

Attributes & Resources

Attributes

The three attributes paint a character's strengths and weaknesses in broad strokes.

- **Body** represents a character's strength, agility, and toughness.
Is the character healthy (8), athletic (9), or frail (7)?
- **Mind** represents a character's smarts, cleverness, and resilience.
Is the character capable (8), clever (9) or slow (7)?
- **Spirit** represents a character's influence, adaptability, and confidence.
Is the character independent (8), dominant (9), or submissive (7)?

Resources

Resources represent a character's energy reserves, which can be used for actions or to avoid harm.

Exhaustion: When a character runs out of resources, he can still attempt actions, but non-trivial actions are less likely to succeed.

Ability is equal to Mind + Body, and is used to perform moves that require cleverness or agility.

Stamina is equal to Body + Spirit, and is used to perform moves that require toughness or strength.

Willpower is equal to Spirit + Mind, and is used to perform moves that require charisma or resilience.

Skills

A skill is a particular kind of work that requires specialized training or knowledge. Myth Maker doesn't have a discrete skill list, as there are simply too many possibilities. However, there are rules for when a skill applies, and when it doesn't.

Applicability: A skill may involve a wide variety of tasks, but all are performed in service of a singular purpose. Proficiency with a skill only applies if both the following are true:

- The task at hand must be something regularly performed as part of the skill.
- The task at hand must be in service of the skill's purpose.

Assigning Skills: Give a character any skills that are appropriate. You don't have to list everything. Focus on skills that either define who the character is or are relevant to the story.

Example Skills

Picking pocks, investment banking, blacksmithing, flying planes, invoking divine power, waiting tables, fencing, rock climbing, performing surgery, debating, designing games, solving sudoku, repairing appliances, selling cars, preparing fine food, painting, growing vegetables, teaching math, carpentry, tap dancing, shepherding sheep, racing stock cars, writing philosophy, etc...

Proficiency

On the character sheet, each skill slot has three fillable circles (bubbles). When a skill applies to an action being performed, each filled proficiency bubble grants a +1 bonus to the check result. The three bubbles each represent one facet of a character's proficiency:

- **Instinct:** Fill this bubble in if the character has a natural aptitude with the skill. Instinct can be inborn, or it can be cultivated through passion and dedication.
- **Education:** Fill this bubble in if the character has completed some kind of formal training or education program for the skill. Sometimes it is possible for a character to self-educate.
- **Practice:** Fill this bubble in if the character has had extensive experience using the skill.

Combat

A Matter of Life & Death

Violence is the last thing most people resort to when solving a problem. Combat is dangerous after all – especially when weapons are involved. When a situation devolves into a fight, it's important to examine why each character is fighting, and under what conditions that character might surrender or break off his assault.

Outside of combat the consequences of failure are often deferred, and may redirect the story rather than halt it. There may even be opportunities to mitigate some failures altogether. In combat, the risk of failure is immediate and final: death or serious injury can result from a handful of bad rolls, a few poor decisions, or lack of preparation.

As a player, it can be tempting to always make the tactical choice – the one that is most likely to result in victory. In many cases this is correct, as your character probably doesn't want to lose the fight. However, it is important to consider who your character is, and how your character would actually respond. Sometimes, more fun can be had by playing to your character's personality, even if it isn't the best tactical choice.

Attacking & Defending

Attack

An attack happens when a character tries to cause physical harm to someone or something.

Hit: A successful attack inflicts 2 Body damage.

Critical Hit: On a critical success, an attack inflicts 1 additional Body damage that can't be reduced.

Power Attack: When an attack is harder due to being particularly brutal or precise, it inflicts 1 additional Body damage.

Reducing Damage

A character hit by an attack can reduce the damage he takes, provided he is aware of his attacker and is capable of acting. Weapon damage cannot be reduced in this way unless the attacked character is wearing armor.

Cost: Each 2 Stamina and/or Ability spent reduces the damage of an attack by 1.

Non-Action: Reducing damage does not use an action or reaction, and can be done at any time.

Attribute Damage

Checks: Use an attribute's current (damaged) value for checks.

Resources: Use an attribute's maximum (undamaged) value to calculate resource values.

Injuries

Depending on what's right for your group and your game, you may want to represent Body damage with specific injuries. This should be in addition to the Body damage, not instead of it.

Severity: Use the amount of damage suffered from an attack (after reduction) to determine the severity of any injury caused.

Recovery: In most cases, an injury should heal along with the Body damage that caused it. Permanent injuries (such as lost limbs) don't prevent the Body from healing, but may impose lasting hindrances on the character's actions.

Active Defense

Characters can use reactions to further protect themselves or others:

Dodge

A character can use a reaction to resist an attack by moving suddenly.

Parry

A character can use a reaction to hinder an attack by deflecting it with an implement or a body part. The character must be able to reach the attacker's weapon (projectiles in flight can't normally be parried).

Block

A character can use a reaction to reduce the damage of an attack by obstructing it with an implement or a body part. A successful block allows the character to reduce the damage of the attack by spending resources, including damage that can't otherwise be reduced (such as the bonus damage from a critical hit). If the block is mastered, reducing the damage only costs 1 resource per point of Body damage. Body parts can't be used to effectively block weapon attacks.

Special Properties

Equipment comes in many forms, which can behave in all sorts of different ways. Here's the three basic categories special features fall into:

Mundane: These features are the direct result of an item's physical form or mode of operation.

Magical: These mystical properties can be almost anything, within the limits of whatever magic your setting might contain.

Technological: These properties are not so different from magic, except they have an in-setting "sciency" explanation.

For more examples and ideas, see the Equipment appendix on page ##.

Weapons

A weapon is any wielded item that increases a character's capacity to harm others. Weapon damage cannot be reduced unless the target is wearing armor. This also applies to natural weapons like claws, fangs, hooves, etc..

Damage Types: Many weapons can be used in a variety of ways, which can yield different results:

- **Hacking:** The character strikes the target with the sharp edge of a weighty blade. On a hit, 1 of the damage can't be reduced.
- **Slashing:** The character slices the target with the sharp edge of a blade. The attack deals +1 damage, but the resource cost to reduce each point of damage is lowered by 1.
- **Bashing:** The character strikes the target with a blunt object. The resource cost to reduce each point of damage is increased by 1.
- **Stabbing:** The character impales the target with a pointed object. On a critical hit, the damage can't be reduced even if the target is wearing armor.

Melee Weapons: Some melee weapons are best wielded in one hand, some require two hands, and some are versatile enough to be wielded either way. For natural weapons, use your best judgment to determine whether an attack should be treated as one-handed or two-handed.

- **One-handed:** A character is using one hand to wield and attack with the weapon. Some weapons are too large or unbalanced to wield effectively in one hand. It can be done, but attacking with such weapons one-handed is harder.
- **Two-handed:** A character is using both hands to wield and attack with the weapon. Two-handed attacks deal +1 damage. Some weapons are too small or awkward to wield effectively in two hands. It can be done, but attacking with such weapons two-handed is harder.

Ranged Weapons: This is the distance within which the wielder of a ranged weapon can expect to use it with reasonable accuracy. A ranged weapon can be used to attack at up to twice its effective range, but the attack is harder. The effective range of a weapon is usually determined by its impetus type:

- **Thrown:** The character throws an object such as a rock, javelin, or knife. Thrown attacks are usually accurate within 10m.
- **Levered:** The character uses a leverage device such as a sling, bow, or atlatl to hurl an object with greater speed and accuracy. Levered attacks are usually accurate within 25m.
- **Mechanical:** The character uses a mechanical device such as a crossbow or firearm to launch a projectile with extreme speed and accuracy. Mechanical attacks are usually accurate within 50m.

Armors

An armor is any worn item that a character can use to protect himself from attacks. Armors can be made from a wide variety of materials.

- **Light Armor** covers only the most vital parts of the body. Light armor allows a character to reduce weapon damage.
- **Heavy Armor** covers almost the entire body. Heavy armor allows a character to reduce weapon damage, and lowers the resource cost for each point of damage by 1.