

HOW TO PLAY

RES MYTHICA

PLAYER'S QUICKSTART GUIDE



PERFORMING ACTIONS

DESCRIBE THE ACTION

Describe your character's actions. The GM asks you to roll only if what you described is dangerous and/or if the result is uncertain.

BUILD UP YOUR DICE POOL

If so, the GM tells you which **two attributes** to roll. Add the two numbers together to know how many attribute dice (d6) you have in your dice pool

Next, the GM tells you the **risk level** of the action. Take a number risk dice (differentiated dros) equal to the risk level and **replace** your action dice by these risk dice. *NB: this should not increase the total number of dice you are rolling, only the type of dice.*

Then, check if there's an ability you want to use. If that ability has a cost, spend the required resource before adding any dice bonus that ability grants you.

Finally, add or remove risk dice as you wish. *NB: you are not replacing your other dice with risk dice at this point, you are increasing or decreasing the total number of dice you will roll.*

READ THE ROLL RESULTS

Roll all the dice.

Dice showing **6 or more** are successes. If you have **at least one success**, you have successfully performed your action.

Risk dice showing 6-9 count for successes like all other dice, however, they count as a **consequence** if they show 0-5. The consequence level is equal to the number of risk dice showing a result 5 and below. *NB: On custom RES MYTHICA dice, green indicates success, red indicates a consequence, and white may be ignored.*



PROGRESS & CONSEQUENCES

PROGRESS CLOCKS

For tasks that require more than one action to complete, the GM creates a **progress clock**; this takes the form of a circle divided into segments. When the clock is full, the task is complete.

You may spend successes to fill in segments of your clock and the GM may spend consequences to progress theirs.

MOMENTUM

Convert extra successes into **Momentum Points (MP)**. Player MP goes into a common pool and can be spent to activate abilities. At the end of the scene, extra MP is cleared.

FAILURE

If you have zero successes, you have failed. The GM gains an **Adversary Action**. This action can be made immediately or can be banked as an Adversary Action point (AA).

CONSEQUENCES

Consequences from risk dice are independent from whether the action has succeeded or not. This can be **personal harm/injury**, **GM progress**, or **GM momentum**.

HARM & INJURY

For each consequence, you gain 1 level of harm/injury linked to an attribute used in the action roll. At level 1, the harm or injury is temporary and is cleared at the end of the scene. At levels 2 and 3, the harm/injury has to be healed during downtime. At level 4 it has a risk of becoming permanent. Every level of injury beyond that increases the death or insanity clock. If that clock is full, the character has either died or gone irreversibly insane.



DOWNTIME, FATE POINTS & BONDS

DOWNTIME

In the **downtime phase**, players spend their time healing, resting, or other long-term actions. For each day of downtime, PCs may chose one action to perform and the GM rolls one action per faction. These actions are summarised in a single roll and do not need roleplay or narration.

If injured or harmed, you may want to heal or rest. If not, you could investigate an opposing faction, make a sacrifice to a god, prepare yourself for the next adventure phase.

PREPARATION POINTS

When you spend your downtime preparing, you gain Preparation Points (PP). You do not need to say how you're preparing. Use these points during the adventure phase to establish what you've prepared for. The GM decides how many Preparation Points it costs depending on how likely it was.

FATE POINTS & EXPERIENCE POINTS

When you sacrifice something to a god, you gain a **Fate Point** (FP) associated with their domain.

You may also gain FP during play if you sacrifice something for a **bond** you have. Add them to the bond in question. Spend the FP to gain a bonus die to a roll (die size equal to that bond's power) or convert it to **experience** at the end of the session.



USING ITEMS

ITEM QUALITY

Quality of items is described as **broken** (0), **flimsy** (1), **basic** (2), **superior** (3) and **premium** (4). Failures, partial successes or saves may decrease quality of the used item until it is broken.

USE ITEMS

When you use weapons or armour to make rolls, add the bonus die to your roll. When suffering a consequence, you may damage the item you used or relevant armour by the amount you want to decrease the consequence by. If the item reaches 0 (broken), you may not use it any more.

LOAD

When starting a mission, the GM may ask you what your load is. You may go with **light** (4), **ordinary** (8) or **heavy** (12) load. This describes how much but not what you're carrying. You may declare what your load consists of as you're playing. Items may use more or less load and you cannot surpass your declared load. *NB: this doesn't take into account items you pick up or drop along the way.*

PLAYBOOK: YOUR GROUP SHEET

Your group's **endeavour** will dictate what playbook your group uses. Each endeavour confers bonuses relative to a play style.