

MYTH

Roleplaying in the Lands of Mythic Fantasy

VooDoo GAMES™ 

INTRODUCTION

CONTENTS

The task of creating a roleplaying game is one thing, creating one in 24 hours is a task in itself. Trying to get clip art and everything else together to is a feat of pure madness. This is my attempt to make such a game. I thought back to my childhood long and hard, searching for ideas.

Within the first thirty minutes of my looking for ideas I stumbled upon the Brothers Grimm book of fairy tales. I thought for a moment, its been done. Move on. But then after sitting there I said to myself what makes fairy tales and things like mythology so interesting?

After brainstorming for a short time I realized fairy tales, mythology and pulp heroes all have one thing in common. All the characters in these stories are usually larger than life and that's why people like them so much. They were flawed heroes who always over come the odds.

Will I succeed? Not going to be sure until this is done and people grab a copy and start to read. Welcome to the world of Mythica.

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Introduction	1	Fable Mastering	
World of Mythica		Warning	14
In the beginning	2	Getting Started	14
God of creation	2	Gaining Reputation	14
Fall of Titans	3	Gaining Experience	14
End of all things	3	People of Interest	
Dawn of Heroes	3	King Arthur	15
Gods Reborn	4	Long Fang	15
Character Creation		Green Archer	15
Step 1	5	Headless Knight	16
Step 2	6	Monsters	
Step 3	7	Cyclops	18
Tricks	8	Salamanders	18
Step 4	9	Minotaurs	19
Step 5	9	Adventure Ideas	
Weapons of Mass Des		Gates of Hell	20
Equipment list	10	End of it all	
Game Mechanics		Message Author	21
Challenges	11		
Opposed Actions	11		
Initiative	12		
Attack	12		
Defending	13		
Determine Damage	13		
Wound Dice	13		

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THE WORLD OF MYTHICA

Welcome to the world of Mythica. In this place you will find dangerous monsters, legendary heroes, and amazing sites. Mythica is a world of story and legend. Always remember that anything can and will happen.

The world is a medieval type setting with a flair of magic and myth. People in this world are just like in any other setting with the exception they have to deal with monsters and evil that lurks around every corner.

The biggest difference of Mythica is that heroes are idolized by story and song. As the legend of these heroes grow they become more powerful.

IN THE BEGINNING

At the beginning of time Titans ruled the lands of Mythica with an iron fist. The titans had all the land in Mythica and yet nothing to rule over with the exception of animals and other creatures that feared them. With the titans power consuming them they decided to come together to create a God. This god would be the first god of creation.

The titans searched long and hard to find the perfect creature to be this monster and they found what they called man. Little did the titans ever realize this would be the first step to the beginning of the end of their reign of power and domination in the lands of Mythica.

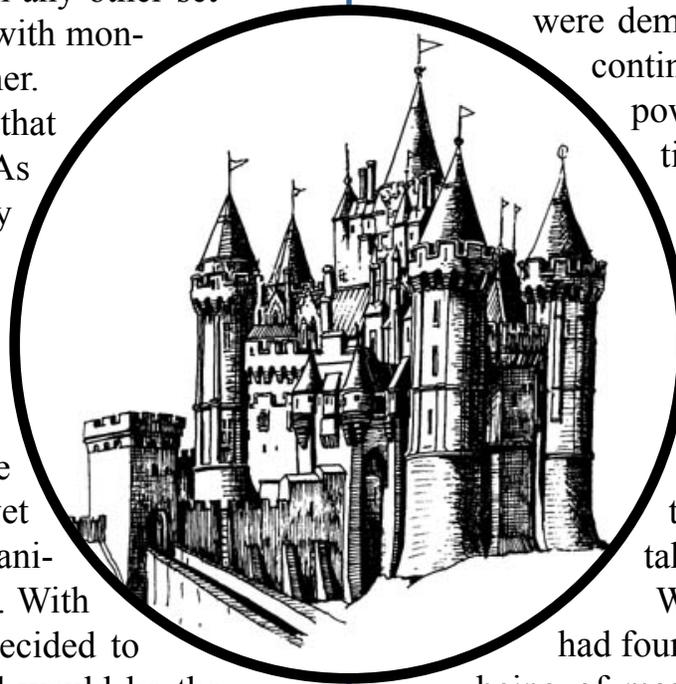
GOD OF CREATION

After the god of creation was made the titans forced him into creating more people, animals, and creatures for them to rule over. After long days of slaving the God pleaded with the Titans to please give him rest. The titans being the monsters they were demanded the god continue or suffer. The god continued to create and began pouring all of his power into his creations as revenge against the titans. The god of creation would make his mark on the world by making beings who were capable of becoming stronger than the titans.

The Titans seeing that the god was foiling their plans decided to create another god to balance the power of creation. So the titans searched the world once more this time they found of man of pure evil to take the role of the god of destruction.

When the god of creation realized the titans had found him out he sunk all of his power into one being of mass power capable of overcoming even his powers. This being would later be called Long Fang the God of the Dragons.

Titans saw the defiance of creation and decided the time had come to end his treachery and disobedience. A war was waged by the titans against him but little did they realize creation knew long ago this day would come and he had prepared.



THE WORLD OF MYTHICA

FALL OF THE TITANS

Titans who had created the god of creation never realized he would come up with a way to defeat them. When the war was waged all of the people who worshiped the god of creation came to his aid, all manner of men and monster. Even the God of the Dragons stood by his stand when the lines were drawn. The titans being the power mad creatures they were laughed at his pitiful attempt to rally help and beginning killing all of creatures that stood in their way but for everyone one they killed another two would spring up. Waves and waves of creatures attacked the titans doing very little damage to them.

Finally Long Fang came down flying from the heavens and called all the power of his breath attack and blew the titans right into the sea. The creatures that lived in the dark depths of the ocean came from all corners of the world to bring the titans into the darkness.

When all was over the god of creation knew the work was not finished and that the god of destruction must be dealt with in order to keep his people from suffering. All of the creatures walked through the lands of Mythica to the realm of the titans right up into the castle at the edge of the world. The time had come for creation to fight against the evil the titans had made and he had to face it alone.

END OF ALL THINGS

When the god entered the castle he saw pain and suffering. People were hung on the walls with their wounds holding the castle together. Even the god of creation had to look away from the fallen men and creatures who were forced to hold this monstrosity of a castle together.

When the god entered the chamber of the god of destruction they both met eyes. They both knew the end was here and that the time had come for all creatures to make their own way. Know one is quite sure what happened because there was an explosion of light and then the castle fell down into the sea in a pit of fire and it began to rain. After all was said and done people were left to their own fate. Some said the castle had become hell the place of the titans. Some said the god of creation became one with all and that he lives on in every creature.

DAWN OF HEROES

When every thing was done people went back to their normal lives but the days were not the same. Soon evil came to pass as monsters began terrorizing villagers and towns people. With nothing to control these creatures chaos ensued, people feared for their lives until one man took a stand. His name was Chronos, he was a wandering traveler that had no past. Some said he had been formed during the final battle with the two gods. No one was really sure what he had to be the quickest man alive and dispatched the monsters without breaking a sweat.

THE WORLD OF MYTHICA

Soon tales spread and Chronos was known throughout the whole land. People would pray to him for protect and beg for him to help them defeat the evil that was slowly dewinddling in the lands. As time past Chronos defeated more and more creatures of legend and pure evil until one day he was faced with his biggest challenge. Long Fang the God of the Dragons had been awakened from his deep slumber. When he awoke his dearly loved breathe had been slaughtered by Chronos. In pure rage Long Fang flew over the lands shouting,

“Chronos! Face me! I am Long Fang god of the dragons!”.

Chronos never being a man of fear walked to the edge of the forest where Long Fang had slumbered for so long. Finally the dragon found Chronos sitting on top a stump with only a short sword in his hand. The dragon grinned at Chronos before letting a hardy laugh at his weapon.

“You plan to defeat me with that mortal? How had such a pitiful man creature managed to kill my breathe? How can that puny sword do anything to me? I am the god of the dragons, what say you man creature.”

Chronos looked at the dragon and replied,

“Your time has come monster. I may not be the strongest and I may not have the magick you carry in your mind but

I have something far greater. Belief in the common good, you may defeat me today but I promise you. Not even the titans will be able to stop me one day and that is the day you and I shall meet again.”.

The dragon smiled at the man’s attempted and summoned a powerful blast of breath completely destroying Chronos where he stood until only a pile of ashes was left.

When people heard what had happen they gathered where he had so valiantly confronted the Long Fang and put gifts on his grave. Soon the same thing started as chaos once again reigned in the lands of Mythica.

GODS REBORN

After a short time of mourning for Chronos people began seeing visions of him in their dreams. In one of the main kingdoms of Mythica a statue was constructed in his remembrance. Days after the statue was put up monsters charged the kingdom in a raid against the men. Everyone tells different stories of how it happened but some how Chronos was reborn that very day.

The statue came to life and through the stone people could see Chronos’s gentle eyes as he battled the monsters. Everyone that day gave thanks to the fallen hero. In the record of history Chronos would go down as the God of Valor and Speed. Little did people realize Chronos was only the first of many to become legends in the lands of Mythica.

CHARACTER CREATION

Here's the section I am sure you've been waiting for. How do you make a character. These simple steps will bring you through the task of making a Myth character.

MYTH

CHARACTER INFO

Hero Name _____ Pace _____
Name _____ Heroic Flaw _____
Concept _____

TRAITS

Might ○○○○○○ Speed ○○○○○○
Skill _____ Skill _____
Skill _____ Skill _____
Skill _____ Skill _____

Resolve ○○○○○○ Wits ○○○○○○
Skill _____ Skill _____
Skill _____ Skill _____
Skill _____ Skill _____

ADVANTAGES **WOUNDS**

Reputation _____ Dice _____ Wound Dice _____
Tricks _____

EQUIPMENT

Non-Leathal _____
Fatal _____ Weakened _____
Wounds _____

Permission Granted to photocopy this document.

STEP 1 ←
STEP 2 ←
STEP 3 ←
STEP 4 ←
STEP 5 ←

STEP 1: CHARACTER INFO

This part should be self explanatory but I'm sure that some people who are reading this have still never played roleplaying games so I'll go over it.

Hero Name- Is your characters name. This is a fantasy setting so names should be generally medieval style. No Indiana Jones types here just names like Gork!

Name- I know it's not labeled but I was hoping you would figure it out this is where your name goes.

Concept- Your concept is what you are, traveling healer, swordsman, the generic hero title should not go here.

Pace- Is how far your hero can move in a full round of combat.

This is calculated using (SPEED +2) just in case I don't get a chance to write that in somewhere.

Heroic Flaw- Every hero in this game has a certain type of flaw whether it be greed or lust or hate for something they are all prone to this flaw that could possibly be the end of their character one day.

TIP! Flaws should typically never completely hinder heroes. It's your choice whether or not your hero has one hand. Keep this in mind when creating your character.

CHARACTER CREATION

STEP 2: TRAITS & SKILLS

Ahhh the central part of playing a game is all about the characters stats. Everyone loves to show off their character in their prime of power. Its one of the best parts of roleplaying without a doubt. Each character is made up from a number of points. It is totally up to the person to decide what goes where and into what. The FM does not have to worry about control in the lands of Mythica because when heroes fall they fall hard, so if a person decides to play the game with that one stat being considerably low because they want to raise their might through the roof let them. Because in the end their is always someone bigger and stronger no matter who they are!

You will notice that four **TRAITS** make up a character. A person may put up to 9 points into traits, max being 3 minimum of course being 1. Heroes can never achieve a 6 unless that is their legendary trait. Again that is:

9 points for traits. Max trait of 3, minimum of 1. Heroes can never gain a 6 unless it is their legendary trait.

Now I am sure you are asking yourself what these dots represent in game terms. These dots are the number of d6's you will keep when making a roll, which brings us to our next part the skills. As I am sure you have noticed the skills have a line and then a blank. That is because you are encouraged to create your own skills. The FM has the finally say on what skills can be used

TIP! Try not to allow broad skill categories as skills. Example Melee combat, make them focus their skills into specific areas of interest.

and which ones can not. Always ask your FM before choosing a skill especially the creative ones like making home-made bombs!

The skills follow the same scale as the traits in terms of numbers they are usually given a value 1-6. 0 being unskilled and 6 being legendary which can only be achieved through advantages. The character has 16 points to spend among skills, max being 5 and minimum of 0. That again is:

16 points to spend among skills. Max being 5(Mastered) and minimum being 0 (unskilled). Heroes can not gain a 6 unless it is a legendary skill.

The FM should feel free to limit a heroes mastered skills to 1 for starting. I do not feel that starting characters at low levels make sense they should be given the option to being a master not everyone in this game is a kid or fresh adventurer. Some have developed all sorts of abilities which can very well be mastered but it is very rare.

CHARACTER CREATION

Skills are the number of extra d6's you roll combine with your traits. *Example Gork has a wits of 1 and a knowledge of dragons of 3. He rolls 4dk1. No matter what he rolls he only keeps 1 because he is that stupid.*

See Mechanics for more information on rolling

STEP 3: ADVANTAGES

This section is really small on the character sheet and yet at the same time has more pull than almost any of the traits. Advantages are what makes the difference between mortals and heroes. Heroes develop a reputation, as this grows in song and story they gain more of it which allows them access to more tricks. Generally heroes start with a 1 in reputation. Someone some where has knowledge that they want to be a hero.

Every 10 points of reputation grants them 1 die per fable. These points are used to manipulate the FM's fable in order to survive or beat a foe. Below are some of the uses for reputation points.

1 point (minor effect) The hero can use one point to make a minor change in the story. It can not save the hero but might give them enough time to find a way out of their problem. *example the bird you sent finally reaches the kingdom and the king sends out men to help you, too bad your going to have to battle tons of undead until they get there.*

2 point (noticeable effect) Is much like a minor but the effect happens immendatly. Once again might not save the heroes life but might give them more of a fighting chance. *Example A castle is being sieged that your in but the king has no weapons, but wait a second you found a trap door oh and look its filled with crossbows! Hope his men know how to use them!*

3 point (major effect) This can save the hero or heroes lives depending on how it is used. As long as it does not contradict the Fable Master's plot. *Example The demon your fighting is only weak against holy magick but you don't have anything on you.....wait what are these markings on my sword..Oh hells yes, its a holy relic only activated when in the presence of pure evil!*

The Fable Master should feel free to create higher effects I just don't have the time right now to go in and make higher ones. As always the FM has the finally say on who can use what at what time. Points can be spent to stop heroic flaws from taking place but will never overcome them.They can also be used in order to succeed at a task for each one spent roll 1d6 that explodes no matter if your weakened or not. once again that is:

Start with a 1 in reputation. Every 10 points grants a 1 die. The die can be spent stop heroic flaws for a short time. They can also be used to add 1d6 (explodes) to your roll no matter what.

CHARACTER CREATION

TRICKS

I am sure as your looking through this you are saying to yourself what is a trick and why is it in this game. A trick is what sometimes makes a hero a hero. They are forms of advantages and as your reputation grows you will gain more of them. **For every 20 points of reputation you gain what's called a trick. Heroes start off with two tricks.** These tricks maybe used for anything but are most commonly used for feats of great power.

example Gork spends one point in Legendary trait: Might so that he might one day obtain a 6 in a trait. He also decides to give Gork toughness, this adds one extra kept wound die when soaking damage. These are Gorks two tricks!

Some examples of more tricks are below but as always not having enough time I don't have a huge amount of time to develop tricks so these are the ones I came up with on the fly! FM should feel free to create his own unique tricks as should players.

Tricks are generally very big advantages that everyone whether hero or villain has. Get creative I know you can do it! Go look through comic books or watch a movie on mythology or read some fables. All should give you ideas for how



to create your very own unique tricks.

Legendary Trait - *(One trait per character)* This allows your character to reach the improbable 6. With a 6 in a trait your legendary. At 6 your character has the ability to pass impossible difficulty.

Toughness- Your character gains an extra kept wound die when rolling to soak.

Immortal- You may never die by the hands of a mortal or by the elements. Gods however can still hurt you. You live forever and never seem to age.

Death Blow- Your an expert swordsman and you have mastered a trick called death blow. When rolling damage you may choose to instead deal as many fatal wounds as your might. -2 reputation each time used. Killing people isn't very nice but sometimes necessary!

Legendary Skill -*(As many as you want)* This allows your character to reach a 6 in a skill. This means you are beyond mastered.

Magical Nature- (1 point magick) You may cast minor effect spells at level one. These are generally spells that take time to cast and are not destructive in nature. FM decides what spells work and which ones are out of your range.

So those are my tricks. What's yours?

CHARACTER CREATION

STEP 4: WOUNDS

Wounds are the bane of most players existence. Powergamers are very weak to wounds. When their heroes are wounded they usually throw a “fit”. Best thing about Myth is it uses a very heroic wound system to determine how damage is taken. As you’ll notice it starts with Wound Dice. This is your **might**. No matter how hurt you are your Wound dice can not be reduced and always explode.

Next is non-lethal damage this is typical wounds like bruising and bash damage. Stuff that hurts but doesn’t really stop you from moving onto your goal. At the end of a scene your heroes non-lethal wounds go away. When a person fails a soak roll because of non-lethal wounds they take a fatal wound.

After that is Fatal Wounds these are wounds that really do take a toll on our heroes they are wounds from guns, arrows, swords and weapons that can kill. next to the fatal wounds is a spot that says weakened. This when your resolve when you reach this number of wounds your characters dice no longer explode! A person can take up to double their resolve before falling into a unconsciousness. So once again this is:

Non-lethal wounds disappear at the end of a scene. Fatal wounds stay. Person can take resolve worth of fatal wounds before weakened. At this point dice no longer explode.

STEP 5: EQUIPMENT

This is usually the easiest part. Your almost done and you want equipment for your character right? Well the FM should feel free to either do one of two things allow whatever you want in reason or allow what I call concept resources. This is usually a number of points given to buy weapons and armor based solely upon your concept. Example a walking traveler has 1 die worth of equipment. The chart is below for basic concepts but not all concepts, it is up to the FM to decide.

Each die is worth so many pieces of equipment. The person is allowed to roll one d6 die for each die they have. Each level of equipment cost that many points.

Example Gork is a traveling hero. HMMMM 1 die worth. He rolls and gets a 3 since he travels a lot we gave him a long sword worth 3 points. Oh well that’s all he has.

The chart for equipment and weapons can be found in the section titled weapons of mass destruction.

example concepts	Number of dice
traveling anything	1 die
Peasant, beggar, squire	2 dice
blacksmith, servant	3 dice
Knight, Mercenary	4 dice
King of Land	5 dice

WEAPONS OF MASS DESTRUCTION

The world of Mythica is filled with many weapons and armors from your typical fantasy to more advanced things. When buy equipment you must realize that you can only carry so much. I am not going to list every single piece of armor or equipment you can find throughout the world but you should realize a few facts. Three forms of currency exist in Myth. The silver coin, the golden coin, and a kings crown. The trade ratio is below:

1 kings crown = 10 golden coins = 50 silver coins.

Err does that formula work. Not sure but I don't have the time to check I am sure the FM gets the point.

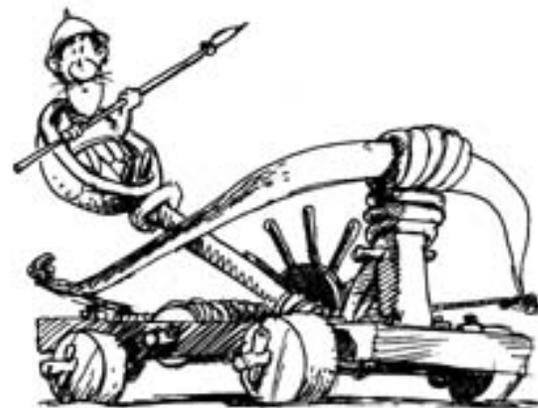
EQUIPMENT LIST

Equipment Name	size	cost	damage/armor	buying
Level 1				
very common				
cloak	m	1	n/a	2 gold
clothes (common)	n/a	1	n/a	3 gold
shield	s	1	may "block" 1 att.	8 silver
Boots/Gloves	m	1	n/a	6 silver
Torch	s	1	0dk1	3 silver
Rope(25ft.)	m	1	n/a	12 silver
dagger	s	1	1dk1	1 gold
Level 2				
common				
short sword	m	2	1dk2	5 gold
clothes(high)	n/a	2	n/a	4 gold
horse	L	2	n/a	7 gold

Equipment Name	size	cost	damage/armor	buying
Level 2 con.				
common				
iron shield	m	2	"blocks" 2 att	3 gold
level 3				
rare				
Long sword	L	3	2dk2	1 crown
crossbow	m	3	3dk2	9 gold
short bow	m	3	2dk2	6 gold
level 4				
very rare				
Knight's Armor	n/a	4	Knight only. *	5 crowns
Broad Sword	L	4	3dk3	7 crowns
warhorse	L	4	Trained.**	10 crowns
Long bow	L	4	3dk2	4 crowns
level 5				
unique				
flint lock pistol	m	5	4dk4	25 crowns

* Adds 1 unkept die to wound dice.

**Horse knows 1 trick.



MECHANICS

Myth uses very simple mechanics to achieve tasks or resolve conflict. You'll need a hand full of d6's which is what this game uses. If you have never played a roleplaying game before I would recommend picking up something else before grabbing this. Within the time span allowed I'm not going to be able to go over every rule in detail so here the jist.

Roll Trait + Skill (Keep attribute) reroll 6's. Add all numbers together to see if you meet or beat the Difficulty Number. (Kd6 vs N)

Confused? Good. Lets move on.

CHALLENGES

When a character attempts an action he or she is faced with what mechanics calls a challenge. This is usually a test against one of the heroes five basic traits. These tests are ment to challenge a characters skills and abilities. The Fable Master or FM for short decides when a character must make a test. Not every single thing should be tested, certain test are passed automatically if time is not an option. The chart gives you the challenge value name and the difficulty number. This is to make game play fast and easy.....right.

If you are at all confused by this point search the internet for roleplaying advice. Mmmm the internet.

OPPOSED ACTIONS

Generally you sometimes come across what is called an opposed action. This is a conflict between two characters where no difficulty number is used. Skills can be used if the opposing person has such a skill but it is usually a pure test of traits. Examples might include things like an arm wrestling match where two people are locked in a contest of pure strength. Basically they would roll their might against the other person's might, highest score wins. It is up to the FM to determine if any modifiers change or subtract this rating.

Challenge	Difficulty Number
Trivial	10
Average	15
Challenging	20
Difficult	25
Heroic	30
Impossible	35

Example: Gork has challenged a giant to a test of strength. The giant has a might of 7, Gork being a hero of strength (but not intelligence) has a might of 6 (legendary status). The giant rolls and gets a 3,5,1,6,4,4,3. He rerolls the 6 and gets a 3 bring his total to 32! Gork rolls and gets a 5,3,6,4,6,3. He rerolls the two 6's and gets a 5 and 2 bring his total to 34! Gork wins! He barely manages to bring down the giants hand.

TIP! Bind this at the very top. You should have enough space for a comb, spiral, or velo bind.

MECHANICS



COMBAT

Since I don't have a huge amount of time to go over every little thing in detail I will have to try my best to go over the basics. Combat takes place in turns. Turns are generally an amount of time in which someone can take one 5-10 second action. Some thing along the lines of speaking, running, attacking, defending are all possible in the realm of combat. But then comes the real question what everything means below I is the general rules FM should feel free to come up with more complex rules or fix anything I generally leave out.

INITIATIVE

In order to determine who has the first attack all characters in combat must make a wits roll. The highest character goes first and then continues to second highest. Incase of a tie, compare Pace. Incase of another tie compare speed. If that doesn't work let FM decide. (I'm so nice)

ATTACK

Assuming you do want to attack something in this game you'll have to make what is called an attack roll.

This roll is usually Speed + relevant skill vs the person's defense. This could be Might if its brawling or barehanded combat.

There are two types of attacks three types of combat a hero can do: *Hand to Hand (HTH)*, *Melee Combat* and *Ranged Combat*. Hand to hand is generally non-lethal damage the person can soak. Melee and ranged is mostly lethal but there are some weapons which do non-lethal damage usually made to stun or shock opponents.

Ranged attacks are based upon the range of the weapon instead of the person's natural armor. The further away the less likely chance that person will be hit by the attack. Use the chart below for checking.

Challenge	Range	Difficulty Number
Trivial	Point blank (5ft.)	10
Average	Close (10ft)	15
Challenging	Average (15ft)	20
Difficult	Short (20ft)	25
Heroic	Heroic (30ft)	30
Impossible	Incredible (40ft)	35

MECHANICS

DEFENDING

Defending in combat is very simple. In order to hit someone you must pass their defense which is their speed rating. Raising their speed makes them harder to hit which in the long run can make the game easier for certain characters (powergamers). defense is based off the chart below:

Speed is..	Defense is..
1	10
2	15
3	20
4	25
5	30
6	35

After hitting the person may decide to dodge using their turn up. They must roll over the person's attack value and they must succeed in order to not take damage.

Example Gork gets attacked by an orc since Gork has a speed of 2 his defense is 15. The orc rolls and gets a 17, Gork decides to dodge. His dodge is 3 giving him 5dk3. He rolls and gets a 5,2,6,4,5. He keeps the two 5's and rerolls the 6 and gets 3 giving him a 19. He succeeds. Gork takes no damage from the attack. Next turn.

DETERMINING DAMAGE

Once a person has suffered a hit. The weapon depending on the type does a certain amount of damage. When rolling for damage if the weapon is a melee might is added to the roll as unkept dice. *Example a dagger only does 1dk1 but when you assume a normal person of 2 in might is holding it. It does 3dk1.*

After this the damage roll is made in this case 3 dice. *Example Gork has a dagger, he has succeed at hitting a huge double headed snake. Gork has a might of 6. The dagger does 7dk1. He rolls a gets two 6's rerolls and gets a 1,5. He keeps the 5 for a total of 11 damage.*

WOUND DICE

After damage has been established in this case 11, the creature gets a chance to soak usually vs. their might. If the creature succeeds then they would take 11 non-lethal, if they would fail they would take 1 fatal wound.

TIP! Fable Master should make Fatal wounds important by making very damaging ones leave scars and other marks on the heroes bodies to show signs of combat. This is an optional idea up to the FM.

FABLE MASTERING

WARNING

This section is ment for a Fable Master's eyes only! Why I am running out of time I decided to add this section in. Reading this section will ruin certain aspect of any game your FM decides to run. By reading this you are in fact probably making the FM's life a living hell.

However! If you are the Fable Master, welcome. Everything past this point is for you. You find everything I hope I can add in such as: adventure ideas, people of interest, monsters, and much, much more.

GETTING STARTED

After looking over World of Mythica I am sure you have a very basic idea what the world is like but not 100% sure what your going to do with it. This section is set up to help you get started running games in the world of Mythica. So lets get started with the basics.

GAINING REPUTATION

Some of the most unanswered questions are how does a hero achieve reputation? How does a character raise levels in traits, skills, etc?

A hero gains reputation for the deeds they do during the fable. The most reputation a hero should ever get from one fable is 4 max for an incredible fable where they learned some or

defeated something of great evil. At the same time they can lose reputation for doing evil acts. Such acts are determined by the FM but not limited to: kill someone, stealing and any acts they are considered unheroic. The amount is determined by how evil the act was -5 for truly evil acts and -1 for minor acts.

GAINING EXPERIENCE

At the end of each fable a character also gains experience for completing the story. The amount once again varies from story to story but these questions should be asked to decide:

Did they learn anything? (1 point)

Did they roleplay? (1 point)

Created a background (1 point)

Drew a picture of their character (1 point)

Brought drinks/Food (1 point)

Automatic (1 point)

The FM can determine if there is anything else they would like to add to the list. Generally not giving over 6 points for a story is the rule of thumb.

Traits cost: 5 x current level

New Skills: 3 points for a new skill

Skills: 1 x current level

I have no clue if that balances out so try it and adjust it.

FABLE MASTERING

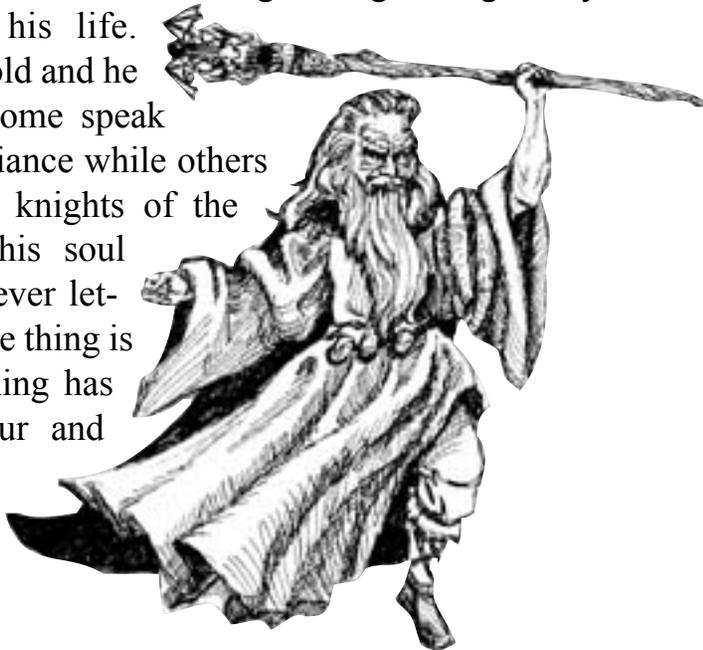
PEOPLE OF INTEREST

In the world of Mythica there are many characters of interest. Some monsters, some human. This section is specifically for special characters who have had an impact on the world. I will list as many as I can.

KING ARTHUR THE OLD LORD

Background: King Arthur, once a hero of legend has become a broken shell of his former self. All of the former Kings of the Round have become lost souls who can not rest. Legend say Arthur is the last and he has been guarding the legendary sword

excaliber with his life. Over 200 years old and he has not fallen some speak of a demonic alliance while others believe that the knights of the round torment his soul night and day never letting him rest. One thing is for sure, something has happen to Arthur and no one sure what.



Pace: 0 (4 in great stress)

Heroic Flaw: Jealously

Might: 1

Speed: 2

Swords: 6

Dodge: 2

Resolve: 5

Endurance: 5

Wits: 6

Knowledge: Gods: 5

Occult: 5

Reputation: 90 **Dice:** 9

Tricks: Immortality, Summon Knights (*summons d6 undead Knights to his aid*), immunity to magick, spirit speak (*allows to talk to ghost and other worldly beings*).

Equipment: Golden Armor (*-15 to damage, unbreakable*), Excaliber 5dk5 weapon (*can only be held by Arthur everyone else takes 1kd1 damage each turn holding it.*)

Secrets: Arthur waits for death. It is a welcome to his old soul. But his Knights will not allow him to rest because they want him to guard the sword. The sword that brought Arthur his fame has turned him into a walking undead shell of a man. He waits every day for someone to come into his castle and try to pry the sword from his cold hands. Assume that his men have a 4 in swords and 3 in might and speed.

FABLE MASTERING

LONG FANG KING OF DRAGONS

Background: Long Fang was created by the god of creation to scar the titans and gods into doing things right. Little did he realize his creation would turn into one of the most powerful monsters that would roam the lands of Mythica. Long Fang has one thing that is seriously against him. To his knowledge he is not only the king of the dragons, he is the last of the Dragons. This eats up Long Fang. He is not necessary evil or good he is more of a neutral. Characters should never face Long Fang in combat, he is fair too strong and wise for any tricks they might try to use against him. Word of wisdom Long Fang should only be encountered when he is looking for you and sometimes that's not a good thing.

Pace: (Flight 100) Ground 17

Villain's Flaw: Reckless

Might: 9

Speed: 5

Claw & Tooth: 5

Tail: 6

Resolve: 10

Wits: 10

Reputation: -75 **Dice:** 7

Tricks: Breath Attack (*10dk10 or the person suffers as any fatal wounds as it takes to knock them out*), Immunity to magic, Linguist (*speaks all languages perfectly*)

Equipment: Claws 3dk5, Tail 3dk3.

Secrets: Long Fang has no secrets. Although his attitude might

be change if he found out another dragon existed.

GREEN ARCHER

Background: Green Archer is a tale known by many once a hero saving people from the injustice of corrupt kings has now become a monster of the lands. It was said when all his work was done he went into a forest and feel asleep and when he awoke his body had merged with the earth itself and turned him into a monster. Since then the Green Archer has become a dreaded soul who wanders darkwood in search of answers and also protecting the very woods that took his life.

Pace: 10

Villain's Flaw: Honor Bound

Might: 3

Climbing: 4

Running: 4

Speed: 5

Archery: 5

Resolve: 3

Wits: 2

Ambush: 5

Language: Elven: 5

Reputation: -30 **Dice:** 3

Tricks: Poison Arrow (*Once per scene he may poison an arrow and shoot it. The arrow does the damage as normal but every round the person takes 5 non-lethal wounds until the poison is*

FABLE MASTERING

healed. Only a trained healer can save the person. Must make a wound check.), Blend (This allows Green Archer to blend in with surroundings. He can not be spotted while in this mode.)

Equipment: Hood Bow (3k2 long bow, -5 to difficulty to hit), cloak of the elves (absorbs physical attacks while blocking).

Secrets: Green Archer secretly hates the darkwood forest which everyone assumes made him the way he is, hell even he thinks it to be true. But how interested would it be to find out the very people who put him there where the elves he once trusted.

HEADLESS KNIGHT

Background: One of the most feared creatures in existence is the headless knight. Some say it is just a story ment to scare squires into choosing the side of right but every so often some people say you can hear him riding the streets in search of victims to steal their soul.

Pace: 7 (20 on horse)

Villain's Flaw: Lust

Might: 4

Brawling: 3

Lifting: 2

Speed: 5

Swords: 4

Axes: 3

Daggers: 2

Resolve:3

Soul Steal: 3

Wits: 1

Reputation: -45 **Dice:** 4

Tricks: Unstoppable (he may falls to wounds and look death but on the next new moon he raises with full health until his head is found), Soul stealer (with one action he may attempt to steal a person's soul. Soul steal skill vs person's resolve. Instant death.)

Equipment: Long Sword, Nightmare (horse), cape of undead (causes fear must make a resolve vs 15 or run away in fear).

Secrets: It may come to no surprise that the headless knight was once a servant of the king of Drakenholm. He was once a knight of great honor until he made a very dear mistake. He slept with the Kings wife one night and regretted the discession. What's even more disturbing was how the king never found out about this little incident.

Many, many more people but in the time limited this was all I could pull out of my head. It's up to the FM how to use these characters but they should not be taken lightly and never disposed of in a quick fashion. These are ment to be legends of Myth and they live and die in this world but only by the hands of the right hero.

FABLE MASTERING

MONSTERS

As the heroes travel the lands of Mythica they will encounter many different types of beast. The lands hold many secrets and monsters are more than plentiful. Mythica is a very dangerous place for someone who has no knowledge of the lands. Certain places you should never go to still yet sometimes the monsters come after you and you need to be ready to defend yourself. Monsters do not have flaws or reputation but they still have tricks. Below are some of the common types.

CYCLOPS

With the defeat of the titan's cyclops were free to roam the lands of Mythica without fear of punishment. As time went on they soon realize people feared them. While not violent monsters they do tend to get defensive when large groups of people surround them (especially with torches). Cyclops are general a little bigger than a man and stronger. They can speak very well and are not stupid by any means. Cyclops hold a



deadly magick that no one has ever seen called Fortune. It is this very thing that keeps their race alive.

Pace: 4

Might: 3

Speed: 2

Resolve: 3

Wits: 4

Attack: By weapon

Tricks: Fortune (*lvl 3 cyclops where given one eye for a reason. Legend is they can see into the future and change peoples fortunes and luck. They can also give bad luck. In order to do this they must touch a person and make a magick check of 7dk4 against the person's resolve. They succeed for every 10 over their opponent they may take a reputation dice and use it either for or against the person.*)

SALAMANDERS

These creatures have controlled the fiery depths of Mount Phoenix for years. Sources say they await the birth of the Phoenix and want to make sure no one steals the heart of the Phoenix which is rumored to grant people power beyond the realm of gods and titans. Salamanders are snake like beings with no legs and a very scaly body to touch one is death for most people. Their bodies produce so much heat they melt most armor in seconds. Not to mention they can bath in molten lava.

FABLE MASTERING

Pace: 10 on lava or fire (2 on ground)

might: 3

throwing:3

Speed:3

Claws: 2

Resolve: 2

Survival: Volcano: 5

Wits: 2

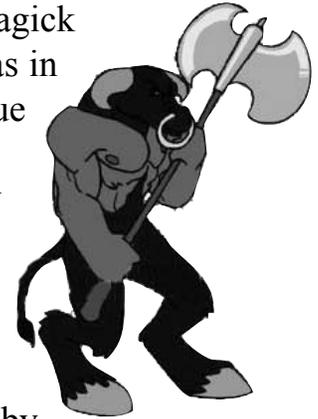
Attack: Claws 2dk2 or by weapon.

Tricks: Immunity to fire (*completely immune to fire damage. Double damage from ice magick*), Lava scales (*body of the salamanders are hot! Any weapon that makes that is not protected by magick must make a resolve (the weapons keep dice) of 20 or become completely useless.*)



MINOTAURS OF THE MAZE

It was said long ago a mage of pure magick walked into a maze with a man. He was in search of a treasure but not for the value because it held a very dangerous artifact. The man turned on the mage only to find himself lost in the maze trying to get out. The mage being a man of great power found the traitor and backed him into a corner. The man pleaded for his life only to be touched by the mage on the forehead. His words were, "*The Bullheaded man shall become the beast he so desperately seeks to hide.*"



Pace: 5 (charge 10)

Might: 5

jumping: 4

Speed: 3

Axes: 3

Charge: 4

Dodging: 2

Resolve: 4

Wits: 2

Mazes: 2

Attacks: By weapons. Gore 3dk5.

Tricks: Toughness (*I kept Wound die*), Charge (*Once per scene may charge and opponent and if successful, gore them.*)

TIP! Monsters are created using basically what ever comes to my head. The FM should feel free to give monsters any stats he/she wants. As long as it makes the monster fun and not impossible to beat.

FABLE MASTERING

ADVENTURE IDEAS

Time is more than running out with a little than an hour before I go to bed I decided to finish this off with adventure ideas. Believe me when I say I am pour every idea from my head into this ending chapter.

The Fable Master by this point should have a very good idea what the game is about and what can be done and what can't. These are some adventure ideas for a FM to use as building blocks to a very long or short game. In the end its all up to the FM whether or not he or she succeeds at creating a good adventure. It's all about imagination.

THE GATES OF HELL

The Hook:In this adventure heroes have been contacted by a servant of one of the gods who would like to see the heroes go to what is called "The Gates of Hell". They are said to be at the edge of the world, which a person of pure heart can make a leap of faith. From here they must confront evil at every corner while they battle dead ghosts of fallen villains and heroes alike all to get what is called the necromancer wand.

The Line:If they complete this adventure the heroes should be rewarded with a boon from the god. Not only that but they will have been to the gates of hell which is a very dangerous place giving them a bonus reputation award of +2 without doing anything.

The sinker: Choose one player. This player's hero is haunted by dreams of the underworld and becomes very paranoid. Occasionally he will have visions of creatures coming to get him. Little does he realize this are not dreams they are truth, the demons from the underworld are mad at the heroes and secretly plot to kill them. They have gained a powerful enemy.



END OF IT ALL

MESSAGE FROM THE AUTHOR

I wasn't able to complete my roleplaying game. The 24 hour clock has worn me out. I have worked since about 9am this morning into 10 at night. A full day of working and I still wasn't able to meet the 24 page requirement. I learned a lot from this experience though. When focused I can create more than what I expected.

I am not sure if I am going to make this into a pdf for sale. It has a lot of potential but I would have to see what people thought about it. A lot of spelling and grammar errors in this. I tried to spell check it all but I did not have enough time. Hopefully you can make sense out of all the babble. Please forgive my horrible attempt to make a roleplaying game.

If your interested in contacting me about feedback please email me at: voodoogames@gmail.com. I will reply as soon as I can. I hope you enjoyed reading about the world of Mythica.

So from me to you. Try the 24 hour rpg challenge. It's a lot harder than it seems.

Sincerely,
Patrick McCoy Jr.
President of VooDoo Games

MYTH

CHARACTER INFO

Hero Name _____ Pace _____
 Name _____ Heroic Flaw _____
 Concept _____

TRAITS

Might ○○○○○○ **Speed** ○○○○○○
 Skill _____ Skill _____
 Skill _____ Skill _____
 Skill _____ Skill _____
 Skill _____ Skill _____

Resolve ○○○○○○ **Wits** ○○○○○○
 Skill _____ Skill _____
 Skill _____ Skill _____
 Skill _____ Skill _____
 Skill _____ Skill _____

ADVANTAGES

WOUNDS

Reputation _____ Dice _____ Wound Dice _____
 Tricks _____

Non-Lethal

EQUIPMENT

Fatal Wounds _____
 Weakened _____

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Resolve ○○○○○○ **Wits** ○○○○○○
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ADVANTAGES

WOUNDS

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