SCENES

1 Scene

There's no need to interpret the start of the Scene since it's only about answering the Prompt Question of "How was my PC recruited?" Roll one to three words from the Rebellion table to help interpret how you answer this Prompt.

There are no required Contest Questions for this Scene.

PHASE 2: GET READY!

This Phase is about preparing for the mission. This can include things like securing fake identifications, procuring a ship required for travel, gathering weapons and ammunition, and drawing together Companions to form a team.

You decide what resources you'd like to get and how to go about getting them.

Companions

It's possible to pick up members of your team to help you on your mission. Acquiring a Companion is a matter of roleplaying ("we go into a tavern where rebels are known to gather") and Asking The GM ("Do they join me as a Companion?")

Once you have a Companion, determine a primary Descriptor for them. This Descriptor has a Rank of Exceptional 4. All of their other Descriptors are Rank Average 1.

If you'd like to randomize their primary Descriptor, roll on the table below.

COMPANION PRIMARY DESCRIPTOR

D100	PRIMARY DESCRIPTOR (RANK 4)
1-30	Blaster
31-50	Brawl
51-70	Pilot
71-90	Tech
91-100	Savvy

Give your Companion a name and a scrappy personality.

With a Companion in play, you can use their Descriptor Ranks instead of your PC's if it's better in a Contest. When any number of Companions fight alongside you or assist in a Contest, you get a +1RS to your Acting Rank.

HEIST TARGET

D100	WHAT ARE WE STEALING?
1-40	PLANET EATER SCHEMATICS: The target is a critical blueprint required for the completion of the Planet Eater. This is a war-changing weapon that would alter the balance of power in the struggle with the Monarchy. The Planet Eater is a massive starship crewed by tens of thousands that can fire a beam so powerful it can drill through a planet within hours and disrupt its core, resulting in complete destruction of the world.
41-60	THORN: A rebellion sympathizer deep within the command structure of the Monarchy has planted a virus in critical computer systems. When activated, this virus will wreak havoc on military operations by scrambling Monarchy ship systems across the galaxy. Thorn is a computer chip that must be smuggled out that is required to activate the virus remotely.
61-90	CALLOBEN BATTLE PLANS: The Calloben Monarchy is planning a major, decisive military action to crush the rebellion and the Inogen Navy. If you can steal the battle plans and get them to the rebellion, then the tables can be turned and a surprise attack would cripple the Calloben forces.
91-100	TAIKON ENERGY CORE: This flashlight sized tube contains enough energy to power the entire Calloben fleet. It's alien technology that was accidentally discovered and is in Monarchy hands. Whoever possesses the core, and figures out how to utilize its immense power, will have a decisive advantage in the conflict.

SECURE FACILITY

D100	WHERE DO WE HAVE TO BREAK INTO?
1-20	STATION BIKON-5: This is a base that also serves as a dam for a massive river located on an agricultural world.
21-45	THE AGRILLON: This is a Monarchy Leviathan Class warship, the flag ship where the King can usually be found. It is the most secure vessel in the royal fleet.
46-75	DISON SPIRE: This is the capitol building of the Calloben Monarchy, located on their homeworld. It is a towering edifice in the center of a sprawling and busy metropolis.
76-90	FIRESPIKE RAILWAYS: This is a fortified military train traveling on a backwater world between Calloben military bases. The Heist Target will be on this train, making it vulnerable to theft during transport.
91-100	YARYA SECLUDE: Yarya is a Calloben controlled world that is known as a luxurious vacation spot. The Heist Target will briefly be at one of the resorts on this planet, making it an ideal time to try and steal it.

PHASE 2: GET READY

Each Scene in this Phase must be about assembling the resources you need to complete the mission. This could mean acquiring a ship, gathering Companions to aid you, getting explosives and schematics, etc.

By the end of the third Scene of this Phase you will have everything you need for the heist.

KEYWORD FOR EACH SCENE

Resource

REQUIRED ASK THE GM QUESTIONS

Will we need a ship to get to the secure facility?

Do they join me as a Companion?

Do I get into a fight with scoundrels?

Do I run into trouble?

SCENES

3 Scenes

3 Contest Questions Required Per Scene

PHASE 3: INFILTRATION

Each Scene in this Phase is about getting into the secure facility where the heist target can be found. This will require planning, traveling to the location, and enacting your plan to get in.

By the end of the third Scene of this Phase, you will be within the secure facility and ready to enact the heist.

KEYWORD FOR EACH SCENE

Facility

REQUIRED ASK THE GM QUESTIONS

Is there a problem with the plan?

Do I run into trouble?

Do I have to fight troopers?

SCENES

3 Scenes

3 Contest Questions Required Per Scene



PHASE 3: INFILTRATION

This Phase is about getting into the secure installation where the heist target is kept. This is a process that takes three Scenes and should require careful planning.

Maybe you pretend to be monarchy troopers



EQUIPMENT

Equipment, including weapons and ships, is abstracted in this mini-RPG. It's assumed your Character starts with basic equipment they need, such as a blaster. If their highest Descriptor Rank is Pilot, then they also have their own fighter ship of some kind that's capable of interstellar travel and is armed.

EQUIPMENT AND CAPABILITIES

The only time equipment is factored into gameplay is when it comes to capabilities. For instance, having a blaster allows you to use your Blaster Descriptor and attack opponents who are a distance away. If you don't have a blaster you'd have to use Brawl and only fight opponents who are close.

If someone is shooting at your PC who isn't armed, you might use your Brawl Descriptor against their Blaster Descriptor. However, given how far you are from them, if you win the Contest about the best narrative result you can give yourself is that you avoid being shot and get away. You aren't capable of hurting the opponent because you don't have the equipment to do so because of the distance.

Similarly, if you need to travel to another planet you'll need a ship. If you don't have one of your own, you need to find one. The Savvy Descriptor could be used for this, representing your ability to pay for passage, or talk your way into free travel, or joining up with a ship, etc.

SHIP TO SHIP COMBAT

Fighting in ship to ship combat uses the Pilot Rank. There are three classes of ship: freighter, fighter, and warship.

PHASE 4: THE HEIST

Each Scene in this Phase is about stealing the heist target. Continue to enact your plan, dealing with problems along the way.

By the end of the third Scene of this Phase, you will have the heist target in hand.

KEYWORD FOR EACH SCENE

Theft

REQUIRED ASK THE GM QUESTIONS

Is there a problem with the plan?

Do I run into trouble?

Do I have to fight troopers?

Do I have to fight sentinels?

Do I have to fight King Azendro?

SCENES

3 Scenes

3 Contest Questions Required Per Scene

A freighter is any unarmed ship, usually a personal or cargo ship. These are fine for travel, but not so good for combat. They can engage in combat, but the best narrative outcome they can pull off if they win is to escape. They can't damage other ships.

A fighter is any armed ship that is smaller than a warship. They can damage or destroy freighters or other fighters if they win a Contest and you choose that as the result. A fighter can do cosmetic damage to a warship but can't destroy them.

A warship is any massive military ship, either a Calloben Leviathan or any rebellion warship. These ships can destroy any other ship, including other warships, but they can only be destroyed by another warship.

TROOPERS

DESCRIPTORS	RANKS
BLASTER	BELOW AVERAGE 0
BRAWL	AVERAGE 1
PILOT	AVERAGE 1
TECH	BELOW AVERAGE 0
SAVVY	BELOW AVERAGE 0

Troopers are the soldiers, guards, and grunts of the Calloben military. They are, to put it charitably, not the best. What they lack in ability they try to make up for in numbers. Give them a +1RS when there are 2 or 3 acting together, and +2RS when there are more.



SCOUNDRELS

DESCRIPTORS	RANKS
BLASTER	ABOVE AVERAGE 2
BRAWL	ABOVE AVERAGE 2
PILOT	AVERAGE 1
TECH	AVERAGE 1
SAVVY	BELOW AVERAGE 0

The galaxy is full of rogues and ruffians, filling every bar, every street corner, on every planet. You can use this template for random NPCs your PC falls afoul of who fits the description of a mercenary or criminal figure.



SENTINELS

DESCRIPTORS	RANKS
BLASTER	HIGH 3
BRAWL	HIGH 3
PILOT	AVERAGE 2
TECH	AVERAGE 1
SAVVY	BELOW AVERAGE 0

Sentinels are the elite guard of the Calloben Monarchy, distinct in their red garb. They can be found in command positions on Leviathan warships and are sometimes sent on important missions. The King always travels with a group of Sentinels guarding him.



KING AZENDRO

DESCRIPTORS	RANKS
BLASTER	INCREDIBLE 5
BRAWL	AWESOME 6
PILOT	EXCEPTIONAL 4
TECH	HIGH 3
SAVVY	INCREDIBLE 5

The monarch of the Calloben civilization, Azendro is a battle hardened warrior who wears protective armor and is all-around a tough to kill individual. Good luck if you run into him.



PHASE 5: THE GETAWAY

Each Scene in this Phase is about getting the heist target out of the secure facility and back to the rebellion.

This will likely involve either sneaking or fighting your way out of the facility. Next, you have to transport the item back to the rebellion, likely with Monarchy forces hot on your trail.

By the end of the third Scene of this Phase, you will have delivered the heist target to the rebellion leadership.

KEYWORD FOR EACH SCENE

Getaway

REQUIRED ASK THE GM QUESTIONS

Do I run into trouble?
Do I have to fight troopers?
Do I have to fight sentinels?

SCENES

3 Scenes

3 Contest Questions Required Per Scene

to slip into the location, then shimmy into air vents to get deeper into the base. Or, you may plan a full scale frontal assault and blast your way forward. The choice of tactic is up to you.

PHASE 4: THE HEIST

This Phase is where things get really exciting: you try to steal the thing you came to steal! You have three Scenes to do this. Hopefully, in the

PHASE 6: MONARCHY'S END

This Phase consists of a single Scene of answering a Prompt Question, narrating how the heist brings an end to the reign of the Monarchy.

SCENES

1 Scene

There's no need to interpret the start of the Scene since it's only about answering the Prompt Question of "How does the heist bring about the end of the Monarchy?" Roll one to three words from the Rebellion table to help interpret how you answer this Prompt.

There are no required Contest Questions for this Scene.

previous Phase, you got into a good position in the secure facility with any allies and Companions you have.

Now is go time!

PHASE 5: THE GETAWAY

You have the heist target, now you need to get out of the secure facility, travel back with the item, and turn it into the rebellion all without getting killed.

PHASE 6: THE END OF THE MONARCHY

This Phase has just one Scene, answering a Prompt Question about how the theft of the item brings the monarchy to an end. 🎲

COZY

1	Accompany	51	Inspect
2	Agree	52	Leadership
3	Animal	53	Location
4	Arrive	54	Move
5	Assist	55	Mundane
6	Attain	56	Mysterious
7	Befriend	57	Nature
8	Carry	58	News
9	Celebrate	59	Nostalgic
10	Change	60	NPC
11	Chatty	61	Object
12	Combine	62	Observe
13	Comfort	63	Official
14	Communicate	64	Open
15	Completion	65	Outside
16	Continue	66	Path
17	Cooperation	67	Peace
18	Create	68	People
19	Deposit	69	Personal
20	Distraction	70	Physical
21	Emotion	71	Plan
22	Environment	72	Possession
23	Expectation	73	Power
24	Extra	74	Praise
25	Extravagance	75	Project
26	Find	76	Protect
27	Food	77	Quirky
28	Free	78	Recruit
29	Friend	79	Relaxation
30	Friendly	80	Repair
31	Gathering	81	Return
32	Gentle	82	Reveal
33	Gift	83	Reward
34	Give	84	Safety
35	Goal	85	Service
36	Group	86	Slow
37	Guide	87	Start
38	Happy	88	Stop
39	Heal	89	Strange
40	Helpful	90	Success
41	Hobby	91	Support
42	Home	92	Surprise
43	Hope	93	Technology
44	Idea	94	Time
45	Increase	95	Truce
46	Indulge	96	Trust
47	Information	97	Unusual
48	Innocent	98	Warm
49	Inquire	99	Weather
50	Inside	100	Work

WORLD-BUILDING PROMPTS FOR A COZY SETTING

1 **HOW DOES THIS PLACE FEEL?**

2 **WHAT DOES YOUR CHARACTER DO IN THIS PLACE?**

3 **WHAT IS SOMETHING AMAZING THAT'S HAPPENED HERE RECENTLY?**

4 **SOMEONE HELPED SOMEONE ELSE HERE RECENTLY. WHAT DID THEY DO?**

5 **WHAT IS SOMETHING BEAUTIFUL HERE?**

6 **THIS PLACE IS WAITING FOR SOMETHING TO HAPPEN. WHAT IS IT?**

7 **THERE IS SOMEONE IN THIS PLACE WHOM OTHERS LIKE AND LOOK UP TO. WHO IS IT?**

8 **THIS PLACE WILL SOON HOST A CELEBRATION. WHAT IS IT FOR?**

9 **THERE IS SOMETHING STRANGE AND INTERESTING ABOUT ONE OF THE RESIDENTS OF THIS PLACE. WHAT IS IT?**

10 **THIS PLACE RECENTLY RECEIVED GOOD NEWS. WHAT WAS IT?**



REBEL SHEET

NAME

DESCRIPTORS

RANKS

HEROIC ACTION USED?

BLASTER

BRAWL

PILOT

TECH

SAVVY

① ② ③

☐ ☐ ☐ **Reign Of Terror**

☐ ☐ ☐ **Unstoppable Force**

☐ ☐ ☐ **Thread The Needle**

☐ ☐ ☐ **Raised By Droids**

☐ ☐ ☐ **Smooth Operator**

NOTES

COMPANION PRIMARY DESCRIPTOR

D100

PRIMARY DESCRIPTOR (RANK 4)

1-30

Blaster

31-50

Brawl

51-70

Pilot

71-90

Tech

91-100

Savvy

REBELLION!

1	Access	51	Investigation
2	Acquire	52	Large
3	Assistance	53	Loss
4	Attack	54	Loud
5	Benefit	55	Lucky
6	Betray	56	Mechanical
7	Blaster	57	Monarchy
8	Change	58	Move
9	Chase	59	Mundane
10	Cold	60	Mysterious
11	Commerce	61	Nature
12	Communicate	62	Negative
13	Concealed	63	New
14	Conclude	64	NPC
15	Confined	65	Object
16	Conflict	66	Obstacle
17	Connection	67	Old
18	Consequence	68	Opportunity
19	Control	69	PC
20	Create	70	Plans
21	Damage	71	Positive
22	Danger	72	Progress
23	Dark	73	Protect
24	Debt	74	Quiet
25	Deceit	75	Rebellion
26	Defense	76	Resource
27	Delay	77	Risk
28	Discover	78	Sentinels
29	Droid	79	Setback
30	Emotions	80	Ship
31	Empty	81	Simple
32	Enemies	82	Slow
33	Environment	83	Small
34	Excessive	84	Start
35	Expectations	85	Stop
36	Explosion	86	Strange
37	Extraordinary	87	Strong
38	Failure	88	Success
39	Fast	89	Surprise
40	Fears	90	Take
41	Fight	91	Technology
42	Friend	92	Troopers
43	Frightening	93	Trouble
44	Give	94	Unpleasant
45	Goal	95	Useful
46	Group	96	Valuable
47	Helpful	97	Warm
48	Important	98	Watery
49	Incomplete	99	Weak
50	Information	100	Weapon

CONSEQUENCES

D100	RESULT
1-15	EXPECTED: Whatever you think is the most likely negative Consequence, that's what happens. If you have no idea, roll one to three words on the Rebellion! table for inspiration. If you roll any of the other results on this table and they just don't make sense in the current moment, then treat the result as Expected.
16-25	CAPTURED: You're captured by somebody. Maybe it's troopers, maybe it's someone who just doesn't like you. The next moment in this Scene should take place wherever they have dragged you off to.
26-30	ROUGHED UP: Your PC gets banged up or bruised in some manner, but they are at least out of the situation. For instance, maybe they got the worst of it in a fight, but still managed to get away.
31-55	RUN!: You have to run. Fast! You escape this failed Contest by getting out of there as quickly as you can.
56-70	KNOCKED OUT: Your PC is rendered unconscious somehow. That ends this Scene. The next Scene begins with your PC waking up somewhere. If you had more things to do during this Scene, such as required Contests or Ask The GM Questions, they are ignored.
71-95	LUCKY BREAK!: You may have lost the Contest, but something very lucky happens that saves you or gets you out of a bad situation. For instance, right before the villain delivers the killing blow, they're attacked by another foe.
96-100	LOSE COMPANION: If you currently have a Companion and they are part of this Scene, they are lost. Maybe they took a blaster beam meant for you, or they are captured and never to be seen again. Interpret their loss as dramatically as you can.

HEIST TARGET

D100	WHAT ARE WE STEALING?
1-40	PLANET EATER SCHEMATICS: The target is a critical blueprint required for the completion of the Planet Eater. This is a war-changing weapon that would alter the balance of power in the struggle with the Monarchy. The Planet Eater is a massive starship crewed by tens of thousands that can fire a beam so powerful it can drill through a planet within hours and disrupt its core, resulting in complete destruction of the world.
41-60	THORN: A rebellion sympathizer deep within the command structure of the Monarchy has planted a virus in critical computer systems. When activated, this virus will wreak havoc on military operations by scrambling Monarchy ship systems across the galaxy. Thorn is a computer chip that must be smuggled out that is required to activate the virus remotely.
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SECURE FACILITY

D100	WHERE DO WE HAVE TO BREAK INTO?
1-20	STATION BIKON-5: This is a base that also serves as a dam for a massive river located on an agricultural world.
21-45	THE AGRILLON: This is a Monarchy Leviathan Class warship, the flag ship where the King can usually be found. It is the most secure vessel in the royal fleet.
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91-100	YARYA SECLUDE: Yarya is a Calloben controlled world that is known as a luxurious vacation spot. The Heist Target will briefly be at one of the resorts on this planet, making it an ideal time to try and steal it.

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





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