

RES MYTHICA

CORE RULEBOOK



*This document represents an incomplete version of the game intended for play-testing purposes.
All rules are subject to change.*

Roleplay Elements System – 0.3.3.1
RESMYTHICA.COM



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*A huge thank you to all playtesters, from those who suffered the very broken first prototype (**Cynthia, Dave, Lee, Martín, and Toph**), through the groups who've campaigned alongside the game's evolution, namely the Q.U.I./I.R. (**Agathe, Cain, Deborah, Oscar and Paloma**) and the Duellists (**Jade, Philippe, Sébastien, and Thibault**), the regulars who have seen the game through drastic transformations (**Lee, Toph** in particular), and the many others who jumped in, tested builds, shared honest impressions, and helped catch issues that might otherwise have been missed. Every comment, suggestion, and moment spent playing contributed to *RES MYTHICA* and the *R.E.S.* game system.*



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GETTING STARTED

This document contains the core rules of RES MYTHICA. All player abilities, character creation tools, and worldbuilding can be found in your Campaign Kit of choice. THE ASH OF EMPIRES campaign kit is available in the RES MYTHICA website.

WHERE TO START?

The **Introduction** explains the design principles behind RES MYTHICA. If you already know you want to play this game, skip that section.

If you're just starting out, read the **Player's Quickstart Rule Summary** on page 9 to get an idea of how the game works. These few pages should be enough to start playing.

If you are looking for a rule you do not remember, or understand, you may want to use the **One-Page Rule Reference** on page 73 to find what you're looking for.

CORE RULES

The rules are divided in three parts:

- The **Action Resolution** describes how the dice system works, from how to select the dice to how to read them.
- The **Structure of the Game** describes the way a session is organised and how different phases of play work.
- The **Player Character Tools** and **Game Master Tools** sections provide you with the explanations of specific elements of the game and is expected to be referenced in-game as needed by both PCs and GMs.

A tutorial in the form of a solo adventure will be added at the end of this document in the future.



“LET THE DIE BE CAST!”

– GAIUS JULIUS CAESAR



INTRODUCTION

Below is a basic explanation of the type of game RES MYTHICA is, followed by pretentious musings and thoughts by the game designer. If you've never played RPGs read the section immediately after this one and skip the rest. If this isn't your first RPG, read the second or third part instead.

If you're an experienced roleplayer and are curious to know about the design principles that led to the creation of RES MYTHICA, read [What is Res Mythica?](#)

If these few paragraphs put you off playing RES MYTHICA, other wonderful TTRPGs are recommended in [Why You Shouldn't Play This Game](#) (p. 5). Either way, none of this is necessary to play RES MYTHICA and you can start at [The Res Mythica Playstyle](#) (p. 7)

WHAT IS A ROLE-PLAYING GAME?

I'VE NEVER PLAYED A TTRPG

A tabletop role-playing game is a collaborative storytelling game where players take on fictional roles and describe what their characters do. A game master (GM) presents the world and challenges, while rules and dice determine outcomes. The story happens in the group's collective imagination. The characters played, as well as their strengths, weaknesses and other attributes, are typically represented on a "character sheet".

There are thousands of roleplaying games. Some focus on tactical combat, others on creating a narrative based on interpersonal conflict. RES MYTHICA takes inspiration from a variety of different games, but in many ways it is a descendant of the Forged in the Dark family. That said, you will not find a rehash or reinterpretations of these games here. RES MYTHICA uses a completely new game engine.

This is not a "rules light system", but it is designed to be easy to play even with zero roleplaying experience.

I'VE PLAYED D20 FANTASY

For many players in our hobby, the main experience they have with roleplaying games is “d20 fantasy”. If you understand RPGs as “roll a d20 and try to beat the enemy’s AC”, you already know what an RPG is but you may be confused by the presence of some rules in this document and might think that many other rules are missing.

The important thing is to understand that this game isn’t trying to replace your previous RPG of choice. This game does things differently because different rules lead to different results. While you can theoretically do anything in any RPG, rule systems always lead the story in a different direction. RES MYTHICA tries to do things different from d20 Fantasy in various ways.

First, while this game aims to put action first, it understands action as more than a simple exchange of blows. The goal is to make a daring escape from a sinking ship as exciting as a tense debate on the courtroom floor. There is, of course, combat, but it is not the only focus of the rules. Instead, it shares the stage with other actions scenes.

Secondly, RES MYTHICA is a roleplay-first experience. While you are generally expected to roleplay in other RPG, it is sometimes not necessary. You might be used to a game where saying “I attack the Minotaur with my axe” is enough. In RES MYTHICA, the game cares about *how* you attack—whether you try to pierce or cut, whether you’re trying to distract or disarm the creature, whether you want to use your muscular might or whether you want to be precise—your descriptions matter and you are expected to use your imagination before every roll.

I'VE PLAYED NARRATIVE GAMES

You may recognise some of the underlying design choices of this game; RES MYTHICA is in many ways a descendent of narrative games. That said, it tries to provide a different experience from the prototypical narrative RPG.

RES MYTHICA isn’t a roleplaying story engine. RES MYTHICA is not a battle game around which you are expected to roleplay. RES MYTHICA is a roleplaying game.

This means **roleplaying is the game**. How your character performs an action isn’t flavour, it’s a core part of the game and impacts how you interact with its mechanics. Combat isn’t a mechanical exchange of hit-point reduction, it’s a story you narrate, with unexpected turns and creative reactions.

This means **the game is roleplaying**. The GM doesn’t progress a predefined story at her whim. The game, and the players’ interaction with it is what progresses the roleplay.

You cannot play RES MYTHICA without narration, and you cannot have a RES MYTHICA story without playing to the game’s mechanics.

WHY YOU SHOULDN'T PLAY THIS GAME

RES MYTHICA is optimised for long-term narrative and tactical gameplay in a grounded fantasy world of subtle politics and brutal realism. It is for players who want story-first gaming and like character-driven stories but who don't like the game-second approach of some narrative games. If you are looking to interact with game mechanics while driving an unpredictable, challenge-filled story, this may very well be the game for you.

You can play RES MYTHICA as a one-shot, or as a combat game, but you will not be experiencing the full breadth what the game has to offer.

If you're looking for a quick, whacky yet always dangerous adventure with mayhem and crazy shenanigans you may want to try a game like **Dragonbane** instead. If you want a light, fun, and combat-first game that leans into story mechanics, a game like **Daggerheart** might be right up your alley.

If you want a dark adventure in which criminals are the protagonists, where problem-solving is creative and the game mechanics take a back-row seat, you'll love **Blades in the Dark**.

If you want a wistful adventure in which combat is rare and deadly and the weight of morality is ever present, **The One Ring** masterfully emulates the universe of *The Lord of the Rings*.

WHAT IS RES MYTHICA?

RES MYTHICA isn't just another roleplaying game that suggests a couple new mechanics over a well-known structure. This game was designed from the ground up to provide something new, while bringing together the best of modern TTRPG design. RES MYTHICA is a **tactical, player-driven, narrative roleplaying game** inspired by classical antiquity. As such, it attempts to bring the challenge of tactical games where players' interactions with the mechanics are the core of the gaming experience with the freedom and unexpected storytelling power of narrative-first design.

BEYOND GRID-BASED TACTICS

Often, tactics in roleplaying games limit themselves to combat, where they're defined as the movement of characters on a grid and choosing between one powerful attack or another. RES MYTHICA is designed with the idea that roleplaying games are about more than just summarising a combat as a randomised chess-like game.

This game proposes tactical mechanics as a way of interacting with various challenges. This is not an experience in which roleplay is interrupted by a combat mini-game as soon as a monster appears; the game is played in the same way whether the players are exploring, fighting or negotiating. Tactics are about what decisions you make, how each character uses their strengths, and when you attempt to make the final, decisive move. Each die roll is a decision point, and whether you push your luck, play it safe, or figure out a clever move is up to you. Every option is always on the table.

THE “ROLEPLAYING GAME” DESIGN PHILOSOPHY

ROLEPLAY IS GAMEPLAY

Narrative mechanics are a great way to push a story forward in interesting and unexpected ways. The introduction of “success with a consequence” mechanics in this hobby have brought players closer to rich improvisational-storytelling and away from procedural room-by-room dungeon-crawling. But as these mechanics become more powerful, the roleplaying experience takes over and the RPG feels more like a common narrative experience and less like a game.

RES MYTHICA aims to take this story-telling dice mechanics and turn them into a game. For this reason, there is no point in which these rules differentiate between playing the game and role-playing. This is a role-playing game. Players interact with the game by playing a role.

GAMEPLAY IS ROLEPLAY

While traditional games separate the roleplay from the game (usually with an initiative roll at the beginning of combat), RES MYTHICA is designed with the idea that roleplay isn’t just a reason to play the game, it *is* the game. Players play their role by interacting with the mechanics, they drive the story forward with tactical rules-based decisions, they roleplay because that is the best way to win. The roleplaying is the game as much as the game is about roleplaying.

This game is designed in such a way that roleplay isn’t just the reason why we’re playing. The roleplay isn’t there just to bring you to the next gamified combat encounter, it is a necessary part of gameplay as it is the main way players interact with the game’s mechanics.

PLAYER-DRIVEN STORYTELLING

Some games are about the GM putting a dungeon in front of the players and having them explore it. Other games are designed for the players to progress through a pre-written scenario towards an end-goal that the GM has in mind from the start. RES MYTHICA is about giving the players tools at their disposal to choose their own goals and write their own story.

As the game progresses, the players should go from reacting to the world around them and towards trying to influence it. Factions go from being adventure prompts to both tools and challenges for long-term strategic decision-making.

“THE WORK OF THE POET DOESN’T CONCERN WHAT HAS HAPPENED BUT INSTEAD RELAYS WHAT MIGHT.”

—ARISTOTLE

THE RES MYTHICA PLAYSTYLE

This is not a game in which you participate in a story the GM has created for you. This is not a game in which you're a passenger in a pre-written adventure. In RES MYTHICA, the PCs are the ones who drive the story. The game master's role isn't to write a plot, but rather to put pressure on the players to be proactive by putting pressure on their characters.

Be patient with your GM, they might not be used to this new way of preparing the game, but when they get used to and learn the system the game will well and truly come to life.

PROCEDURAL PROGRESSION

This game expects the GM to lean into the procedural mechanics of faction progression while the players recover and prepare their next move during the faction phase, then throw themselves into varied scenes of action and intrigue.

While there's never a single "correct" way to play any RPG, this one is certainly designed with a defined playstyle in mind. To make the best of it, it is highly recommended to try following the strict procedural structure while you get used to this game.

RES MYTHICA is a relatively crunchy game with quick onboarding. You are expected to start playing it as a creative, narrative-first game. Don't overthink it, describe what your character does: personal expression and creativity are at the core of the game.

Then, as you slowly delve deeper into its mechanics, to start influencing the story by using the narration and creativity to influence the underlying gameplay. Mechanics such as Auxiliary actions and Playbook assets are made to be tested and learnt on the go as you delve deeper into the tactical and strategic gameplay.

STRUCTURED IMPROVISATION

RES MYTHICA isn't designed to play pre-written adventures but rather to create a "play to find out" experience. No one around the table, player or GM, should know how the story ends. The PCs push the story forward by trying to progress their goals, gaining power as a group and confronting the antagonists. The GM pushes back by progressing factions and confronting the PCs with challenges.

This game works as a scaffolding around which you can build an improvised adventure. This applies both for the long term "campaign" you will progress within as much as it does for the various actions scenes the characters will find themselves in. There should be no puzzles with set solutions or scenes with predetermined outcomes.

VARIED ACTION

At its core, RES MYTHICA is a narrative experience. A movie would fail if the main character won every fight with the same two moves. An adventure book would be boring if the protagonist's only action were “he attacks” or “she tries to solve the puzzle”. RES MYTHICA isn't a game with set actions such as “attack”, “move” and “perform a bonus action”. RES MYTHICA is a narrative game where the description of actions impacts the story. It is important the players and GM don't simply go through the motions but rather focus on creating rich scenes in which characters are interacting with the world and each other in the virtual space of shared imagination.

PLAYER-LED NARRATIVE

Many of the game mechanics found within are designed to give the GM tools to let the players drive the story forward.

As a GM, your role isn't to write a novel, it collaborate with the players in building a lively world while challenging their characters in it.

The GM uses the faction phase to progress other factions' goals and to put pressure on the PCs. The players, consequently, decide to take action to achieve their goals before the other factions can finish their projects. This activates an action scene in which the GM places challenges in front of the PCs.

As a player, your role isn't to be a passenger in the GM's story, it is to collaborate with your fellow players to change the world the GM is presenting to you, and in the process progress the story of your character and their allies.

MATERIAL

To play, you will need:

FOR EACH PLAYER

- A **pencil** and **eraser**
- Printed **character sheets** (2 pages)
- Optional: A personal set of dice
- A willingness to find adventure

FOR THE GROUP

- 1 printed **playbook sheet**
- Various dice including:
 - polyhedral dice (2d8, 2d10, 2d12)
 - standard dice (8d6)
 - **differentiated** risk dice (6R10)
- **Three sets of tokens** (preferably green, red and black) to track momentum and adversary actions
- Optional: a **fourth set of tokens** to track Fate Points
- Food, drinks and a few hours of uninterrupted free time

FOR THE GM

- A printed set of **GM tools**, including:
 - the **GM Dashboard**
 - a few **Challenge Cards**
- Optional: some printed **Condition Cards**
- Trust that your friends are good people who will work with you to create a fun experience

PLAYER'S QUICKSTART

RULE SUMMARY

Below is a quick summary of the rules from the player's perspective. Familiarizing yourself with this section should be enough to start playing RES MYTHICA.

PERFORM ACTIONS

DESCRIBE THE ACTION

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

SET RISK

If so, the GM tells you the **risk** of the action. The risk levels go from **none** (0) to **mortal** (5+).

SELECT & ROLL THE DICE

The GM tells you what two **attributes** you should use.

Take a number of risk dice (R10s) equal to the risk level of the action and then a number of skill dice (d6s) to complete your aptitude rating. If, for example, the risk is serious (2) and your skill rating is 5, you should have 2R10 and 3d6.

Next, add bonus die from an item your are using or from an ability or bond you have activated.

You may now **add or remove risk dice** from your pool before rolling.

RESOLVE THE ACTION

Count the number of dice that show a **6 or more**. These are **successes** (🌿). If there is at least one, you have succeeded. If not, you have **failed** (💀).

Spend the additional additional (🌿) on exploits (if any are available to you) and gain the rest as Momentum Points (MP 🟢).

Risk dice showing 6-9 count as (🌿) like all other dice, however, they count as a **consequence** (💀) if they show 0-5.

NB: Custom RES MYTHICA dice can greatly accelerate this step: green is a (🌿), red is a (💀), and white can be ignored.

MOMENTUM POINTS

When players gain MP 🟢, they place it in a common pool. On their turn, any player can spend MP 🟢 from that pool.

MP 🟢 can be spent before a roll to perform auxiliary actions (helping other PCs) or to activate abilities.

The GM also has MP 🟠. That MP 🟠 is spent to make adversary moves against the players.

MEASURE PROGRESS

Progress can be measured through sectioned circles called **clocks**. A situation is resolved when a clock is completely filled in. After a successful roll, fill in one segment of the clock.

EXPLOITS

Abilities or items with the **exploit** property allow you to fill in additional segments of the clock by spending (🌿) if you can narratively describe the exploit within the action your character was performing.

FAILURE: CONSEQUENCES, HARM & INJURY

Rolling **risk dice** at 0-5 incurs **consequences** (💀).

For each (💀) rolled, you may:

- mark a harm/injury or increase its level by +1,
- mark 1 damage to an item or armour, or
- give the GM MP 🟠

Each harm/injury is linked to an attribute. If you have harm/injury (no matter the level) active and you roll with that attribute, the GM takes +1 MP 🟠.

THE GM'S TURN

Once the PC's have acted, the GM may make moves from the challenges that are active. Each move has an MP  cost and an effect.

If the GM has enough MP , they spend that MP  and describe the effect. The players may then decide to either accept that effect, or resist it.

SPECIAL CONDITIONS

The effect of many GM moves are a special condition. Each has a specific mechanical effect that is active until the condition is cleared.

AVOID CONSEQUENCES & CONDITIONS

You can make a **resist** a **special condition**, but you have to take harm/injury instead. Describe how you resist the condition and the GM tells you which two **aptitudes** to use and the level of the **saving roll**. Roll your attribute d6s: for each **success**  the injury/harm from the saving roll level is reduced by -1.

You may also reduce damage by having physical objects take the damage instead of your character. For each point of damage taken, reduce the consequence by 1.

GAIN & USE BONUSES

COLLABORATE

You may help other PCs by **setting up** an action, **assisting** them, or **protecting** them. All these actions cost MP  to perform.

USE TOOLS, WEAPONS & ARMOUR

Items (weapons, shields, tools) grant a bonus die to rolls when used in the intended way.

If an item is broken (quality 0), it cannot be used and does not grant a bonus die.

ITEM QUALITY

Quality of items is described as **broken** (0), **flimsy** (1), **basic** (2), **superior** (3) and **premium** (4). You may reduce  by -1 by having the item take damage. Do this to the item used for the roll, armour or a shield.

LOAD

When starting a mission, the GM may ask you what your load is. You may go with **discrete** (4) 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 using the items. Items may use more or less load and the character cannot surpass their declared load.

USE ABILITIES

Abilities can be activated before your roll by declaring it and spending the required MP  (or other cost). Abilities can grant bonus dice, exploits, or have special effects.

BONDS & FATE POINTS

Bonds are the things most important to your character; their god, those they love, etc.

Fate Points (FP ) are each linked to a specific bond and you may not have more than 4 on any one bond. You may spend 1 FP  to add a bond's **bonus die** to your roll when relevant.

GAINING & SPENDING EXPERIENCE

At the end of the session, your character gains FP . You may keep that FP  for the next session or:

- spend 4 FP  to **upgrade a bond** to a higher die,
- spend FP  to gain that amount of **experience**.

You may buy new abilities from one of your disciplines at the experience cost indicated next to the box in which you write the ability. Each new ability in a discipline costs more experience than the previous one.

THE FACTION PHASE

Use the faction phase to **heal**, **rest**, **prepare**, work on **projects**, or other actions that take longer to achieve.

When you have **prepared**, you may use this in the next mission to establish something specific you may need. The GM decides how many preparation points you need to do so.

GAME CONCEPTS

The following is a list of terms used in this document (and in roleplaying games in general) with a quick explanation as to their meaning. You can find a more complete list with references in the alphabetical index at the end of this document.

- **Action resolution** is what we call the process of deciding what happens when a player wants to take an action. The game system takes into account what the player wants their character to do and resolves the action, telling the GM and players what actually happens (if the character succeeds and at what cost).
- **Action rolls** are the primary dice rolls made in the game and are the main mechanic for action resolution.
- **Action scenes** are a structure system to combine a scene in the player's shared imagination that progresses the story forward with a challenge system. They can be seen as a mini-game in which the players use the action resolution system in order to beat challenges put in front of the characters by the GM.
- **Adversary Actions** (AA) are the major moves the GM makes using their AA resource. They are moves that impact the world in more consequential ways than the standard adversary moves.
- **Adversary moves** are actions the GM takes against the players that cost MP. These are things like conditions, the enemy progressing their goals, etc.
- **Attributes** and **aptitudes** are the numbers that define how many dice are rolled. Aptitudes are simply the seven attributes on the character sheet, while the word attribute describes both these aptitudes and other (for example those found on the playbook).
- **Challenge cards** represent the challenges the PCs have to overcome in action scenes. They contain a clock, risk level, weaknesses, and other information useful for the GM to run the challenge and are designed to be used as physical cards.
- **Character Sheets** represent the player's characters in the story and game. They contain the character's aptitudes, skills and all attributes that summarise who the character is and are used to track the character's growth.
- **Clocks**, or project clocks are a circle divided into segments that represent progression such as achieving a defined goal or the passage of time. Segments are filled in order, and once all segments are filled the clock is said to be complete. They can be positive (representing a goal the players are trying to achieve) or negative (representing something bad happening to the player characters).
- **Conditions** are effects that impact the player characters for a certain amount of time. These are separated by

- The **faction phase** is a phase of play in which characters heal or build up their forces which is played at a sped-up pace. They serve a similar function as a “long rest” does in other games, but can also be used to progress the story.
- The **Game Master (GM)** is a player who does not have a single character, but instead serves as a narrator. For the sake of clarity the GM is referred to with the feminine she/her pronouns. While the GM is also a player in the game, her role is totally different and the word “player” is used to refer to the other players.
- **Momentum** is used to represent who has the ascendancy in a scene and is measured as player’s and GM’s momentum points (MP). While the game uses the acronyms MP (and P-MP for personal momentum) for space and visual clarity, it is better to use the natural language “momentum” when playing.
- The **Playbook** is a sheet used by the whole group. It is similar to the character sheet in that it contains attributes and other tools used to make actions in the game and tracks the group’s growth throughout the game.
- A **Player** refers to those who are playing characters in the game (PCs), that is to say everyone at the table except for the Game master. For the sake of clarity, the neutral “they/them” pronouns are used to refer to the players outside of the highlighted example text.
- A **Player Character (PC)** is a character played by one of the players. They are represented by a character sheet. For the sake of clarity, the masculine “he” and “him” pronouns are used to refer to characters outside of the highlighted example text.

ICONS & ACRONYMS

GAME CONCEPTS

GM	Game Master
NPC	Non-Player Character
PC	Player Character
	Success
	Consequence
	Failure

RESOURCES & TOKENS

AA 	Adversary Action
FP 	Fate Point
MP  	Momentum Point
P-MP 	Personal Momentum Point
PP 	Preparation Point

ACTION RESOLUTION

The intent of RES MYTHICA is for the rules to never get in the way of the narrative, but rather to be a tool do help the players and GM collaborate in building the story.

The rules are a scaffolding with which you can build an adventure where the stakes are real and progression is earned. The real story is the collective one: everyone's main focus should be to drive the story forward using their character's perspective as a lens to explore the collective imaginary world.

In this rule system, only the players roll dice. When there is a contest between a player character (PC) and a non-player character (NPC), the player rolls for the PC and the NPCs success depends on the failure of that roll.

The GM's role is to set the parameters of the roll and interpret the dice result. Beyond that, she carries the story forward with her rulings and worldbuilding and acts out or describes the actions of all non-player characters (NPCs)

The players' role is to describe or act out their player character (PC) convincingly, to put themselves in his shoes, and to carry the story forward with their proactive decisions.

Together, both the players and the GM participate in the worldbuilding and give this fantasy universe its life.

***“SMALL OPPORTUNITIES ARE OFTEN THE BEGINNING OF
GREAT ENTERPRISES.”***

— DEMOSTHENES

BUILDING THE DICE POOL

- The player describes their character's action then the GM sets a risk level and two attributes for the roll; the player adds the two attributes scores together to determine the total dice in the pool (attribute score).
- The player takes a number of risk dice (R_{IO}) equal to the risk level, then completes the dice pool with attribute dice (d6).
- The player adds bonus dice from abilities, items or fate points.
- The player adds or removes risk dice (R_{IO}), then rolls all the dice together.
- Abilities from ancestry, background, culture or a discipline can add dice, lower risk, or bypass rolls, often at the cost of Momentum Points.
- When a player performs a task hindered by their handicap, they lose dice but mark an activation box.

When a PC performs an action that is difficult, dangerous, or otherwise uncertain, it is the dice that decide on the outcome of that action.

Before everything, the player must build up their dice pool, composed of **attribute** dice, **risk** dice and **bonus** dice.

ATTRIBUTES

The dice a player rolls represents how good a character is at performing a task. Which dice and how many they roll is decided by attributes. The main attributes will be found on the top of the character sheet and are the character's **aptitudes**. These represent a character's natural characteristics (muscular, agile, intelligent, etc.). Other attributes work in the same way, but may represent things outside the character's physical or mental capacities, such as their lifestyle, reputation, how secure their home is, etc.

All attributes are represented by a single number which indicates how many dice (noted as d6) the player rolls when using that attribute. When the GM calls for a roll, she names two attributes (generally two aptitudes). The player adds the numbers of these two together to know their attribute score for the roll, and therefore how many dice to roll.

NB: A 6 represents a **success**  and 1-5 aren't counted. Custom RES MYTHICA dice are coloured

in green on every face numbered 6 and above and white on 5 and below. When using custom dice, you do not need to worry about the numbers as the presence or absence of green indicates whether an action is a **success** or **failure** .

THE SEVEN APTITUDES

Aptitudes are the seven main attributes found on a character sheet. They are the base of a character's build. They represent the characteristics that define the core of the character, whether they are muscular and quick or smart and perceptive. The seven aptitudes are:

- **Dexterity** represents how agile and dextrous the character is.
- **Strength** represents how strong the character is in general, and how able they are in using that strength to perform various tasks.
- **Pace** represents how quick the character is, be it when running or when doing any other task.
- **Grit** represents how mentally strong and physically resilient the character is.
- **Insight** represents how adept a character is at noticing things.
- **Charisma** represents how good a character is at navigating social situations.
- **Intellect** represents how capable a character is of understanding situations and how knowledgeable they are.

Aptitudes are used for most rolls (action rolls, saving rolls and checks, see page 19), but can be combined with other attributes.

OTHER COMMON ATTRIBUTES

While most of the actions made during free play and action scenes are made with aptitudes, other attributes may be used instead. These may be used by the player making the roll.

The most commonly used attributes outside of the PC character sheet are those on the group's playbook and represent the PC's faction. These are:

- **Lifestyle** represents how much the PCs spend each day to maintain their comfort level and can be found in the group's playbook.
- **Recovery** represents the amenities and lifestyle that allows characters to heal and rest more easily.
- **Logistics**, represents the organisation of the PCs and those they hire, and their ability to manage resources.
- **Defence** represents how well guarded the PCs' base and their operations are.
- **Intelligence** represents the width and breadth of the PCs connections and information network outside of individual contacts.

Playbooks may also have a custom attribute such as **notoriety** or **religiousness** that ties in directly to the playbook's theme and expected gameplay.

Other attributes are generally hidden from the player and represent the wider world. Examples include (but are not necessarily limited to):

- **Power** represents the means a faction has or how competent an asset is.
- **Settlement tier** represents how populous, rich and diverse a settlement is and consequently how easy it is to find a good or service in it.

These attributes work in the same way as the aptitudes on the character sheet and can be combined with them for rolls.

SELECTING ATTRIBUTES

Almost all rolls use a combination of two aptitudes, chosen by the GM on the spot but some

rolls (such as playbook moves) use pre-defined attributes.

The player knows their aptitudes but cannot impact the choice other than by describing their character's actions. It is that description that the GM will use to decide on two attributes.

Example 1: Alice describes her character Aphyria sprinting across the marble courtyard and hurling a bronze shield into the charging hoplite before he can raise his spear. The GM decides the action is *strength + pace*.

Example 2: Bellicus is reading the opponent's stance like an augur reads omens. Then Bob describes him twisting aside as he deftly hooks the hoplite's ankle with his spear shaft. The GM decides that this should be *dexterity + insight*.

Example 3: Cathy describes how Catalina adjusts the sluice gates in a precise order to flood the enemy's camp below while balanced atop the narrow aqueduct ledge. The GM may decide to have her roll *dexterity + intellect*.

Example 4: David describes Darius standing firm before the chieftains' fire, enduring their scorn with iron resolve until his bold speech wins their allegiance. The GM rules that this action should be *grit + charisma*.

For most actions there is no two correct attributes. One GM may choose one combination while another GM may have chosen two completely different attributes. It is up to the players to learn how their GM interprets their descriptions and adjust them to get favourable results if they want them.

Players should not use the names of attributes in their description (e.g. "I push the stone with all my *strength*" or "I attack this enemy *dextrously* while *gritting* my teeth for impact").

The GM may want to set a soft rule that any action that uses these terms (or very close synonyms) automatically invalidates the attribute as a possible choice for them, or to simply increase the risk by +1 for that action depending on how difficult they and their players want the game to be.

NB: Some players have a hard time focusing on the descriptions rather than the aptitudes in their

first few sessions. This is especially true for players who are experienced in less narrative RPGs like d20 fantasy. Giving these players a second opportunity to describe their character's actions as they come to grips with the game is generally enough to teach them this narrative-based gameplay.

RISK

If the number of dice in a pool represents how good a character is at performing a task, risk represents how hard and dangerous it is to accomplish the goal in question.

For every action a player wants their character to make, the GM will decide on the **risk** the character is in. Risk levels in action scenes are generally decided by a challenge card, but can be modified at the GM's discretion.

RISK DICE

Risk dice (noted as R) are differentiated dros that are numbered from 0 to 9. Just like every other die in RES MYTHICA, they count as **successes**  when they fall on 6 and above.

However, contrarily to all other dice in the game, risk dice have a negative effect when they land on 5 or less. For that reason, it is recommended to use dros that are easily distinguishable from other dice (especially dros) in the game.

NB: Custom RES MYTHICA risk dice are red on the 0-5 faces and green on 6-9 in order to see amount of **successes**  and **consequences**  at a glance.

RISK LEVELS

The risk level of an action communicates how much can go wrong when performing the action. When not indicated by a challenge card, the GM selects the risk level by evaluating the position of the PC while doing the action, the difficulty of the action and the possible compounding factors.

Typically, the GM can declare the risk to be anywhere between 0 and 5, but there is no

maximum and risk may exceed 5 in some circumstances. The six risk levels are:

- **No risk (0):** conditions are favourable and the character is not putting themselves at risk by attempting the action.
- **Low risk (1):** the situation is uncertain and the action can have a slight negative consequence such as a lvl. 1 condition.
- **Serious risk (2):** The character is taking significant risk or is in a dangerous position and may take up to a lvl. 2 condition.
- **Severe risk (3):** The character is risking more than a normal person ever would and may take up to a lvl. 3 injury in the process.
- **Grave risk (4):** the character is in a perilous position or is acting recklessly and failure can have disastrous consequences, such as injury up to a lvl. 4 condition.
- **Mortal risk (5+):** the character is in mortal danger and could outright die if they fail.

While the GM may use these terms, it is generally clearer and easier for everyone at the table to communicate the risk level as a number instead.

HOW RISK WORKS

After a player has described their character's action, GM declares the risk of the action along with the two attributes used for the roll. The player then picks a number of risk dice (R) equal to the risk level plus enough attribute dice (d6) in order to complete their attribute score.

Example: The GM tells Alice her character's action is a *pace+strength* action with serious risk (2). Alice's character has a 3 in pace and 4 in strength. Her attribute score for this action is therefore 7 (3+4).

Alice takes 2 risk dice (2R) and 5 attribute dice (5d6) in order to have 7 dice in total (2R+5d6).

Alternatively, you can say the risk dice *replace* the attribute dice for the roll.

When in an action scene (p. 39), the default risk level of the action is that of the challenge rating of

the challenge card (p. 39), unless performing a ranged attack.

See How an Action Scene Works (p. 39) for a full explanation of risk in action scenes and ranged attacks.

BONUSES & HANDICAPS

There are various ways to add bonus dice to your roll. These must always be applied *before* rolling the dice and never after.

ABILITIES

This describes your character's specialisation. Characters have abilities which may add bonus dice to rolls, decrease the risk of an action, increase its potential effect, or circumvent a roll altogether. Abilities come from character ancestry, background, culture, or disciplines.

ABILITY COST

Most abilities come with a cost, usually a number of **Momentum Points** (MP , p. 29), but sometimes also **Preparation Points** (PP , p. 37) or **Fate Points** (FP , p. 47). The player must declare the use of that ability and spend the required resource before the roll in order to use the ability.

Some abilities are **perilous**. When using a perilous ability, all dice falling on 1 count as a **consequence** , regardless of they are risk dice, attribute dice, or other.

When cost contains two values separated with an ampersand (&), both must be paid to activate the ability. When separated with a slash (/), the player can decide which cost to pay.

UNDERSTANDING ABILITY TEXT

An ability's effect is narratively unique, but often have one or more standard effects, such as:

- **Risk** can be decreased against the challenge is decreased by a certain amount. This affects the base risk and the player can still increase or decrease the risk as normal.
- **Exploits** are in an increase of progress from the base 1 to a higher number. These cost 1  to

activate, to a maximum indicated by the number in parentheses.

- **Consequences**  may be reduced. After the roll, the GM gains one less MP  per consequence reduction.

While abilities often describe specific actions, it is important to note that most of these actions can be done without having or activating the ability. Not having an ability that activates effects when performing a shield bash, for example, does not mean you cannot bash someone with your shield.

BONDS

Bonds represent what drives a character. They can be:

- **people**, a person or a relationship that the character cares about, such as a family member or another PC,
- **values** or principles that are important to the character either for moral reasons or because it is something they yearn for,
- **objects** that is important to a character such as a relic or something that represents their long-dead parent, or
- a **patron deity** that the character honours and relies upon in tough times.

Each bond has a power, represented as a bonus die and a number of **Fate Points** (FP , p. 47) associated with it. A player may declare they are using a bond relevant to an action and spend one associated FP  to add the bonus die to the roll. This must be done before the roll and is contingent in the GM agreeing that the bond is relevant to the action.

As a general rule, a bond is relevant if the character is doing an action for their bond, or are sacrificing something to their bond.

Example 1: Alice's character Aphyria is defending a bridge in order to stop the barbarians to cross it and sack the village where her family lives. Aphyria has the bond "my little sister" and since holding the bridge protects her sister, she may spend the FP  and gain the bonus for that roll.

Example 2: The barbarians have overwhelmed Aphyria and she has saved herself by diving into

the torrents below, Bob's character Brutus wants to destroy the bridge to stop them from using it. Bob asks if he can use the "justice" value, but the GM says no as that would be too broad. Bob's roll is therefore made without a bond bonus.

Example 3: The barbarians are sacking the village and one of them is stabbing non-combatants mercilessly. Brutus sees innocents being cut down and charges the barbarian. Once again, Bob asks the GM if he may use Brutus' sense of "justice" and this time the GM agrees. Bob therefore spends 1 FP  and adds his bond bonus die to the dice pool.

ITEMS

Items, such as weapons and tools come with a bonus die. When performing an action, players may roll the bonus die of one item they are using in that action as long as that item is being used for its intended purpose. If the action uses several items, the GM either chooses the item they consider more relevant or lets the player decide on which bonus they would prefer to use.

When two characters are performing an action together (see Auxiliary Actions, p. 50), the player

may roll the bonus of two objects used in the action as long as each object is owned and used by a different PC.

When deciding on a consequence for a **failed** () action (see p. 63), the GM may choose the loss of an object. In such a scenario, the GM will generally (but is not required to) choose to eliminate the item used by the PC.

HANDICAPS

A handicap represents a specific task the character is particularly bad at. It should be specific and describe the action the character was attempting to perform, can only be added if both the player and GM agree on it.

When a PC performs an action described in one of their handicaps, the player may decide to activate that handicap and loses a number of dice on their roll.

Activating handicaps is voluntary and the player may decide to not activate it even if the action fits if they so wish. They may not mark a handicap activation unless they take the penalty.

“GREAT DEEDS ARE USUALLY WROUGHT AT GREAT RISKS.”

– HERODOTUS OF HALICARNASSUS

READING DICE ROLLS

- Results 6+ count as **successes** (🌿).
- If there is at least one 🌿, mark one segment of the progress clock.
- Results below 6 are ignored for normal dice but count as **consequences** (🔴) for risk dice.
- Players chose to take the 🔴 as item damage, harm/injury, or give the GM momentum points.
- Zero successes results in a **failure** (🔴🔴) and allows the GM to make **Adversary Action** (AA 🎲) or store an AA 🎲 for later
- Saving rolls are used reactively to avoid or reduce negative 🔴. Roll a pool of attribute dice; each 🌿 reduces the severity of the incoming condition by 1.
- Checks are called by the GM to establish awareness, prior knowledge, or passive reactions.
- Failure when making a save or check does not give the GM any AA.

WHEN TO ROLL

There are three situations in which a player will be asked to roll dice:

Action rolls (see below) are made when the character is trying to achieve something difficult or dangerous of their own volition.

Saving rolls (p. 22) are made when a player decides they want to avoid a negative condition or effect which may or may not be the result of a failed action roll.

Checks (p. 23) are made when the GM calls for them. They may:

- Establish prior knowledge or awareness of something the characters may have.
- Establish the success of non-conscious action (such as reactions) the characters take.
- Establish the success of an action the characters have taken in the past.

READING THE DICE

- A **success** (🌿) is a die on **6 or more**.
- A **consequence** (🔴) is a **risk** die on **5 or less**.
- A **failure** (🔴🔴) is when there are **no successes** (whether there are consequences or not).

ACTION ROLLS

When a player wants their character to perform an action, they first describe what their character wants to do. The GM then decides if the character automatically succeeds or not. If the GM decides that a character's success is uncertain, she:

1. **sets the risk** level for the action and
2. **chooses two attributes** for the roll.

The player can then proceeds to build their dice pool like so:

1. **risk dice:** picking up a number of risk dice (#R) equal to the action's risk level
2. **skill dice:** adding a number of attribute dice (#d6) to the risk dice to reach the attribute score for the action
3. **item:** add an item's bonus die (1d#) if they are using an item to perform the action.
4. **ability:** the player declares they are using a relevant ability, spends the eventual MP (+) cost then adds bonus dice if that ability grants them.
5. **handicaps:** the player removes d6s if their character has a relevant handicap if they wish to do so

6. **adjust risk:** The player takes additional risk dice or returns some they have if they wish to do so. They must do so before rolling the dice.

Once the dice pool completed, the player rolls all the dice.

NB: When the player is adjusting risk by removing risk dice (step 6), they do not replace them with attribute dice: they are reducing the total number of dice they will roll.

SUCCESS

If the player has rolled at least one **success** (🌿), the character has succeeded in their action and gains one progress on the relevant challenge clock.

If the PC was attempting something that would represent the challenge clock being completed (the enemy being killed, the river being crossed, the gate being breached, etc.) but they have not completed said clock, the success represents progression towards that goal.

Example: Aphyria wants to breach the gate by ramming it. Alice succeeds in her roll. The GM progresses the clock by 1 but there's 3 segments left to complete the challenge. Her success wasn't to destroy the gate outright, but she did weaken its structure.

ADDITIONAL SUCCESSES

Every extra die showing 6+ counts as an additional success (🌿).

Additional 🌿 may be spent to perform **exploits** if an ability or situation makes it available to the PC, or **momentum**.

EFFECT & EXPLOITS

By default, a successful action has one effect. This effect is reached by spending the first success of an action roll and represents the progress on the main thing the character was trying to achieve with their action.

If the PC is attempting to achieve different things with their action (e.g. "push the enemy back, hit them in the face, and steal their purse") they may only achieve one of these actions unless they can perform an exploit (see below). When progressing a

challenge clock, each individual effect represents filling in one segment of the progress clock.

PROGRESSING MULTIPLE CHALLENGES

In actions scenes, some action rolls represent an action that is trying to progress multiple challenges. These are the rolls that have a higher base risk as the risk of these challenges are added together.

When obtaining multiple rolls from such an action, the PC may progress multiple challenges as if they were unique rolls.

NB: The player cannot progress more challenges that the 🌿 they spend. If an action is facing 3 challenges but the player rolled only 1 success, only one progress clock may gain progress.

Example: A finally breached the gate, but there are still soldiers between the PCs and their goal, and the crumbling gatehouse means there's difficult terrain along the way.

Mechanically, this means the GM is presenting two challenges to the PCs: "Guards" and the "Gatehouse".

Catalina wants to move past the gate so she can grab the imperial standard and make a run for it. Cathy tells the GM her character will try to scale the rubble while fending off the guards. She will kill whoever gets in her way if she has to, but her main goal is to get through.

If she succeeds, her first success progresses the "Gatehouse" challenge, representing her closing the space between her and the standard, but she may spend an extra success to progress the "Guards" challenge, representing her killing or maiming a soldier who gets in her way. Any additional 🌿 will be gained as momentum, representing the chaos and disorganisation she is causing within enemy ranks.

EXPLOITS

Some abilities or items allow the PC to achieve one or more exploits, noted in the ability text as "Exploits (#)" with "#" representing how many can be achieved at once. When the PC has an active ability or item for a roll, they may spend extra 🌿 to achieve these exploits.

Each exploit achieved is represented by +1 progress on a challenge clock if in an action scene.

Some abilities grant a specific exploits. In that case, a success may only be spent to achieve an exploit that fits in the described parameters.

Other abilities may grant a a few different options for effects, or not describe the effect granted at all.

While each exploit has a defined mechanical impact (1 clock segment), they should also have a unique narrative description. This can be described by the player, the GM, or proposed by another player at the table. These can be describes as the character performing the action:

- **quicker**, and therefore getting closer to their goal more efficiently,
- **more quietly**, reducing the risk that something may go wrong before they're finished,
- with **more force**, pushing though more of the obstacle or injuring the opponent more than what would have been expected,
- with a **wider influence**, such as convincing more people in a debate or building a wider bridge than expected, or
- in a way which gains them **additional information** on the challenge they are currently facing.
- In a way that fits with the description of the exploit in the ability or item text.

This list is descriptive rather than prescriptive and players should take control of the narrative by finding original ways to transform extra **successes** (🌿) into exploits themselves.

If no narrative description of the exploit can be found, the player cannot convert 🌿 into progress on the challenge clock and the extra 🌿 can only be converted into momentum.

Example: The PCs have gone past the walls and retrieved the standard. Now it's time to get out before they are overwhelmed.

Bellicus is fighting a Drakk champion who wants to retrieve the standard, but his main goal is to get past the man and throw his rope down the battlements so they can jump down. Bob describes how Bellicus switches to a reverse grip on his sword and runs towards the enemy, then jumps and at-

tempts to stab at his shoulder. Bob spends 3 MP + to activate an ability which grants him a bonus die and exploit (1) to intimidate an opponent in combat. He rolls 4 🌿

Bellicus succeeds at the stunt and slashes the enemy's shoulder (**progress on combat clock**) then lands on his feet, and as he readies his next attack he roars at the enemy to intimidate him (exploit, **progress on combat clock**): the Drakk man stumbles backwards, losing his footing, which allows Bellicus's allies to move forward and throw down the rope (**progress on environmental clock**).

The GM therefore marks 2 progress in the "Drakk warrior" endurance clock, and 1 in the "fortifications" traversal clock.

Bob has 1 success remaining but he has already reached the action's maximum effect, so he adds 1 MP + to the players' MP + pool.

MOMENTUM

Each additional success not spent to perform exploits gains the PCs +1 Momentum Point (MP +, p. 29). Momentum points are cumulative, shared between the whole group and last until the end of a scene.

Example: PC wants to convince someone to let the though. It's a 4-part challenge. PC has Friendly face (maximum effect +1) and activates an ability granting effect+1 to convincing someone.

They roll 3 🌿. The first success is spent to gain the first effect, which is that the NPC believes the character. Effect +1 means that the second effect is gained automatically when the PC succeeds, so the PC manages to convince the NPC to not call up their supervisor. The PC still has 2 unspent 🌿 and their maximum effect is 2 so they may spend 1 for an extra success. PC decides to spend the effect to convince the NPC that they don't need to check their documents as they're obviously a citizen. As they have reached their maximum effect, the last remaining effect is gained as +1 MP +. The GM fills in 3 segments of the challenge's progress clock.

CONSEQUENCES

Risk dice work as all the others in terms of generating **successes** (🌿) when they show 6+, but

will generate **consequences** (🔴) on a 0-5. For every risk die showing the latter result, the player may decide to take **harm** or **injury**. The PC gains +1 condition on one of the attributes they used for the roll. For each leftover 🔴 (or, if the player doesn't want to take harm/injury, for all 🔴 rolled) the GM may gain:

- **adversary progress:** the adversaries gain +1 progress on their progression clock, or
- **momentum:** the GM gains +1 MP 🟢,

When taking harm and/or injury, the player can decide to reduce or eliminate the condition by making objects take damage instead. For each level of damage taken by an object, the 🔴 is reduced by -1. If the character is taking a physical injury, the PC can decide it is taken by armour they are wearing or the object they used for the roll. See Items & Load (p. 52) for more information.

See Conditions (p. 25) for the complete explanation rules on negative conditions.

Example: Bob's character Bellicus is chasing an enemy through busy streets. He's using *pace* and *insight* to seek his adversary *grave* (3) risk. He has 4 pace and 3 insight (for a total attribute rating of 7). He therefore rolls 3 risk dice (3R) plus 4 attribute dice (4d6) to complete his attribute rating (3R+4d6 = 7 dice).

One of the four attribute dice falls on a 6. The risk dice fall on 2, 7 and 0.

The 6 and 7 both count as **successes** 🟢, which means Bellicus finds his target! The second success can be gained as momentum, so Bob adds +1 MP 🟢 to the player MP pool.

The attribute dice showing 5 or lower can be ignored, but not the risk dice! There are 2 risk dice showing a 5 or less. The GM could gain MP 🟢 but her MP pool is already quite big and Bob is afraid of what she'll do with it, so he decides that Bellicus takes a lvl. 2 injury (slowed), reduced to 1 by taking 1 damage to his armour.

FAILURE

When a player performs an action and **fails** (🔴) (has zero successes), the action has failed. This

happens independently from whether 🔴 have been rolled.

When a roll is a ²⁵🔴, the character has not achieved the objective they had set for themselves when performing the action and their adversary has. The GM can therefore make an **Adversary Action** (AA 🟡).

The AA 🟡 is an extra move made against the players. At times, that AA 🟡 is obvious—The GM may have an additional challenge on hand or know what to take from the PCs—at other less so. When the GM does not have an AA 🟡 at hand, she may either pick one from the The Game Master's Role list on page 59 or bank an AA 🟡 point to be used later. See Default Adversary Moves.

SAVING ROLLS

If action rolls represent characters proactively trying to achieve something, saving rolls represent characters reacting or avoiding external pressure.

A player can decide to resist a GM move, special condition or consequence at any time but must take a condition (physical injury or mental harm) instead.

The GM may also call for a saving roll. If they do so, the save is “free” in the sense that it does not cost an additional resource to make.

Once the player has decided to make a saving roll and describe how their character attempts to make the save the GM chooses two aptitudes relevant to the player's description (e.g.: “I quickly duck to dodge the attack” might be *dexterity+pace* and “I instantly notice the boulder and push it aside” could be *strength+insight*). The player then rolls both aptitude dice (or 2× the aptitude) as they would for an action roll. They may add bonus dice from an ability, object or bond they are using for that roll as they would an action. In that sense, a saving roll is made in the same way as an action roll but without any risk dice.

The resulting condition is reduced according to the number of **successes** 🟢 the player has rolled.

Example: Cathy's character Catellina is running along the cliff, but 4 risk dice indicate a **con-**

sequence . The GM narrates how the rocks hurtling down the cliff hit Catellina on her shoulder. Cathy doesn't want her character to suffer a lvl. 4 injury (broken collarbone), so she tells the GM she will use a Fate Point make a save and try to avoid the incoming rocks. She describes how Catellina sees the rocks and attempts to dive out of the way, so the GM asks her to roll *dexterity+insight*.

She rolls 2 , therefore reducing the consequence to a lvl. 2 injury. She declares that her armour takes 1 damage to reducing it a little more. Catellina therefore takes a lvl. 1 temporary injury instead of the original lvl. 4 injury she would have taken.

If the save is to avoid a narrative consequence, the save automatically succeeds but the PC takes a condition instead. The condition is then reduced in the same way as it would be if the save was to reduce that condition in the first place.

The effect of the saving roll, if the player so wishes, may be that the character takes a physical injury if saving from harm or mental harm if saving from an injury.

Armour, weapons and other objects take 1 damage if used to make the save (i.e. if the player has bought the save with the weapon; if the save was gained by spending a fate point but an object is used to perform the save, the item is not damaged).

The player is responsible for finding the narrative explanation of how the character saves themselves from the situation as well as why they suffered the consequence they did. If they cannot describe a way their character saves themselves from taking certain injury, they cannot buy the save roll.

It is also possible to make a saving roll for another character (see “protect an ally” in *Auxiliary Actions*, p. 50). In that case, the same rules apply and the character making the save suffers the potential consequences of the save. The character originally about to suffer consequences suffers none, as they are all transferred to the PC making the save.

CHECK ROLLS

A check is a roll used to determine what a character knows, sees, feels, etc. or if they succeed at a task that is called by the GM's and not by the player's narration.

There are two types of checks, active checks and establishing checks.

ACTIVE CHECKS

Active checks are done when PCs need to act reflexively. These checks work in the same way as an action roll, but a failure does not result in an AA . This means that players can safely make checks without adding on risk as nothing will happen if they fail.

Example: The PCs are walking alongside a cliff and the GM announces that they hear rumbling. As they look above them, they see boulders tumbling down towards them. They must all succeed a check to avoid being hit by the boulders!

ESTABLISHING CHECKS

The GM asks the players to make a check roll to establish how what they achieve passively. These checks cannot have risk associated with them and players won't get any conditions for failing.

When a PC has made a check in order to gain information, the GM may give them one piece of information for every success they have.

Example: The PCs are

CHARACTER KNOWLEDGE

Characters generally know what anyone from their background and culture would. If a PC is a human Illuvian from a merchant background, they'd know things like what Illuvians typically eat and any basic superstition. In addition, the character would know anything relevant to their backstory and may ask the GM to tell them what they believe their character would know.

For facts that around the limit of what a character would roll, the GM may ask for a knowledge check from the player. That check is generally *intellect + intellect*, but the GM can decide on other attributes if she deems them relevant for that specific check.

SETUP CHECKS

Setup checks are made when an action scene is being prepared. As the players describe how their characters get ready, the GM may allow each of them to make a check that reflects the specific preparations they are undertaking.

These checks follow the normal rules for checks. All **successes** 🌿 and **consequences** 🩸 generated by the dice are added to the player and GM momentum pools as usual. Like other checks, failed setups do not result in AA ☒, however the GM may use a failed check to trigger the action scene in an interesting way.

“THE IMPEDIMENT TO ACTION ADVANCES ACTION. WHAT STANDS IN THE WAY BECOMES THE WAY.”

– MARCUS AURELIUS ANTONINUS

CONDITIONS

- Conditions are the negative results of Risk dice, categorized as either physical injuries or mental harm.
- Conditions are assigned to one of the attributes used in the roll; additional **consequences** 🩸 increase the condition's level.
- Having a condition does not reduce your dice pool, but the GM gains 1 MP 🟠 every time you roll using the affected attribute.
- Level 1 conditions clear automatically at the end of the current scene.
- Level 4 conditions are described
- If a traumatic condition's "becomes permanent" clock fills, the injury never fully heals and the GM always gets 1 MP 🟠 for that attribute.
- Taking 🩸 beyond level 4 progresses the death or insanity clock; if completed, the PC dies or loses their mind.
- Unique effects from GM moves can be resisted with a saving roll to negate their mechanical impact, but the PC may take harm/injury in the process.

Conditions are the negative effects of **consequences** 🩸 rolled by risk dice. They can take the form of mental harm and physical injuries, or other contritions that affect characters in more varied ways.

HARM & INJURIES

When consequences take the form of mental harm or a physical injury, they are marked on the character sheet next to one of the attributes used by the player for the roll. For the majority of rolls, players will have used two attributes; in this case, the player can choose which harm/injury their character gains.

For each additional 🩸, the harm or injury is upgraded by 1 level. If the character already had a condition on that attribute, the additional 🩸 are added on to them.

Having a condition associated with an attribute does not lower your chances of success when you are using that attribute, however the GM gains +1 MP 🟠 every time you do so. See Momentum on page 29.

CONDITION TYPES

Every character attribute other than grit has a condition associated to it. Mechanically, they all

have the same effect unless a specific GM move or PC ability mentions it. The six conditions are:

PHYSICAL INJURIES:

- **shaky**: linked to *dexterity*
- **exhausted**: linked to *strength*
- **slowed**: linked to *pace*

MENTAL HARM

- **angry**: linked to *intellect*
- **anxious**: linked to *charisma*
- **disoriented**: linked to *insight*

CONDITION LEVELS

LEVEL 1: TEMPORARY

Temporary conditions represent contusions, knocks and emotions. They clear at the end of the scene.

LEVEL 2 & 3: SERIOUS & SEVERE

Serious and severe conditions represent wounds, lasting injuries, and lingering mental or emotional strain that cannot be brushed off at the end of a scene. At these levels, they are cleared through resting or healing during the faction phase.

LEVEL 4: TRAUMATIC

When a character gains a traumatic condition, the player marks down a description of the harm or injury. At times, this can be decided by the action

that was taken against them, but the player is often free to describe how they see their injury.

Any time a resting/healing roll **fails** () the player adds 1 to the harm/injury's associated "permanent" clock. If that clock is full before the traumatic injury is healed, the injury/harm becomes permanent.

PERMANENT TRAUMA

Permanent trauma represents injuries or psychological scars that never fully heal. These may include lost limbs, damaged senses, chronic pain, lasting disfigurement, or deep emotional fractures that alter how the character sees the world.

When a condition becomes permanent, healing on that condition stops and the GM always gets +1 MP  when the player rolls with that attribute.

The levels below "traumatic" can still be rested/healed and the lvl. 1-3 conditions work as normal.

DEATH & INSANITY

When a **consequence**  pushed a condition beyond level 4, the player marks the traumatic condition and then adds +1 mark per  on the dying (for physical injuries) or going insane (for

mental harm) clock. Every  of that type (physical or mental) progresses that clock until the end of the scene. If the clock is complete, the character dies or becomes insane.

When in downtime, these clocks stop progressing but must be healed.

When healing or resting the death/insanity clock, mark +1 on any permanent clock of the same type on a .

BLEEDING OUT (OPTIONAL RULE)

In an action scene, a character who has started a dying/insanity clock gains a minimum of 1 on the clock at the end of their turn in every round.

SPECIAL CONDITIONS

Player Characters can gain additional conditions though play, generally via Game Master Moves (p. 59). These conditions can have unique temporary mechanical effects on the a PC, the party, or the scene they are in.

Special conditions can always be resisted via a saving roll (see p. 22), in which case they have no effect.

A list of conditions the GM can use is available in the Game Master Moves on p. 59)

“EVERY ONE OF THESE WOUNDS I HAVE RECEIVED FOR YOU.”

—ALEXANDER III OF MACEDON, AKA ALEXANDER THE GREAT

MEASURING PROGRESS

- Progress is tracked by clocks: circles divided into segments representing the progress of goals or looming threats.
- Once all segments are filled, the represented event is triggered.
- Every challenge card contains a mandatory clock (generally endurance, traversal, or influence) alongside optional goal-based clocks.
- In action scenes, a successful action fills 1 segment; extra **successes** (🌿) can progress different clocks, but only by 1 segment each.
- The GM can spend 1 rolled **consequence** (🔴) to fill 1 segment of an enemy clock instead of gaining MP (🔴).
- Performing a playbook move grants 1 automatic progress on a long-term project clock, with every extra success filling an additional segment.

A **Progress Clock** is a visual tracker, usually a circle divided into segments (4, 6, 8, 12, etc.), used to represent the completion of a goal or the approach of a looming threat. It moves the game away from "pass/fail" outcomes and toward a sustained narrative arc, showing everyone exactly how close a situation is to its breaking point.

When all segments are full, whatever the clock represents is complete.

Clocks can represent something positive for the PCs (like defeating a monster) or something negative (like enemy reinforcements arriving). They can represent something that's happening quickly (like a burning barn toppling down) or slowly (like an artist finishing a masterpiece).

ACTION SCENES

In action scenes, a clock that must be completed by the PCs is present in every challenge card (the enemy's **endurance**, **traversal** of an environment or **influence** over a character), but there may be additional clocks if either the PCs or their adversaries are trying to achieve a specific goal in the scene.

PLAYER PROGRESS

Every time a PC performs a successful action toward a specific goal, the first success is spent to fill in 1 segment of the relevant challenge clock.

If an action was attempting to do several things, the player may spend extra **successes** (🌿) to progress multiple clocks, but never more than 1 segment per clock.

ADVERSARY PROGRESS

The GM's clock represents the mounting tension or the enemy's counter-strategy. On any player roll, if a **consequence** (🔴) is rolled via a risk die, the GM may choose to fill 1 segment of their own adversary clock instead of taking that 🔴 as a Momentum Point (MP 🔴).

If players take all 🔴 as injury, harm or item damage and no 🔴 are left, the GM cannot progress the enemy clock.

LONG-TERM PROGRESS

Long-Term Projects represent complex goals that cannot be resolved in a single scene. These clocks are typically managed during the faction phase or over the course of an entire adventure arc. They track the "big picture" shifts in the world, like political manoeuvring, building grand structures, or uncovering ancient secrets, etc. They allow players to feel the weight of their long-term investments.

PROGRESSING A CLOCK AS A PLAYBOOK MOVE

When a long-term project is required to achieve a goal, that clock is progressed as a playbook move. In playbook projects, the clock gains 1 progress automatically when the playbook move is performed and all extra 🌿 progress the clock by one extra segment.

***“THE WHEEL OF FORTUNE TURNS...
A DAY CAN LIFT US UP,
AND A DAY CAN BRING US DOWN.”***

– LUCIUS ANNAEUS **SENECA**

MOMENTUM

- Momentum (MP /) represents shifting advantages during action scenes and is cleared entirely once a scene ends.
- PCs store green MP  in a communal pool; any player can spend points earned by their teammates. The GM has a similar pool for her red MP  tokens.
- MP  is spent before a roll to activate powerful abilities or gain bonuses.
- Some specific abilities store MP  directly on the character sheet; these points are exclusive to those abilities.
- PCs earn green MP  when they roll extra **successes** . The GM earns red MP  when players convert rolled **consequences**  into points or whenever a player rolls using an attribute with a condition.
- The GM spends their MP  to trigger specific Adversary Moves at the end of a round

Momentum represents the shifting advantages in an action scene. Characters gain ascendancy as they succeed actions, and use these advantages to perform more actions or to resolve the scene.

Momentum is measured though **Momentum Points** (MP /) themselves represented by tokens. When the PCs gain momentum (positive momentum), they add green MP  tokens to their momentum pool. When their adversaries gain momentum (negative momentum), the GM adds red MP  tokens to her pool.

When players or the GM are said to “spend” momentum, they remove MP / from their momentum pool.

MP / can only be gained in, or right before, an action scene and lasts only until the end of the scene. Once the action scene is over, both the PCs’ and GM’s MP / pools are cleared.

POSITIVE MOMENTUM POINTS

When players gain and spend MP , it is placed in and removed from a shared momentum pool. PCs can spend momentum gained by other PCs.

GAINING MP

PCs gain MP  through extra **successes** .

SETUP ACTION

When a scene starts, the GM may allow the PCs to make a setup action that represents the immediate preparation being taken before the scene starts. This can be anything from a stealth check to find out whether the players have the jump on their adversaries, or a makeup check to decide how beautiful a character is before a scene in which they seduce someone important.

The GM usually allows each player to make one different setup action and adds the relevant MP / to each pool that can be used as the action scene starts.

SPENDING MP

MP  can be spent in order to gain a bonus when performing an action. Spending MP  doesn’t take any time and therefore isn’t the action itself. It is always done *before* the roll is made.

Most abilities have an MP  cost associated with them. This does not mean that a character cannot do something without spending MP , but rather that the bonuses from the ability cannot be gained if the ability wasn’t activated.

Example: Aphyria has “lock picking” ability that costs 3 MP  but the party has only 2 MP  in total. Aphyria can still attempt to pick the lock but doesn’t gain the bonuses described in the ability.

PERSONAL MP

Some abilities use Personal MP (P-MP ). When gaining P-MP , the momentum token is placed on that ability on the character sheet instead of the common momentum pool. This can only be done if described by an ability, and all normal momentum rules apply (such as the momentum being cleared at the end of the scene) unless otherwise stated.

P-MP  can only be used for the ability they are placed on.

NEGATIVE MOMENTUM POINTS

Negative MP  is the resource the GM uses to make her moves. It is gained though player rolls and is accumulated in the same way as player MP  is.

GAINING MP

The GM gains MP  in two ways:

- When players roll **consequences** , the GM may take as many of these  as MP  as they like. Each  can be converted to +1 MP . The  that are left are inflicted as harm/injury conditions on the character.
- Every time a player rolls an action using an attribute on which they have an associated condition, the GM gains +1 MP . (see Harm & Injuries on p. 25)

The MP  gained is placed in the game Master's MP pool.

SPENDING MP

On their turn, the GM can spend MP  by making one or more moves (p. 59). These Game Master Moves are separate from the prompts the GM used to progress the story and inflict conditions on the players.

Each move has a defined MP  cost and an effect. The GM must first spend the MP  before activating the effect.

“VICTORY BELONGS TO THE MOST PERSEVERING.”

– UNIDENTIFIED ROMAN COMMANDER

PLAYER VERSUS PLAYER

This game assumes players want to collaborate. It is *not* designed as a competitive game. Nevertheless, while *players* might be working together, sometimes their characters might not be. Here's how to resolve these situations.

DISCUSS OUT OF GAME

The first thing to do is to make sure that both players agree on a confrontation between their characters. If any one of the two players does not want it, a meta-discussion must be had within the whole group as to how the issue should be resolved. If both players *do* agree on having a confrontation, the GM can then take the reins and ask the players what each of their characters want out of the situation. Once that is clear, the players discuss how the characters are going to attempt to resolve the situation. It is then up to the GM to adjudicate on

the rolls that each player should make for their character.

If the situation can be resolved quickly, one roll will suffice, but if needed one or multiple clocks can be created.

ROLL VERSUS ROLL

Once both players and the GM are clear on how the confrontation will take place, both players roll their dice. When resolving the situation with a single roll, whichever PC gets the highest number of **successes** (🍀) gains the upper hand.

If both players' result is the same, their characters are still locked in confrontation. The players may either decide to disengage and call it a draw or to continue the face-off. If they do so, the risk of both PCs' actions will be increased by one.

***“I WOULD RATHER BE FIRST IN A SMALL VILLAGE
THAN SECOND IN ROME.”***

– GAIUS JULIUS CAESAR



STRUCTURE OF THE GAME

***“WATER SHAPES ITS COURSE ACCORDING TO THE NATURE OF
THE GROUND OVER WHICH IT FLOWS”***

– SUN TZU

PHASES OF PLAY

Play alternates between three phases:

- the faction phase, in which PCs recuperate and prepare the next adventure
- Free play, in which the story progresses through roleplay
- Action scenes, in which the tension rises and major problems, represented by challenge cards, are resolved

RES MYTHICA is designed around a specific play structure. While these scenes may become second nature to players after a while, it is important for the GM to understand them and follow them as different rules apply to different phases of play.

In simple terms, the game alternates between three phases; the faction phase, the action phase, and free roleplay.

THE THREE PHASES OF PLAY

FACTION PHASE

The faction phase is where the PCs rest and recuperate, and prepare themselves for the next action scene. It is played as an overview and players and the GM do not need to roleplay each action they do. In this phase, action rolls represent a summary of what the character spent most of their day doing.

Each day in the faction phase is played in the following three steps:

1. **Lifestyle:** the PCs spend the money necessary to keep their current lifestyle and other costs. They may increase or decrease their lifestyle depending on what they can afford to do.
2. **Playbook moves:** each PC tells the GM which move they are undertaking and, if necessary, how. They then roll and take note of the effect of that action. Typically these actions will be a way to recuperate from the last action phase (heal, rest, repair weapons, etc.) scene or to prepare for the next one (investigate factions, recruit allies, etc.). See Playbook Moves (p. 36) for a list of actions players can make.

3. **Faction turn:** the GM takes their turn progressing factions. See FACTION TURNS for a breakdown of how the GM runs factions. When a faction has completed a project, the GM marks down the effect of that project and describes, if necessary, what has changed in the world as a consequence of that faction's progress.

The PCs can usually take as many days in the faction phase as they wish if it is within their budget, but the faction phase can be interrupted by the GM by a faction move that is made against the players. See Hostile Levy on p. 65.

ACTION PHASE

When the PCs decide to do something that is dangerous, uncertain, or otherwise not suitable to be summarised with a simple playbook move, the GM initiates an action scene.

Before the start of an action scene, PCs may make a preparation action. The player describes what their character is doing before the action starts and make a roll. All **successes** 🌿 are added to the positive momentum pool and all **consequences** 🩸 to the negative momentum pool. These momentum points are available to use to the GM and players as soon as the action starts.

Action scenes are structured by one or more Challenge Cards (p. 39) that the PCs have to complete. These cards can represent one of three pillars of play; combat, social, and environmental. Actions players take interact with one of more of these cards. See Action Scene Rules (p 39) for a full explanation of how challenge cards work.

Once the action scene is completed, the GM and players resolve the scene. This can mean gaining or losing an asset, gaining or losing notoriety, etc. Once that is done, the GM proceeds to the narrative consequence of the scene by starting a new action scene, by transitioning to free roleplay or by allowing players to return to the faction phase.

FREE PLAY

Sometimes the story needs a calm scene to progress. Often these scenes can be skipped (you do not need to roleplay characters walking through the city if nothing happens), but at other times they can be important to progress the narrative or link one action scene with another.

When in a free play phase, PCs may make rolls to decide outcomes of actions. Most of the time, success and consequences are immediate and neither they nor the GM can generate momentum.

At other times free play may become tense. In these cases, the GM and players may start generating momentum as the free play naturally turns into the preparation phase of an action scene.

Different groups may enjoy more or less free play. While you can play entire sessions on free play, this game is designed with action scenes as the

main focus. This does not mean that every session has to end in combat, as an action scene can be a tense social confrontation using social challenge cards.

When deciding whether a scene should be free play or a social challenge action scene, the GM must ask themselves whether the scene is important and if the characters can lose something. If the PCs are expected to only make one roll or if they are not taking any risk, the social interaction is not an action scene and no rules beyond those of free play need to be used.

META TALK

For RPG beginners, talk about the rules or discussion about which phase of play may feel stilted or immersion-breaking. This is fine, but it is useful to remember that RES MYTHICA remains a game. While the structure may feel burdensome at first, mastering it should lead to a much more fast-paced action-centric game than ignoring it. This three-phase structure isn't designed to slow the game down but rather to make sure as much of the game as possible is spent in high-stakes action instead of directionless roleplay that disengages players from the game.

***“THE IMPEDIMENT TO ACTION ADVANCES ACTION.
WHAT STANDS IN THE WAY BECOMES THE WAY.”***

– MARCUS AURELIUS ANTONINUS

FACTION PHASE RULES

- For each day in the faction phase, the PCs must spend an amount indicated by their chosen lifestyle.
- Every PC makes takes a playbook move from the list available, then the GM progresses factions and takes 1 action for a faction of their choice. This is repeated once per day in the faction phase.
- Players decide how many days they want to spend in the faction phase but their plans may be interrupted by factions when they complete their own projects.
- For each day in the faction phase, every faction progresses their projects by 1. The GM may progress the rival faction's project by an additional roll by spending an **Adversary Action** (AA ).

The faction phase represents most of the character's lives when they're not risking their lives doing daring feats. It represents an accelerated passage of time where the PCs eat and drink, go shopping rest and prepare their next moves. For this reason, they are played as an overview, which each day being summarised by one major action that progresses the group's goals.

For each day in the faction phase, the PCs spend money according to their lifestyle level. This represents all the costs of maintaining the current lifestyle of the whole group, including food, lodgings, personal luxuries, etc. Additional costs for some of the party's assets (such as hired hands or buildings) may add to that cost. You may keep track of all your costs in the "total costs" box on your group playbook.

Each day in the faction phase follows the same structure:

1. **Lifestyle**, in which the PCs remove their total daily expenses from their playbook. They may change their lifestyle level during this phase if they so wish, though the GM may not allow them to do so too often if she so wants.
2. **PC Actions**, in which each player choses one action from the Playbook Moves list and, if necessary, rolls for it. They may progress any relevant clock. For practical purposes, going around the table clockwise may be the most efficient way to do this, though the players can

change the order if it is practical to do so for one reason or another.

3. **Faction turn**: the GM progresses the factions according to the GM Turn rules

Once the GM has finished all faction moves, the GM may interrupt the faction phase if a faction has finished their project when that project is an action that impacts the party.

Once that happens, the GM immediately starts an action scene.

Example: The PC's rival faction, the Iron Phalanx, had a project titled "infiltrate the PC's base and destroy it". The GM performs their action and they gain enough **successes**  to finish the project clock. The players are deciding their next playbook move, but the GM interrupts them:

GM: "Unfortunately, that won't happen. In the middle of the night, you wake up to the smell of smoke... Your hideout is on fire!"

The GM then starts an action scene with two challenges, one environmental challenge representing the hideout being on fire and one combat challenge representing the agents of the Iron Phalanx. The PCs are thrown into the action immediately, without the opportunity to make preparation rolls.

If the GM hasn't interrupted the faction phase, the players may take another day in the faction phase, or decide to initiate the action themselves by proposing a specific scene. This can be either though:

- a **GM prompt** (e.g. “you now have enough information to assault the enemy’s lair, do you want to do that?”),
- **information the PCs have gathered** (e.g. the PCs have found out that the precious object they’ve been looking for will be moved to a new location, granting them a prime opportunity to steal it), or
- a **player idea** (e.g. “Since we now have the key and the Emperor is out of town, let’s infiltrate the palace now!”).

PLAYBOOK MOVES

Most playbook move progress automatically by 1 and use a standard two-attribute roll for extra progress using one player aptitude and one playbook attribute. These work like any other attribute.

For each day in the faction phase, you may do one of the following:

- **Heal** or **rest** to remove in order to remove or decrease a condition. For each day of healing or rest, you may remove all serious injury/harm, and:
 - decrease one moderate injury/harm to serious, or
 - progress one traumatic healing/rest clock.
 You may decrease that injury/harm to serious once the clock is complete.

Gain 1 progress plus grit+recovery on the healing clock

- **Prepare** for the next adventure phase. **Preparation Points** (PP ) do not roll over and are lost if not used before the next the faction phase.

Gain 1 PP  plus intellect+logistics.

- **Investigate:** try to find out what a rival faction is up to. You can reveal:
 - their goal or an objective
 - their current project
 - how far along their objective they are
 - the name of one asset
 - the specialisation(s) of one asset
 - the power of one asset

Reveal 1 plus insight+intelligence. The GM may decide what to reveal or ask you what you want to know.

- **Work on a project:** roll for progress on a project clock. These long term projects can be, but are not limited to:
 - crafting an object
 - studying something
 - recruiting or building an asset

Progress by 1 plus a roll using lifestyle + relevant attribute, as called for by the GM or rules.

- **Shop** for an item or service, such as finding a blacksmith to repair a sword, finding a shopkeeper that will sell you a new one.

Use town size+charisma to find the item/service.

Price may be reduced with extra successes .

- **Make a sacrifice** to a god and pay the associated cost in order to gain FP  linked to your patron deity. You may make a
 - small sacrifice (1 gold) to gain +1 FP ,
 - medium sacrifice (5 gold) to gain 2 FP ,
 - large sacrifice (25 gold) to gain 4 FP .
 You cannot gain more than 4 FP  in total though sacrifices during one faction phase.
- **Use an ability** to do things such as repairing an item or healing someone else. The rules for the use of that ability apply.

If the ability applies to another playbook move, use the rules of that playbook move, modified by the ability’s text.

- **Use an asset** to perform an action you would otherwise not be able to do or to give you a bonus to a regular playbook move. The latter works in the way as you would any other bonus.

If the asset’s ability applies to another playbook move, use the rules of that playbook move and add the asset’s bonus.

If the asset can perform an action, you do not need to use your playbook move. Instead, roll for that asset as an extra playbook move (maximum 1 asset action per day in the faction phase for the whole group).

PREPARATION

When taking the preparation playbook move, the player does not need to specify what their character is preparing for or even what sort of thing their character is going when preparing. The character is spending their time doing tasks to be defined later.

Once back in the action, the player may spend one of their stocked **Preparation Points** (PP ) to establish a fact or “flashback” to when they solved the problem they are currently confronting previously. The player describes what they want to do in the flashback and the GM declares how many PP  need to be spent to complete the flashback based on how likely the character would have done the preparation action and how much time the preparation would have taken. The player then removes the corresponding PP .

If the preparation requires a roll, the GM starts a flashback scene in which the PC will do the action or simply asks for a roll. As soon as the scene is resolved, the action “flashes forward” to where it was before and the game continues.

While preparation rolls can be anything, they usually use the *logistics* or *intelligence* playbook attributes.

PP  may be gained by performing the “Preparation” playbook move. There is no limit to how much preparation a character may accumulate but all of the PC’s unspent PP  is lost at the start of the next faction phase.

PREPARATION COSTS

The GM decides how much PP  is needed according to her own judgement or the list below:

1. **Minor foresight** for simple, everyday items or information that any competent character would likely have on hand. This could represent producing a specific tool (lockpicks, a map) that would be fairly obvious to bring, having a bit of common gossip about a local guard, or stashing a small item nearby.
2. **Intentional setup** for actions that require specific effort or a brief detour during the faction phase. This could be bribing a low-level clerk

the day prior, pre-loosening a window latch, having acquired a specialized antidote for a known local toxin.

3. **Significant coordination**, for complex preparations that involve third parties, heavy lifting, or high-risk positioning such as arranging for a getaway carriage at a specific alley; hiding a heavy weapon inside a gala venue; forging high-security credentials
4. **Mastermind plotting** for elaborate “long game” setups that seem almost miraculous. These represent a character correctly predicting a highly specific or unlikely obstacle. This could be rigging a structural weakness in a building weeks in advance or poisoning a specific bottle of wine in a cellar.

PP  costs are indicative and are adjudicated by the GM in context, including character knowledge and how conceivable the flashback is.

The player doesn’t have any impact on the PP  cost of an action. However, if the PP  cost given by the GM is too high, the player may decide not to spend it and therefore to not have prepared in that specific case.

PLAYBOOK ASSETS

There are various projects that players might want to complete, some of which add a new asset to the playbook when completed. These fall into two categories:

- **Infrastructure** projects cost money to create, but generally do not require upkeep. They are structures or items that upgrade a group attribute or allow an extra playbook move.
- **Recruits** are people who work for the PCs. They have an upkeep cost that is added to the lifestyle level to calculate the total daily cost of life for the party. Recruits grant bonus dice to playbook moves or are activated to perform a playbook move independently of the PCs.

NB: In the faction phase, activate max 1 asset/day.

GM TURN

Every faction progresses one clock by 1. Factions can share clocks or have opposed clocks.

When a faction clock is complete, the GM applies the project's effect. This can be a world effect of have an impact on a faction's power, assets, etc. If a faction has no current project, they start one at the beginning of the next faction phase.

The GM may spend 1 **Adversary Action** (AA ) to progress faction projects further. One faction (generally the group's main rival, but this is at the GM's discretion) rolls *power* + *asset* to attempt extra progress.

FACTION POWER & ASSETS

Factions have one attribute called their **power** that is used either as a normal attribute during a faction turn (if they need to roll) or as an indicator of difficulty when the party confronts to that faction.

Factions also have various **assets** that grant bonuses to their rolls of be used against the players. These assets can be individuals (an agent, a politician, an informant, etc.), groups (the temple of a specific god, an army, etc.) or objects (the sacred flame, the imperial treasury, etc.). Each asset has a specialisation and a bonus. When a faction rolls to progress a project, they may add one asset's bonus to the roll if it is relevant.

FACTION PROJECTS

Factions are the primary drivers of the world's narrative, constantly working to reshape the political, religious, and social landscape. They progress the story by pursuing specific projects, represented by clocks. These projects represent long-term goals that, once completed, change the power balance or a faction's standing.

PROJECT TYPES

When a faction clock is completed, the project's goal is realized and a mechanical effect activates.

These effects represent the tangible reward for the faction. The GM chooses one of the following:

- **Increase faction power:** The faction's overall influence grows, increasing their power attribute by +1.
- **Gain an asset:** The faction recruits a new individual (e.g., a famed general), a new group (e.g., a mercenary company), or secures an object (e.g., a sacred relic).
- **Remove an asset:** The faction successfully sabotages a rival, removing an asset from another faction's sheet (e.g., burning a rival's library or assassinating their informant).
- **Increase Asset Power:** An existing asset is upgraded (e.g., training a standard militia into an elite Praetorian Guard), increasing its bonus to rolls by two (e.g. d8 to d10)
- **Start an antagonistic project:** The completion of one goal allows them to pivot directly into a hostile move against the PCs, such as a project to seize the PCs' headquarters" or steal an asset away from the party.

FACTION POWER TABLE

A faction's *power* attribute determines the difficulty of any action scene where the PCs directly oppose them.

1. **Minor:** A small street gang, a local village council, or a struggling mystery cult. They are a nuisance but lack broad reach.
2. **Notable:** An influential merchant guild, a city-state's guard, or a well-funded temple. They have significant local resources and soldiers.
3. **Major:** A powerful regional aristocracy or a trade coalition. They possess the wealth and authority to shape the destiny of cities.
4. **Dominant:** A royal lineage, a mercenary army, or a dominant state religion. Confronting them is a feat of legendary proportions.
5. **Hegemonic:** An emperor, secure in their power or the official religion. Opposing them is a suicide mission without significant allies.

“VICTORY PREFERS PREPARATION.”

– GAIUS VALERIUS CATULLUS

ACTION SCENE RULES

- Action scenes are risky, high-stakes phases governed by challenge cards representing combat, environmental, or social obstacles.
- Players act in any order to progress clocks; once all have acted, the GM spends MP  to trigger adversary moves.
- Successful rolls fill one segment of a challenge clock, while extra **successes**  generate Momentum (MP).
- **Combat challenges** focus on endurance clocks, **environmental challenges** focus on traversal clocks and **social challenges**: focus on influence clocks.
- GMs can use player **consequences**  to progress rival clocks, representing enemies fleeing, traps triggering, or crowds turning.
- The scene ends when all challenge clocks are filled or the PCs are defeated/forced to retreat.

Action scenes are the core of the game. They can be started by the GM through **Adversary Actions** (AA ) and faction moves or by the players when they decide to take daring action to achieve their goals.

Action scenes are the phase of gameplay in which PCs take risk in order to achieve their goals. While some actions may have a risk attached during free play, almost all action rolls are risky in an action scene.

CHALLENGE CARDS

While free play scenes do not need to be structured, action scenes have a strictly defined scaffolding that supports them. This structure takes the form of one or more challenge cards that must be completed to progress. These cards represent one of the three main challenge types in the game, combat, social and environmental.

Each challenge card is composed of:

- a **clock** that must be completed in order to defeat the challenge,
- a **standard risk** that applies to all actions against that particular challenge, and
- a list of **weaknesses** that players can narratively activate through roleplay to gain bonuses or extra exploits, and
- potential **loot** that PCs gain as a reward for defeating the challenge

In addition to this, major challenge cards may also have custom **moves** that the challenge can make using the GM's MP . These moves replace all the default moves on the GM dashboard except the first one.

Challenges that don't have their own moves use the default moves.

A guide for creating and running challenge cards and understanding challenge difficulty can be found in the [Challenge Cards](#) section on page 67.

THE 3 CHALLENGE TYPES

Challenges all work in very similar ways, but they are grouped into three types, combat, environmental and social challenges.

While PCs may have social interactions outside of an action scene, some social confrontation is too important, meaningful or risky to be resolved during free play.

An action scene generally combines challenge cards of different types. A combat on a bridge, for example, could combine both the “barbarian soldiers” and “hidden archers” combat cards and the “rickety bridge” environment card.

HOW AN ACTION SCENE WORKS

When an action scene starts, the GM chooses (or creates) at least one challenge card that must be defeated. Players continue to roleplay as they would

during free play, but they must all make a roll in turn. The GM may prompt them (e.g. *“The enemy charges you, lance pointed straight at your sternum, what do you do?”* or *“the bridge under your feet starts shaking, and you see a few stones falling into the deep ravine below.”*) or let the players take the initiative and decide on their character’s action using the information they already have at hand.

Each action taken by the players is made against one or more action cards. When the player has described the action, the GM calls for two attributes like any normal roll and the risk of that action card.

If the action is successful, the GM progresses that challenge card clock by 1 and the PCs gain MP  equal to the number of extra **successes** () their gained.

The player then takes **consequences** () as mental harm, physical injury or equipment damage and the GM gains the remaining  as MP.

If the Progress Clock of the challenge is complete, the PC has defeated that challenge.

Once every PC has acted, the GM may spend as many MP as she wishes to make Adversary Moves against the players.

Once the GM has made her moves, a new turn starts and the cycle repeats until the either the challenges or PCs have been defeated.

PLAYER CHARACTER MOVES

At times, the player character knows what they want to do. When that is the case, the GM should let them describe their action, then tell them the attribute and risk level they must roll.

More often, the players won’t have enough to go with. To avoid that, the GM should **prompt** the players by describing partial moves by enemies, adversaries or the environment. She describes a partial action which requires the PCs to act or react in order to avoid some consequence or another. See Beats, Actions & Rolls on page 56.

CONFRONTING MULTIPLE CHALLENGES

Some challenge scenes may have a single challenge, but most will have multiple.

When making action rolls, challenges can be confronted multiple times, but each challenge should be confronted at least once, i.e. at least one player must have made an action roll to attempt to progress the challenge’s clock.

If every player has acted and a challenge hasn’t been confronted, the GM gains MP  equal to the risk level of that challenge.

RANGED ATTACKS

Some combat actions performed by PCs in are ranged and therefore do not have any inherent risk. A combat move is done at no risk if the PC:

- is **using a “ranged” item**,
- is **performing an action out of melee range** of any enemy),
- is **not confronting a social or environmental** challenge when performing the action.

The ranged action carries no risk (0), however the action card hasn’t been activated. If no other PC confronts that challenge card in a melee action, it gains MP  equal to its risk rating.

When done at a distance at which the enemy cannot react against the PC, ranged attacks count as checks instead of action rolls and the GM does not gain an Adversary Action (AA ) in case of a failure.

COMBAT CHALLENGES

Combat challenges are those in which there is a physical altercation between the PCs and one or more entities. A combat challenge card can represent one, powerful enemy or a group of characters.

PROGRESSION

The default player progress clock on a combat card is called **endurance**. It represents how much energy and willpower the enemy has to continue the fight. If completed, the enemy is defeated, but not necessarily killed. They may be injured,

surrender, or simply too exhausted to resist the PCs any longer.

In specific fights, other progress clocks may exist. They can be:

- **control** of a zone that the PCs need to push away the enemy from,
- **safeguarding** an NPC or object,
- **getting past** the enemy or breaking through their lines
- **stealing** an object or **capturing** an NPC
- any **other** goal the players are trying to achieve.

When the enemies are trying to achieve a goal, the GM gives them a clock that can be progressed using **consequences** (🔴). These clocks can represent things such as:

- **reaching a position**,
- **fleeing** before they can be captured,
- **destroying, capturing** or otherwise eliminating a group asset,
- **finishing a ritual** or other action that grants them extra power or an advantage in the fight, or
- any **other** goal the GM has decided the enemies are trying to achieve.

ADVERSARY MOVES

Once the GM has accumulated enough MP 🔴, she may spend it to make moves that generally cause in addition to the usual prompts. The combat moves available to the GM are found in the Default Adversary Moves list or on the challenge card itself.

ENVIRONMENTAL CHALLENGES

The default player progress clock on an environment card is called **traversal**. It represents how much the PCs have understood, mapped, uncovered, or successfully passed through the environment. If completed, the PCs achieve their environmental objective. This can be reaching their destination, uncovering hidden knowledge, safely charting the area, or overcoming the environmental obstacle.

PROGRESSION

In specific environments, other progress clocks may exist. They can be:

- **mapping** or charting an unknown region or location,
- **navigating** through hazardous terrain,
- **locating** a hidden entrance, object, or NPC,
- **surviving** extreme and dangerous environmental conditions,
- **escaping** from a collapsing or shifting location, or
- any **other** goal the players are trying to achieve.

When the environment or opposing forces are working against the PCs, the GM creates a clock that can be progressed using **consequences** (🔴). These clocks can represent things such as:

- **worsening** weather or environmental instability,
- **attrition** of supplies or equipment,
- **attraction** of unwanted attention from creatures or rivals,
- becoming **lost** in the environment or falling into an even worse environment or challenge,
- **triggering a trap** or natural hazards,
- the **collapse**, flooding, freezing, of the environment the PCs are in., or
- any **other** escalating complication the GM has decided is present within the environmental challenge.

ADVERSARY MOVES

Once the GM has accumulated enough MP 🔴, she may spend it to make moves that generally cause in addition to the usual prompts. The environment moves available to the GM are found in the Default Adversary Moves list or on the challenge card itself.

SOCIAL CHALLENGES

Social challenges are those in which there is a clash of goals, beliefs, or influence between the PCs and one or more entities. A social challenge card can represent a single influential individual, a faction, a crowd, or even a tense negotiation between the PCs and an NPC.

PROGRESSION

The default player progress clock on a social card is called **influence**. It represents how much the PCs have shifted attitudes, gained leverage, built trust,

or weakened opposition within the interaction. If completed, the PCs achieve their social objective. This can be securing cooperation, extracting information, winning public support, or otherwise resolving the exchange in their favour. This does not necessarily mean the other party agrees wholeheartedly; they may comply reluctantly, negotiate terms, or concede temporarily.

In specific situations, other progress clocks may exist. They can be:

- **earning trust** or loyalty of the NPC, faction or asset,
- **uncovering a secret** or hidden motives of the adversary,
- **swaying** a crowd or public opinion,
- negotiating a treaty, alliance, or contract,
- **defusing** escalating tensions, either with the party you are interacting or the witnesses of the scene
- **securing an audience** with someone important, or
- **any other** goal the players are trying to achieve.

When the opposing side is trying to achieve a goal, the GM gives them a clock that can be progressed using **consequences** 🗡️. These clocks can represent things such as:

- **turning the crowd** against the PCs,
- **exposing** the PCs' weaknesses or secrets,
- **solidifying opposition** or resistance to the PCs or their allies,
- **escalating** the situation into hostility or violence,
- **convincing** a third party to intervene, or
- **any other** objective the GM has decided the opposing side is pursuing within the social challenge.

ADVERSARY MOVES

Once the GM has accumulated enough MP 🗡️, she may spend it to make moves that generally cause in addition to the usual prompts. The social moves available to the GM are found in the Default Adversary Moves list or on the challenge card itself.

***“I WILL FIND A WAY,
OR
I WILL MAKE ONE.”***

– HANNIBAL BARCA, SON OF HAMILCAR

TACTICAL SCENES

- Tactical scenes are not separate from roleplay; players should continue to describe dialogue, emotions, and narrative intent alongside their tactical moves.
- The map is divided into GM-defined "zones" representing distinct terrain.
- Characters in the same zone are in melee range, while ranged attacks can typically reach up to two zones away.
- On their turn, characters can move between two adjacent zones and perform a combat action.
- Movement is usually automatic, but difficult terrain may require an action roll.
- At the end of a round, any enemy not engaged by a PC grants the GM Momentum (MP ) based on their challenge rating.
- Ranged attacks have a base risk of 0; a failure does not trigger an Adversary Action unless the player voluntarily opted for higher risk.

While RES MYTHICA is designed as a “theatre of the mind” game, some groups might prefer to use miniatures for certain action scenes to give players a clearer sense of the space, add an extra tactical dimension, or reduce memory load.

It is important to remember that RES MYTHICA is not designed around a separation between roleplay and action. Roleplay should not stop when a tactical action scene begins. Instead, players should continue describing their characters’ behaviour, dialogue, emotions, and intentions throughout the scene, using the tactical elements to support the narrative rather than replace it.

Tactical scenes function in much the same way as other action scenes, with a few additional rules:

- PCs and NPCs can take their normal combat action as well as move between two adjacent zones during their turn.
- Zones define the areas in which characters can engage one another in melee combat.
- Some zones may include special effects, such as environmental hazards or bonuses and penalties that apply to particular types of actions.

NB: The flow of play does not change in a tactical scene. Roleplaying is as important in such scenes as in any other phase of play.

ZONES

The map is divided into zones. The size, shape, and arrangement of these zones are determined by the GM based on the needs of the scene. Each zone represents either a distinct type of terrain or an area that is clearly separated from the surrounding environment.

Zones may also include terrain effects, such as risk penalties, environmental hazards, or special conditions that apply to characters within them.

ZONE EFFECTS

Zones can have special environmental effects that influence how characters act within them. These effects should reinforce the fiction of the scene and encourage players to adapt their tactics and approach to the environment, such as:

- **swamp**, in which actions requiring quick movement suffer a +2 risk penalty,
- **woods**, in which actions involving hiding, sneaking, or remaining unnoticed gain a +1d10 bonus.
- **high ground**, which allows characters attacking from this zone gain a +1d10 bonus on ranged attacks to adjacent zones,
- **crowded**, in which attempts to move quickly through the zone suffer a +1 risk penalty, but actions to hide among the crowd gain a +1d10 bonus,

These zone effects should take into account the scene the GM is setting and put together to create a unique tactical problem for the PCs to solve, or in case the PCs have successfully prepared the terrain, give them an advantage against their enemies.

COMBAT ACTIONS

MOVEMENT

On a PC's turn, they may both move and make an action roll.

If movement requires an action roll, they may make both actions as one and combine the risk of the zone with that of the challenge they are confronting with their action.

Moving from one zone to an adjacent zone is usually automatic and takes up the movement part of the action (for example before or after an attack). Certain terrain effects may require a PC to make a check when entering a zone or moving within it.

MELEE ACTIONS

PCs and adversaries occupying the same zone are considered to be in melee range and may attack any other character within that zone. Any PC may engage any enemy present there.

At the end of each round, any enemy in a zone who has not been confronted by a PC is treated as unengaged and effectively unopposed. For each such enemy, the GM gains MP  equal to that enemy's challenge rating (in the same way she would in a "theatre of the mind" action scene, see p. 39).

RANGED ACTIONS

A character using a ranged weapon may attack a target up to two zones away, provided the terrain does not block the shot.

Ranged attacks are made as checks at 0 risk. If the attack fails, it does not grant the enemy an Adversary Action. A character may still choose to take on additional risk when making a ranged attack if they wish to gain the usual benefits of doing so.

HOLDING YOUR ACTION

A PC may choose to hold their action instead of making an action roll during their turn. If they do so, they may later move to intercept an enemy attempting to move between zones. Intercepting movement does not count as engaging an adversary.

If the NPC turn ends before the PC uses their held action, the opportunity is lost and the PC takes no further action that round.

NPCs may also hold actions. To do this, the GM holds an amount of MP when declaring the held action. The NPC may then later perform any intercept action with an MP cost equal to or lower than the amount held until the end of the next round. All MP not spent in the next GM turn is lost.

***“THE TERRAIN OFTEN PROVES MORE DANGEROUS
THAN THE ENEMY’S WEAPONS.”***

– ONASANDER



PLAYER CHARACTER TOOLS

***“IF WE WIN THIS BATTLE, WE WIN EVERYTHING.
IF WE STOP..
WE LOSE WHAT WE HAVE ALREADY GAINED.”***

—ALEXANDER III OF MACEDON, AKA ALEXANDER THE GREAT

CHARACTER PROGRESSION

- PCs gain **Fate Points** (FP ) by performing a selfless act that benefits a bond, via faction phase sacrifices, and at the end of sessions according to their highest condition incurred.
- Spending 1 FP  adds a bond's bonus die to a roll
- Spending 4 FP  permanently upgrades a bond's power level
- Bonds represent vital connections to specific people, moral values, important objects, or patron deities.
- The GM can spend **Adversary Action** (AA ) points to "break" a Bond, reducing its power or cutting the PC off from it.
- FP  can be converted into XP on a 1-to-1 basis to unlock new abilities within a character's disciplines.

Beyond their progression as characters in the story and their personal story arc, Player Characters may progress by:

- **upgrading bonds** by spending FP 
- **acquiring abilities** by spending Experience, itself gained by converting FP , and
- **improving attributes** by activating handicaps.

Bonds and Experience are increased using FP , while Attributes use only handicaps and are not connected to FP .

FATE POINTS

Fate Points (FP ) represent the attention of the gods, the importance the character has in the Story and their drive to succeed beyond what a regular person could. PCs gain FP  though gameplay by various means and may spend it to gain a bonus to rolls (both action rolls saving roll) or to gain new abilities (by buying experience points).

GAINING FATE POINTS

FP  can be gained by PCs in three ways:

1. By making a **selfless act** that profits their bond at the detriment of themselves and their personal goals.
2. By **making a sacrifice** to their god as a playbook move (see the "sacrifice" playbook move in the list on page 36).

3. At the **end of the session**, for being participating (+1 FP ) , for gaining injuries (+# FP ) where # is the highest harm or injury level they took) and for being inflicted a condition (+1 FP ) per special condition inflicted up to a maximum of +3).

SELFLESS ACTIONS

Selfless acts occur when a character prioritizes a bond's needs over their own safety, resources, or objectives. To qualify, the PC must incur a tangible loss such as taking a hit for their bond, giving away a prized possession, or failing a personal mission to ensure a bond's wellbeing.

When performing a selfless act, the PC gains +1 FP  on that bond no matter the result of the action.

SACRIFICES

Players may perform a playbook move to perform rituals, offerings, or penance dedicated to a divinity. The amount of FP  earned scales with the value of the sacrifice, which is represented by the monetary cost of the offerings. Unlike other methods, FP  gained through this action is shared and limited in its target. The FP  tokens are placed in the player's momentum pool and can be spent by any PC to activate their Patron Deity bond.

END OF SESSION

At the end of the session, each PC gains 1 FP  simply for having taken part in the session.

Then, each PC gains as many FP  as the highest injury/harm they have received during that session. Those FP  may be placed on any bond they like or converted to experience immediately if the character does not have the space for additional FP  in their bonds.

As a character can go from no condition all the way to the dying/going insane clock, they can gain up to 5 FP  from injury/harm, but no more. Gaining multiple injuries does not increase FP  gained as only the highest new injury counts.

If the character gains a special condition that they do not resist, they also gain 1 FP . They may not receive more than 3 FP  in this manner.

SPENDING FATE POINTS

PCs may spend FP  to gain an advantage when performing an action or save (by gaining a bonus die to their roll), to upgrade their bond's power, or to gain experience points.

GAINING A BONUS DIE

Players may decide to add an extra die when building the dice pool (see p. 17) if the action they are taking, or the objective they are working towards aligns in some way with the bond. It is up to the GM to adjudicate is that is the case.

UPGRADING THE BOND

If a bond has 4 FP , the player may spend all 4 FP  to upgrade that bond by +2. When activating that bond in the future, the PC will therefore be able to roll a higher bonus die as a result.

GAINING EXPERIENCE

Players may decide to convert any FP  they have into experience points. That experience can then be spent to buy new abilities (see Experience Points/48/below)

BONDS

Each FP  is connected to a bond and can be spent by invoking that bond.

Bonds represent what drives a character. They can be:

- **people**, a person or a relationship that the character cares about, such as a family member or another PC,
- **values** or principles that are important to the character either for moral reasons or because it is something they yearn for,
- **objects** that is important to a character such as a relic or something that represents their long-dead parent, or
- a **patron deity** that the character honours and relies upon in tough times.

BREAKING BONDS

Bonds must be something that is important to the identity of the character and can be lost or deteriorated in some way.

For example, the **relationship** with a person could deteriorate or that person could be kidnapped, an **object** could be destroyed or stolen, a **value** could hurt the character when it is not respected or when they do something contrary to that value, and a **divinity** can be disappointed in a character's actions or abandon them.

The GM can spend 1 AA  in order to break a bond or reduce it by -2 (see Breaking Bonds, p. 64)

Each Bond has a **strength** level. That strength indicates the bonus die used when activating that bond. A player may spend 1 FP  associated with that bond to gain that bonus die for one roll (see Bonuses & Handicaps, p 17).

Every bond can have up to 4 FP  linked to it. A player may decide to increase that bond's strength by +2 by spending all 4 FP .

EXPERIENCE POINTS

Players may convert their character's FP  into experience points on a 1-to-1 basis. That experience can then be spent to buy abilities from one of their three disciplines.

Each new ability in a discipline costs more experience points than the last. The number next to each ability row on the character sheet indicates how much the ability costs. Once an ability is

bought, the player erases the experience points spent.

Advanced abilities cost a minimum of 10 experience, no matter when you take them.

HANDICAPS

When a player **fails**  a roll, they may resist the consequence by taking a handicap instead. In doing so, they avoid giving the GM an **Adversary Action** (AA )

A handicap represents a specific task the character is particularly bad at. It should be specific and describe the action the character was attempting to perform, can only be added if both the player and GM agree on it.

Once a PC gains a handicap, the player marks the description of that handicap on an available slot of their character sheet. The action the PC was making still fails but the GM does not gain an AA .

Every time the PC performs an action that is described by one of their handicaps, the player may decide to activate that handicap and loses a number of dice on their roll. The player then marks one of the “activation” checkboxes next to that handicap. Once they have marked all four activation boxes they may either:

- **lose the handicap** and erase both the handicap and activations from their character sheet, or
- **gain +1 on one attribute** of their choice but keep the handicap until the end of the game.

Example: Cathy’s character Catellina is trying to pick the lock of a cell to free Aphyria. Cathy rolls *dexterity* + *intellect* but achieves no successes (). at all... It’s a ! If the GM gains an AA , she will probably make the “add a challenge” move and the guards will arrive. Before the GM can say anything, Cathy declares she wants Catellina to gain the “picking metal locks” handicap and the GM agrees. Catellina hasn’t managed to pick the lock, but at least the guards aren’t here yet!

“A MAN’S CHARACTER IS HIS FATE.”

– HERACLITUS OF EPHEBUS

AUXILIARY ACTIONS

- Players declare these special manoeuvres during their turn by spending MP  (or taking a level 1 condition if the pool is empty).
- Players may set up, assist or protect an ally for a small MP  cost.
- Group Actions: the entire party rolls against a shared difficulty threshold; collective successes  determine if the group task succeeds.
- Spending 2 MP  allows a player to discover a challenge's hidden weakness, which provides a bonus die when exploited.
- Spending 1 MP  makes a hidden challenge clock visible, allowing the players to see exactly how much progress remains.

While most moves are done through the narration, there are additional properties players can add to their PC's action to gain an advantage in the scene, either to aid an ally achieve a goal or to better understand a challenge and how to defeat it. These auxiliary actions are declared by the players as they describe their character's action and come with a Momentum Point cost, similarly to how Error: Reference source not found are activated.

If the PCs have no MP  available, a PC may take a lvl. 1 condition to activate the auxiliary action.

HELPING AND COLLABORATING ALLIES

There are several ways in which PCs may help each other in tasks. They may:

- **set up** their allies' actions before they perform it,
- **assist** an ally in a task while they are performing it,
- **protect** an ally from a consequence they are about to suffer from, or
- perform a **group action** together in which success of the whole group depends on everyone.

SETTING UP AN ACTION

A set up action is made when one character is helping another PC by doing something *before* their action is taken.

The player describes how their character helps the other character's action. Then, the PC performing the helping action spends 1 MP  and

rolls their action roll. If they succeed, the PC whose action is being set up gains +1d6 to their roll. For each extra success, the bonus die is increased by 2 (+1d8 for 2 successes , +1d10 for three, +1d12 for four).

ASSISTING AN ALLY

To assist an action is to collaborate with another PC in performing an action. When a PC assists another, they spend their action helping their ally perform an action instead of performing that action instead.

The player first describes how they help their fellow PC. The GM then declares which attribute they use and the helper spends 2 MP . The player whose character is performing the main action then rolls a normal roll but adds their ally's attribute to their attribute score (*attribute+attribute+ally's attribute*).

PROTECTING

A PC may choose to protect a team-mate of a consequence if they can narratively justify it. When they do so, they take the consequence for their team-mate. For example, if a PC gets shot by an arrow and takes a lvl. 4 injury, another PC may jump in front of them and take the injury for them. This counts as an action and costs 1 MP . They may use their abilities, armour and/or a saving roll to reduce the **consequences** () as the PC who was originally the target of the consequence would have.

The original target takes no harm or injury.

GROUP ACTIONS

Some actions are done by the whole group rather than one individual PC. When that happens, the GM will set a **difficulty** level which represents how many **successes** (🌿) in total are needed to succeed that action as a group. By default, the difficulty is equal to the numbers of PCs performing the group action. Every player rolls for their character and the 🌿 are tallied up. If the PCs have as many or more 🌿 as the difficulty level, the group has successfully performed the task. They may use their excess 🌿 to gain MP + and 🩸 work just as they would for regular actions

EXAMINING CHALLENGES

There are a couple ways in which a PC may try to understand a challenge set in front of them in order to better surpass it. For each of these auxiliary actions, the player spends the MP + cost as they perform their action, and the GM reveals the information as the action is resolved. That information may be used immediately to gain an advantage. The challenge auxiliary actions are:

- **find a flaw** in a challenge's defence or a weakness that can be exploited,

- **estimate** the **progress** made in the challenge and find out how much there still is to be made.

FIND FLAW

Most challenge cards have one or more weaknesses that grant a bonus die to an action if exploited (see Challenge Cards on page 39). While the player may discover that weakness through their narration, they will not activate it most of the time.

The player must first spend **2 MP +** and declares that they are trying to find a flaw. The action roll then proceeds as it normally would and the GM reveals one weakness which the PCs can exploit.

If there are no weaknesses to reveal, the GM tells the player that information and they do not need to spend the required **MP +**.

ESTIMATE PROGRESS

The players may want to know how far along the progress clock of a particular challenge they are.

The player spends **4 MP +** and performs their roll as usual. Once the roll is made but before when the player decides on exploits, the GM will reveal the progress clock they were progressing. This specific progress clock is now visible to all players.

“THE BEST WAY TO WORSHIP THE GODS IS TO HELP OTHERS.”

– SOCRATES

ITEMS & LOAD

- Characters choose between discrete (4 load) for stealth or heavy (12 load) for open readiness, affecting social perception.
- Players declare a load limit upfront and mark off item costs as used.
- Quality tiers from broken (0) to premium (4) define an item's durability and how many hits it can take before failing.
- Items can absorb roll **consequences** () by taking damage; repairs only restore them to their original quality tier.
- Armour reduces physical injuries by absorbing damage in place of the character.

LOAD

Every item has a load rating (usually from 0 to 4). What and how much the characters are carrying around with them at any given time is abstracted by their current “load”. The load levels are as follows:

- **Discrete (4 load):** The PC is not carrying any more than the average person would while walking around. They may be hiding most of their items in their clothes if they wish and an unsuspecting person would not know any better.
- **Heavy (12 load):** The character is carrying more than you’d expect from an average person going around their business. They look like a soldier ready for a fight or a criminal up to no good. This may be acceptable in some social situations but not others. Anyone looking at them can tell what they’re about to do.

At any point, the GM may ask the players to announce their character’s load. They chose whichever they want but do not need to explain *what* that load includes. As the action progresses they mark the load of any item they use. They may not exceed the load limit that they announced at the beginning. Items picked along the way are not counted.

The GM may, if she so wishes, assume load at most times (for example light during a shopping trip or heavy during a raid against a monster), to save time and simplify matters.

ITEMS

Items may be weapons, armour or a tool and have physical or ætherial properties (see below).

In addition, items may have a quality-tier associated with them to indicate how durable they are. These tiers are:

- **Broken (0):** an item that is not in a usable state. Useless unless repaired.
- **Flimsy (1):** an item that may break under stress.
- **Basic (2):** an item of average quality.
- **Superior (3):** an item of unusual quality, generally more fancy and expensive.
- **Premium (4):** An item that is clearly be more solid than most, usually luxurious in appearance or made of high-quality metal.

Each item tier dictates how many times the weapon can be damaged before it becomes unusable. For example, if a PC uses a lock-pick of basic quality (2) and have 1 **consequence** () in their lock-picking action roll, the item may be damaged by 1 but is still useable. If they damage it further, however, the item is broken and cannot be used any more.

Repairing items can only bring them back to their original level of quality and no more.

ARMOUR

Armour can help characters resist physical injuries from attacks, or in the case of some magical attacks if the armour has the ætherial property, mental harm.

When an enemy attacks a location protected by armour, any attack that hits in an area protected by it may be reduced by taking damage to the armour instead of the character.

SHIELDS & ÆTHERIAL ARMOUR

Shields may be used in the same way as other armour, but have the advantage of granting a bonus die if used. This saving roll does not cost an action but can only be done once per turn.

Players may use their weapon in the same way as armour when rolling saves, but these saves cost 1 action to make.

Ætherial armour works in the same way as a shield, but is used to resist ætherial (magical) attacks.

ÆTHERIAL VS. PHYSICAL

While all items are physical, some may have the “ætherial” property. Ætherial objects are no less physical, but their property as armour or as a weapon only exists in the æther, i.e. it only works against ætherial creatures or ætherial attacks.

“COME BACK WITH THIS SHIELD, OR ON IT.”

– SAID BY SPARTAN MOTHERS TO THEIR SONS



GAME MASTER TOOLS

“FATE LEADS THE WILLING AND DRAGS THE RELUCTANT.”

— CLEANTHES, OF ASSOS (VIA SENECA)

THE GAME MASTER'S ROLE

The Game Master's role isn't to create a story which the Player Characters simply witness, nor is it to guide the players along a predefined path; her role is to manage the world in which the PCs are progressing and to present challenges for them to overcome... or fail at.

RES MYTHICA is designed around a "play to find out" philosophy, which is to say that neither the GM nor the players should know how the story ends. In fact, the game's design fully expects the GM to have no specific ending in mind.

As a GM, you have succeeded if your campaign finishes in a way that no other campaign has. The PCs shouldn't feel like they've accomplished something unique, they should *know* that any other group who might have started out in the same place as them would have finished somewhere completely different.

Each adventure should be unique, and that works only if the GM lets the players and dice lead the way.

WHAT DOES THE GM DO?

Like in most roleplaying games, the Game Master plays a critical role in RES MYTHICA. The GM is the window through which the other players can see the world and therefore the main vehicle of information about it.

The RES MYTHICA GM's role is three part:

1. **Push the story forward**, not by narrating what happens but rather by progressing the factions goals in a way that forces the PCs to act... or to react.
2. **Present and organise the challenges** faced by the PCs as a consequence of their decisions... or indecision.
3. **Narrate the beat by beat**, prompting the players to describe their characters evolving within the world, colouring the action when player descriptions are not enough, and describing what happens around them... and *to* them.

It is always very important to note that Res Mythica isn't intended to be played as a game in which the GM has prepared a story with a definite beginning, middle and end. Instead, the GM should play to find out what happens along with the players. It is the interactions between the GM, the players, and the rules that creates a story. If played right, your campaign will become a unique story which was never played before and will never be experienced again, that no one could have predicted or might have expected, and that reflects the dynamics within your playgroup and the imagination of everyone around the table.

HOW MUCH SHOULD THE GM PREPARE?

RES MYTHICA is designed with the idea that GM prep is not only generally unnecessary, but also detrimental to the play experience. As such, the GM shouldn't prepare too much, and rather trust the players to lead the story forward into the unknown and the game system to provide tools for improvisation.

As such, the preparation for a Res Mythica game should consist in:

- knowing what the world's factions are up to, and
- having the tools to propose interesting challenges as a reaction to player decisions.

All together, this preparation should take all of thirty minutes at most when starting out as a GM, and as little as five minutes once you're experienced in running RES MYTHICA.

FACTION PHASE PREPARATION

When preparing the faction phase, the GM must simply make sure that each active faction has an active project clock, as well as one extra clock prepared in case the faction completes the project during the upcoming session. If clocks are missing, she may create new ones (SEE FACTION TURN) or pick pre-made faction clocks from the campaign kit. The GM does not need to further prepare the faction turn.

ACTION PHASE PREPARATION

When the GM has an idea of what the PCs will do in the next session, she may want to prepare challenges for the session in question. It may be useful to have a few of each type at hand that are interesting and thematic.

Simple challenge cards (without special moves) can be created in a minute. Challenge cards that come with special moves are more difficult to create. Use one of the default ones pre-designed from the campaign kit

In many cases, the GM does not know what the PCs will do. In these cases, the GM should simply not prepare anything and follow the players' lead. It is very much expected for her to create challenge scenes on the spot, either by using the pre-made default challenge cards in the campaign kit or by creating your own simple challenge cards when the need arises.

THE CAMPAIGN

The GM should use (or create) factions with clear goals, and adjust their approach to these goals (faction projects) as the campaign progresses.

These factions may sometimes directly oppose the PCs, or they may provide jobs for them to accomplish, but their main goal is to simply have the world evolve. It is then this living, breathing world which puts pressure on the players to act, either because they want to avoid change or they want to push the world in one direction of the next.

<List examples>

ACTION SCENES

Action scenes are created by the GM in reaction to player decisions. If the players decide to attack an enemy, explore a place, or negotiate with a powerful faction, the GM places one or more challenges for them to overcome.

While not all challenges are chosen by the players, they should almost always exist as a consequence of player actions. This can be direct (e.g. the PCs decide to rob a rich patricians' villa, and therefore are confronted with the "guards"

combat challenge and the "villa" environmental challenge) or indirect (e.g. the PCs are carrying a valuable item around, at which point the "street thugs" combat challenge and "dark alley" can be used).

Action scenes contain various challenges that can be simultaneous or follow each other in a logical order.

Example: The Banner of the VIIth Legion was been stolen by barbarians and brought to a fortified settlement. The PCs have decided they must retrieve it, for the honour of the Republic!

Scenario 1: The PCs are attacking a settlement in broad daylight. The "barbarian soldiers" combat challenge and the "Settlement walls" environmental challenge are both active at the start of the scene.

Scenario 2: The PCs are trying to infiltrate that same settlement at night. Only the "settlement walls" challenge is active initially. If they complete it without failing (🌀) or generating too many consequences (💥), the GM starts the "sleeping village" challenge which they must complete in order to discretely find the banner. If the GM gains enough MP (🔴) to play her "guards alerted!" move, or if she gains an AA (🔴) the "guards" combat challenge is added.

BEATS, ACTIONS & ROLLS

Action scenes and free play are made up of beats, discrete PC actions that must be resolved. In free play, most of these actions can be resolved without a roll: the player narrates what their PC says or does, the GM responds, the player reacts and so on and so forth.

In an action scene, all actions that impact the outcome of the scene are uncertain and often dangerous so they must be rolled. When the players know exactly what they want their characters to do, the GM should let them act and use the results of the rolls to push the narrative forward.

When players are unsure or indecisive, the GM should take control by prompting actions.

PROGRESSING THE SCENE

Mechanically, the story is progressed almost exclusively via player rolls. The PCs' progress is dictated by the **successes** (🌿) they roll and the eventual adversary progress uses the **consequences** (🔥) or outright **failure** (💀) of that same roll. This means a challenge scene cannot progress without the players pushing the story forward. At times, this is not an issue because the players know what they want their character to do and the GM's description of the scene is enough for them to decide on their character's actions. Other times, however, the path forward may not be clear to the players. In these cases, the GM should prompt them to act.

PROMPTING ACTION ROLLS

A prompt is a discrete action that does not result in a consequence for the story or characters, but must be acted upon immediately.

Prompts ensure the players know what their PCs can do by limiting their options, such as putting them in an immediate danger or placing a time constraint on them. In any situation in which the players aren't naturally proactive, the GM should constantly prompt them and force them to act or react.

To prompt a player, the GM describes what is happening around the PC and stop the description at a critical point in order to let the player decide how their character acts.

Example 1: The PCs are righting a Hydra. The GM describes one head rearing up and then diving, fangs barred, straight at Aphyria. Will she dive away, raise her shield or use this opportunity to stab the creature in the roof of the mouth? Only Alice knows. Once she's decided, the GM has her roll for

Example 2: The PC are trying to convince a senator to join their cause. The GM describes how the senator places a hand on Bellicus's shoulder in a paternalistic way and says something slightly degrading about his ancestry. Will Bellicus react angrily or show subservience? Bob can decide.

Example 3: The PCs are exploring the Gorgon's grove in an attempt to find the creature and re-

trieve a valuable item she has. Catellina is leading the way, so the GM describes how she's noticing subtle signs that the geography of the grove is unnatural, and an ætherial force is forcing them to walk in a circle. Will Catellina track back, ask for guidance from her god, or simply brute-force her way through the garden? It is up to Cathy to decide the approach she wants to take.

The GM shouldn't have an answer to the problem when she prompts a PC to take action. Instead, she should present an immediate problem or challenge and let the player creatively think of a potential solution.

The GM prompt does not have a mechanical effect by itself. Instead, it is a way to force a player to take action, and therefore to make a roll. It is that roll which will potentially end up with consequences 🔥 or a failure 💀 which grants the GM her necessary MP 📉 or **Adversary Action** (AA 🎲) to make her more consequent moves.

GM MOVES

Once every player has acted, the GM may either continue prompting the players or spend MP 📉 to make one or more moves. These bones are more direct, but the players may resist them if they want with a saving roll. See [Game Master Moves](#) on page 59 for a more comprehensive explanation of how moves work as well as a list of the [Default Adversary Moves](#).

ADVERSARY ACTIONS

When a PC fails 🎲 an action, the GM has the immediate opportunity to make an AA 🎲. This AA 🎲 is neither a prompt or a move; instead, it represents an increase in the danger or stakes of a scene. This can be done adding a complication to a scene, such as:

- **adding a challenge** ("the Cyclops notices you" leads to adding the "Cyclops" social challenge),
- **transforming a challenge** ("the Cyclops loses patience" removes the "Cyclops" social challenge but starts the "Cyclops" combat challenge)

- **increasing the risk** (“The Cyclops realises you are the ones who stole from him” leads to the risk of that challenge increasing by +2),
- or other **Adversary Actions**  (p. 63) such as **Breaking Bonds** (p. 64) or stocking up the AA  in order to activate a **faction roll** (p. 65) during the faction phase.

See the Adversary Actions section (p. 63) for a more comprehensive explanation of how to use AA  and the actions available to the GM.

ALTERNATING GAME MASTERS

While most of this document is written with the perspective that there is one Game Master, a RES MYTHICA campaign may have multiple GMs. When in such a game, every GM has her own PC. When she is game-mastering, her character does not participate in action scenes. The PC does, however, gain experience through the Game Master’s actions.

THE FACTION PHASE

The GM should keep count of all days in the faction phase taken while she is GMing. Once it is time to pass the baton on to the next GM, she may take as many playbook moves as days in the faction

phase have been taken by the group while she was GMing, but she is limited to **healing, resting, preparing, working on long-term projects** and **making sacrifices**.

The GM is barred from investigating as they would be investigating factions that they themselves were running.

The GM also cannot participate in any playbook move that would cause continuity issues.

EXPERIENCE

While the GM’s PC cannot gain Fate Points as they are not participating in action scenes, the GM gains experience that she adds directly on the character sheet at the end of every session she GMed. These are gained as follows:

- **+1 for each different challenge type** (combat, social and environmental) containing 6+ segments completed by the players in action scenes.
- **+1 for each special condition inflicted** on a PC during the session. This does not include conditions that the players have resisted.
- **+1 for every faction phase** that was started during the session.
- **+1 for every “dying” or “going insane” clock** started during the session.

“NO MAN IS MORE UNHAPPY THAN HE WHO NEVER FACES ADVERSITY, FOR HE IS NOT PERMITTED TO PROVE HIMSELF.”

– LUCIUS ANNAEUS SENECA

GAME MASTER MOVES

- The GM activates moves at the end of a round by spending **Momentum Points** (MP ).
- If the GM lacks MP  or chooses not to act, the next round begins and PCs may make their actions.
- Once the move's effect is explained to players, the PC can automatically negate it by choosing to resist.
- When resisting a move, the PC gains a condition (injury or harm) that can be reduced with a saving roll.
- If a combat challenge card lacks unique moves, the standard default moves are used instead.

Adversary moves are action made on the GM's turn during action scenes. All GM moves have an MP  cost and can be activated at the end of the round, after the players have all acted.

The GM can make a maximum of one move per active challenge card and may make as little as she wants.

If the GM does not have enough MP  to make a move, has made all her moves or does not wish to make any more moves, the next round starts and the PCs may act.

MOVE EFFECTS

Moves all have an effect which is generally a special condition, but may also be any other sort of game effect. This condition must be explained to the player before they decide whether or not they want to resist it.

Some effects are not conditions but rather events happening or another effect on the narrative. These work and can be resisted in the same way as conditions.

RESISTING MOVE EFFECTS

PCs may always resist a move's effect if they so wish. Once the GM has activated the move by spending MP  and described the effect, the player may tell her that they do not wish their character to suffer that effect.

Making a save versus an effect automatically succeeds and that effect is negated immediately.

This means the GM cannot force an effect on the PCs or the narrative that the players don't want.

The player must then make a save versus the required condition at the level equal to the MP  spent by the GM (unless otherwise stated). The PC then gains a condition (mental harm or physical injury) at the level of the save (see Saving Rolls, p. 22).

DEFAULT ADVERSARY MOVES

Combat challenges can contain a list of moves, including their price in MP . If a combat card does not contain moves, the challenge uses the default moves found below instead.

COMBAT

- **knockout strike** to incapacitate the PC until the end of the scene

Cost: 3+ MP 

*Save vs: **physical** (#-2)*

*Effect: PC gains the **unconscious** condition*

- **intimidate** by imposing themselves physically, roaring, barring their teeth, etc.

Cost: 4 MP 

*Save vs: **anxious***

*Effect: PC gains the **frightened** condition,*

- **feint** in order to obfuscate their true attack, devastating attack against the PC

Cost: 4 MP 

*Save vs: **disoriented***

*Effect: PC gains the **vulnerable** condition*

- **disarm** a PC, making them lose the weapon, shield or item they are using

Cost: 5 MP

*Save vs: **exhausted***

*Effect: PC gains the **disarmed** condition*

For every move except knockout strike, the save level is equal to the MP cost of the move. The GM may spend as many MP for the knockout strike as she wishes and the save level is equal to the amount spent minus two.

ENVIRONMENT

Once the GM has accumulated enough MP, she may spend it to make moves that generally cause in addition to the usual prompts. The default environment moves are:

- **drain resource** such as forcing a PC to drop or lose an item

Cost: 1+ MP

*Save vs: **any***

Effect: PC loses an item of the quality equal to or above the MP cost for this action.

- **entangle**, in which the terrain catches or slows the PC by snagging at their clothes or flesh

Cost: 2 MP

*Save vs: **slowed***

*Effect: PC gains the **entangled** condition*

- **obscure** the PCs line of sight or other sense, stopping them from making the action they wanted

Cost: 2 MP

*Save vs: **disoriented***

*Effect: PC gains the **lost** condition*

- **exhaust** the PC by making it hard to move or act in a normal way

Cost: 5 MP

*Save vs: **exhausted***

*Effect: PC gains the **weary** condition*

- **demoralize** a PC though an unsurmountable feeling the environment gives makes the PC want to give up

Cost: 4 MP

*Save vs: **anxious***

*Effect: PC gains the **demoralized** condition.*

For every move, the save level is equal to the MP cost of the move. The GM may spend as many MP for the drain resource as she wishes and the save level is equal to the amount spent.

SOCIAL

Once the GM has accumulated enough MP, she may spend it to make moves that generally cause in addition to the usual prompts. The default social moves are:

- **blackmail** by exposing the PC's weakness, making them fear for a bond or an important objective they have,

Cost: 5+ MP

*Save vs: **mental***

Effect: PC must back off or the enemy gains 1 AA to remove an asset or bond.

- **humiliate** or otherwise slander to destabilise the PC by putting them to shame, ruining their social reputation, etc.,

Cost: 2 MP

*Save vs: **slowed***

*Effect: PC gains the **humiliated** condition*

- **intimidate** by imposing themselves physically, making their superior social status apparent, etc.

Cost: 4 MP

*Save vs: **anxious***

*Effect: PC gains the **intimidated** condition (scene)*

- **rapid-fire rhetoric** by overwhelming the PC with arguments and information, making them lose control of the situation they try to react to innumerable prompts

Cost: 2 MP

*Save vs: **slowed***

Effect: PC loses their next action

- **expose** the PC's true intentions or goals or a vulnerability they had,

Cost: 6 MP

*Save vs: **slowed***

*Effect: PC gains the **exposed** condition*

For every move, the save level is equal to the MP  cost of the move. The GM may spend as many MP  for the blackmail move as she wishes and the save level is equal to the amount spent.

EXTRA MOVES

Below are some extra moves that the GM can use for custom enemies and environments. These don't include every possible move, but are a good place to start to quickly create custom challenge cards.

COMBAT

- **flurry of blows** to overwhelm the target, making them lose ground as they try to dodge and block attacks,

Cost: 3 MP 

Save vs: angry

Effect: PC retreats (1 zone) as their next action or gains the "exposed" condition

- **maim** by stabbing or slashing the PC with a decisive blow, cutting them with a sharp weapon

Cost: 5 MP 

Save vs: numb

Effect: PC gains a lvl. 5 physical injury

ENVIRONMENT

- **disrupt senses** by such things as being blinded by the sun, disoriented by noise or having their proprioception reduced by an outside factor.

Cost: 3 MP 

Save vs: confused

Effect: PC gains one of the following conditions: blinded or deafened or dizzy

- **shifting terrain** such as moving ground, a platform breaking or a landslide which causes the PC to lose their balance or footing

Cost: 4 MP 

Save vs: numb

Effect: PC loses their next action

SOCIAL

- **gaslight** or otherwise misdirect the PC, exposing a weakness in the target's understanding of the world or situation, by lying or by confusing them,

Cost: 4 MP 

Save vs: angry

Effect: PC gains the "gaslit" condition (cannot argue) and marks all temporary mental harm conditions

- **disarm** by making them lose access to an argument or information they needed,

Cost: 5 MP 

Save vs: angry or numb

Effect: PC gains the "lost confidence" condition (-1 to all rolls (scene))

"THE FATES FIND A WAY."

– PUBLIUS VERGILIUS MARO, AKA **VIRGIL**

DEFAULT CONDITIONS

The following special conditions are available to use by the GM with the default GM moves present on the dashboard. Challenges that do not have their own, unique moves have the ability to apply these conditions, whereas unique challenges may incur their own special conditions not listed below.

Conditions cards can be distributed to the player as they are incurred by their character or written down on the “special condition” space in the character sheet.

The default conditions listed below, with the duration after which the condition is automatically cleared in parentheses:

- **Confused** (2 rounds): The PC gains +1 angry for each roll with *intellect*.
- **Demoralized** (scene): The PC’s grit, *charisma*, *strength*, and *pace* are reduced by -1.
- **Disarmed** (scene): The PC loses the weapon or item they were holding. Recovering it costs 1 action against the active challenge with the highest risk level.
- **Entangled** (3 rounds): The PC is immobilized for 1 round. The PC gains -2 to pace for the next two rounds. The condition may be cancelled at any point by a successful *strength* action roll.

- **Frightened** (scene): Any PC action other than fleeing costs 1 MP, and the GM gains 1 MP for any combat action performed by the PC.
- **Grappled** (scene): The PC cannot move and must succeed on a *strength* action to break free.
- **Humiliated** (2 rounds): The PC’s *charisma* is reduced by -2 (to a minimum of 0).
- **Intimidated** (4 rounds): The PC can no longer confront the challenge and cannot increase the risk.
- **Lost** (scene): The PC must spend 2 MP for each *insight* action or to find their way in the current environment. This effect clears if the environment challenge is beaten.
- **Manipulated** (scene): The PC cannot make *intellect* or *charisma* rolls and cannot lower the risk for *insight* rolls.
- **Unconscious** (scene): The PC is knocked out cold and is out of the scene. They may not act or speak or perform any action until they wake up. Waking the PC costs one *charisma* + *intellect*. action. If they are dying, the dying clock progresses by 1 segment per round.
- **Weary** (scene): The PC’s grit substitutes all higher physical characteristics. It (temporarily) decreases by -1 every 3 uses (to a minimum of 1)

***“THE GEM CANNOT BE POLISHED WITHOUT FRICTION,
NOR MAN PERFECTED WITHOUT TRIALS.”***

– CONFUCIUS

ADVERSARY ACTIONS

- An **Adversary Action** (AA ) occurs when a PC **fails**  an **action roll** (fails to gain progress), but not on a zero-success check or save.
- After the immediate **consequences** , are resolved, the GM makes an AA  instantly or gains an AA  point to be used later.
- AA  points never expire and can be stockpiled to be spent at any time
- AA  can introduce new challenge cards (such as enemy reinforcements or environmental hazards) to escalate the scene.
- AA  can downgrade a bond's strength or "cut off" a bond, preventing the PC from gaining new FP  until a recovery project is completed.
- In the faction phase, an AA  can trigger an extra roll for a rival faction to advance their antagonistic projects or clocks.

An **Adversary Action** (AA ) happens when a PC **fails**  an action roll, i.e. when a PC performs an action and fails to gain any progress in their action.

NB: Having zero **successes**  in a check or save does not trigger an adversary action.

When a player has made a failed action roll, the GM first adjudicates the **consequences**  of the roll (injury, harm, or momentum points) and then either immediately makes an AA  or adds an AA  point to her pool. It is up to the GM to decide which is more relevant or more interesting for the progression of the story.

AA  points can be spent to make an AA  at any point and are never cleared if unused. AA  can be stockpiled by the GM for use during the scene or kept for use at a later point in the story.

The GM can use her AA  to:

- **add a complication**, by adding an extra challenge card to the scene, increase the risk of the challenge, or (if during free play) starting an action scene,
- **break a bond** or take away something important from a PC,
- initiate a **hostile levy** clock in order to attack the PCs' base, or
- activate a **faction roll** during the faction phase that is antagonistic to the players' goals, such as

preparing an attack on the PCs' base or disabling a PC asset.

RESISTING AN ADVERSARY ACTION

If a player wants to resist an adversary action, they may, immediately after **failing**  the roll, have their PC gain a handicap.

ADDING COMPLICATIONS

Complications are extra challenges added to the action scene. The GM should add whichever complication they deem most logical and can range anywhere from enemy reinforcements to the difficult terrain appearing in front of the PCs.

Example: Cassie's character Catalina is trying to pick a lock in order to enter into a senator's villa. She **fails**  her lockpicking roll and the GM decides to immediately use her adversary action. She describes how Catalina has spent too much time fiddling with the lock and the senator's bodyguard appears. She adds the "Bodyguard" challenge card to the scene. Not only do the PCs have to contend with the "Senator's Villa" environment challenge card, they now have to also defeat the bodyguard before he raises the alarm!

Failure  always makes things worse, not slower. If a character's action **fails** , the PCs shouldn't be able to simply try again without consequences.

Typical complications have a clear mechanical effect. The GM can:

- **add a challenge** to a scene,
- **transform the challenge** of a scene, or
- **increase the risk** level of a challenge.

ADDING A CHALLENGE

This is the most basic AA , and in most scenes is both the easiest to use and the most clear.

This AA  introduces a brand-new obstacle or threat that the PCs' weren't aware of or that they somehow activated. It forces the PCs to multi-task or change their immediate priorities and complicates the whole scene.

Mechanically, this is representing by adding a new challenge card to the scene.

Example 1: A sudden flash flood turns the forest floor into a raging river. The GM adds the "Raging River" environmental challenge card.

Example 2: An inquisitive guard approaches the party, adding the "Guard" social challenge card.

New challenge cards should follow the difficulty scale described in Challenge Cards (p. 67). If she wishes to add a more difficult challenge, the GM can spend multiple AA  one a single new challenge.

TRANSFORMING A CHALLENGE

It sometimes makes sense for a failure to shift the nature of the current obstacle into a different one entirely. The original goal or method of engagement is replaced by a new one, usually because the situation has escalated or been fundamentally altered.

Mechanically, this AA  is spent by removing a challenge card from the scene and replacing it by a brand new one. This card may be of the same type, or a different one entirely.

The new challenge card starts at 0 progress, no matter how far along the progress clock the PCs were in the previous, now obsolete challenge.

Example 1: The Elder Druid was insulted by the proposal. Negotiations break down and the druids back off as the sacred warriors take arms! the "Druid council" social challenge is removed and

the "Sacred Warriors." combat challenge card is added.

INCREASING RISK OF A CHALLENGE

It sometimes makes no sense or is too complicated to add a new challenge. In such a case, the GM may opt to spend their AA  to simply increase the risk level of a challenge by +2.

Example 1: The chains holding back the Minotaur snap. Suddenly, the beast is free. It can now charge at the PCs and is much more dangerous than it was a few moments ago. The GM adds +2 risk to the "Minotaur" combat challenge

Example 2: The smuggler realises that the PCs are the ones who are being searched by the Emperor's spies. He starts wondering if he should maybe betray them instead of working for them. The PCs see him hesitating and the GM adds +2 risk to the "Recruit the smuggler" social challenge.

Example 3: As the heroes row closer to the shore, the waves intensify. The GM add +2 risk to the "Choppy sea" environmental challenge.

BREAKING BONDS

Instead of adding a challenge card, the GM may also spend an AA  to break a PC's bond. This may be done in a variety of ways, and can result in the mechanical effect of:

- **downgrading** the bond by one level (d12 to d10, d8 to d6, etc.), or
- **cutting off** the PC from gaining FP  entirely until the issue is resolved.

If a bond was at d6, the player may either have it reduced to d4 (making it completely ineffective until they upgrade it back to d6) or lose the bond entirely.

If the bond is cut off, this means the PC no longer has access to it. The PC can still spend FP  and convert them to Experience, but cannot gain new FP  until the bond is resolved. *This means the PC cannot gain experience beyond what they currently have as FP *

DOWNGRADING A BOND

Narratively, downgrading a bond can be represented in a variety of ways.

For the **patron deity** bond, this can represent the divinity's disapproval of the PC's actions or their faith in that god weakening. This can be done when the PC has acted in a way contrary to the divinity's domains or what the divinity likes in their followers. If the bond with the patron deity is downgraded below d6, the PC may chose another divinity as their patron, but that bond starts at d4.

For bonds that represent **people**, it can be the relationship itself getting weaker ("my closest friends" bond is reduced as the PC's relationship with the other characters is strained, etc.).

Values can generally be weakened if the character has lost their way, or not acted in accordance with their personal values, creating emotional dissonance as the PC questions their own actions.

For **objects**, it can be the loss physical damage to the object itself, or the reduced significance of that object to the character.

CUTTING OFF A BOND

Cutting off a bond represents the loss of access the character has with the bond in question. This does not result in the bond's bonus die to be reduce, but it immediately starts a project clock to retrieve the bond. Unless the bond is retrieved, the PC may no longer gain FP  as they otherwise would.

Being cut off by a **patron deity** can represent the deity forsaking the character, generally for doing something fundamentally contrary to their own goals or values.

Characters cut off from **people** generally represents the loss of a loved one ("my daughter" bond is cut off as the daughter is kidnapped) or the destruction of a relationship ("my husband" bond is cut off because the characters have grown too far apart).

When being cut off from their **values**, characters must contend with their own actions and do something to rediscover their own morality.

For **objects**, this can simply represent the loss or destruction of said object.

HOW TO BREAK BONDS

Breaking bonds should be done when it is logical to do so, either because it drives the story forward in an interesting way or because the PC's actions have had an obvious effect on their bonds.

Some groups may want to give the GM the power to break bonds according to her own understanding of the PCs' actions, but if the players are uncomfortable with that is is possible to have the players suggest it or to integrate it within a meta discussion between the GM and her players.

ACTIVATING FACTION ROLLS

When a faction is a rival of the PCs, or when it and the PCs are directly opposed to each other, the GM may use an Adversary Action to make an extra faction phase roll for that faction. This should be done when:

- the faction's completion of their current clock would be a significant failure for the PCs, or
- the faction is working on a **hostile levy** project that attacks the PCs' base.

Faction rolls are made during the faction phase on the faction turn, and can be either done to progress a faction clock a second time or to add extra progress to another faction clock.

HOSTILE LEVY

When the PC's rival or a faction that is currently working in opposition with the PCs is impeded by the PC faction, or when they may want to take the initiative, the GM may spend an AA  to attack the faction in some way. A hostile levy starts a faction clock. with at least double as many segments as the PC's playbook *defence* attribute (minimum 4 parts). When that clock is finished, the GM interrupts the faction phase with an attack on the base (action scene) which the PCs may attempt to push the enemies away as the rival faction attempts to steal, destroy or otherwise incapacitate a playbook asset.

BASE ATTACK

When the PC's base is attacked, the GM:

1. **Starts a clock** for the rival faction to achieve their goal (such as an 8-part clock to destroy infrastructure, 6-part to kidnap a recruit, etc.).
2. **Introduces one challenge** (generally combat, but may be something else) for the main enemy (individual or cohort) at the risk rating of 2+ the faction's *power* attribute
3. **Adds an optional extra challenge** by spending AA  up to the faction's power according to the Challenge Cards rules on page 67.

Once the GM has prepared the attack, the PCs:

1. **Create a defence clock** equal to their *defence* rating which the adversaries must complete before starting their goal clock.
2. **Make one preparation check** to defend against the attack at the risk rating of the highest adversary challenge. All  are added as positive MP  and all  as negative MP . This preparation check can be made by any PC, may use the *defence* attribute and as many bonus dice bonus granted by assets as the players can narratively justify.

The GM then sets up the action scene and describes how the attack starts.

***“NO ONE CAN ESCAPE THEIR FATE,
NOT EVEN A GOD.”***

– HERODOTUS OF HALICARNASSUS

CHALLENGE CARDS

- Add a new challenge when a scene starts or when appropriate by using an **Adversary Action** (AA )
- The challenge level of the scene should be narratively pertinent.
- Adding harder challenges cost more AA 

The GM creates challenge cards when an action scene start or when she spends **Adversary Action** points (AA )

Some pre-designed challenge cards will be found in the Campaign Kit you are using, but given the free-form player-driven nature of RES MYTHICA, the GM will have to create a few as a campaign progresses, sometimes even on the spot.

ADDING A NEW CHALLENGE

STARTING ACTION SCENES.

The GM generally creates one to two challenges at the start of an action scene (such as an environmental and social or environmental and combat challenge). The difficulty of the challenges may vary wildly, but that difficulty should be easily intuited by the players and follow from the fiction. If the players have no idea how hard a challenge their characters will face will be, it is generally good practice to give them a meta (i.e. out-of fiction) estimate. know the difficulty of the challenge scene coming up to it.

ADDING CHALLENGE CARDS

When a PC **fails** (), or when the GM things it's most interesting to add a new challenge to a scene, she may add a new challenge. The difficulty of the challenge should be proportional the the AA  spent and the GM should bank AA  if she plans to add a hard challenge in the future.

INCREASING CHALLENGE DIFFICULTY

Some challenges have a move to increase their risk level, but the GM may do so for any challenge (when narratively appropriate) by spending AA . For each AA  spent, the GM may increase the risk rating by up to +2.

CREATING WEAKNESSES

Weaknesses are a core part of the RES MYTHICA challenge scene experience as they mechanically involve roleplay into the player's strategic decision-making. Challenges have a vitally infinite amount of potential weaknesses, but below are a few standard ones useful for when the GM needs to improvise a challenge card on the go.

COMBAT

Combat weaknesses should be designed to reward players who thing of combat beyond repeating a standard attack and push for different goals than simply knocking the enemy out. The three most common ones are:

- **frighten**, for actions in which the main goal of the PC is to intimidate the enemy,
- **overpower**, for actions in which the PC is trying to impose themselves on the enemy such as pushing or grappling, and
- **disarm**, in which the PC is trying to unhand the enemy in order to render them powerless in the fight.

While these weaknesses can be added as-is, a more difficult challenge might require the GM to specify a more precise action, such as using "fear of mirrors" instead of simply "frighten".

ENVIRONMENTAL

Environmental challenges do not always have to have a weakness as they are often an obstacle to another goal, generally combat. Regardless, weaknesses can make them more interesting. To that effect, the GM can create weaknesses that are inherent to the environment either to allow for expolits and bonuses versus another concurrent challenge or to

help in traversal. These weaknesses are often found in the following four categories:

- **evasion**, for actions in which the main goal of the PC is to avoid a danger, hazard, obstacle, or unwanted attention without directly confronting it,
- **exploitation**, for actions in which the PC is trying to take advantage of the environment — such as using terrain, weather, structures, or discovered features to gain leverage or create an opportunity,
- **mitigation**, in which the PC is trying to reduce the impact of a hazard or complication, such as stabilizing unsafe ground, reinforcing shelter, preserving supplies, or limiting exposure to danger, and
- **overcoming**, in which the PC is attempting to directly surpass or neutralize an obstacle, such as crossing treacherous terrain, breaking through a barrier, enduring harsh conditions, or forcing passage forward.

These are useful as a basis for a specific action than being a weakness themselves. The GM should think of how the PCs can use the environment to their advantage and build on that.

SOCIAL

While social challenges should be as varied as possible, the GM can use the following four weaknesses as a base when creating them:

- **frighten**, for actions in which the main goal of the PC is to intimidate, pressure, or coerce the opposition into hesitation, silence, or compliance,
- **undermine**, for actions in which the PC is attempting to weaken the opponent's credibility, authority, alliances, or position — such as exposing contradictions, revealing secrets, or sowing doubt,
- **defuse**, in which the PC is trying to calm tensions, reduce hostility, prevent escalation, or stabilize a volatile situation before it worsens, and
- **outshine**, in which the PC seeks to surpass the opposition socially, such as winning over an audience, impressing a key figure, demonstrating

superior wit or status, or otherwise claiming the spotlight in the exchange.

Similarly to combat weaknesses, these can be used as-is but are better as a base for more specific and more interesting unique weaknesses that give life to the specific social challenge.

DIFFICULTY & AA COSTS

The following are general rules for challenges. The GM may change the risk by ± 1 by changing the clock length by 1 or 2 in the other direction.

TRIVIAL CHALLENGE

Clock length: 2 segments
Risk level: 1 risk
Cost to add: 1 AA ☒

EASY CHALLENGE

Clock length: 2 segments
Risk level: 2 risk
Cost to add: 1 AA ☒

REGULAR CHALLENGE

Clock length: 4 segments
Risk level: 3 risk
Cost to add: 2 AA ☒

HARD CHALLENGE

Clock length: 6 segments
Risk level: 4 risk
Cost to add: 3 AA ☒

VERY HARD CHALLENGE

Clock length: 8 segments
Risk level: 5 risk
Cost to add: 4 AA ☒

EXTREMELY HARD CHALLENGE

Clock length: 12 segments
Risk level: 7 risk
Cost to add: 5 AA ☒

TIPS & GUIDELINES

RES MYTHICA is built around the assumption that the GM will base the story around challenge cards and dice rolls, not the other way around. Is it important for both pacing and fairness to respect the mechanics and let the fiction derive from dice rolls.

That said, it can be initially difficult to evaluate the difficulty and scope of a challenge. The following and

things to keep in mind when creating and running challenges in order to make them fun and interesting and avoid player frustration.

KEEP CHALLENGE SCENES SHORT

Challenge Completion should be a reward, not an excuse to bring on a new challenge. Some scenes require multiple, succeeding challenges, but most do not. Unless they have failed and/or you have AA to spend, **let a scene in which all the challenges have been completed to end.** This doesn't mean PCs cannot decide to push forward, but completing all challenges should feel at least partially like a success and PCs should not be discouraged to regroup and take their well-earned faction phase actions if they so wish.

AVOID TOO MANY CHALLENGE CARDS

Minor challenges should not be their own challenge card. Instead, **keep the minor challenge as a narrative description within a major challenge.** If a challenge is fording a torrential river, a wave isn't an extra challenge, it's GM move (p. 59). If the challenge is exploring a dangerous cave complex, finding a hidden passage necessary for progression is a GM prompt (p. 57) and solution can be represented by one or more. The mechanical and narrative tools to narrate the results of roll and challenge progression are explained in Progressing the Scene on page 57.

LET PLAYERS DICTATE NARRATIVE DIRECTION

Challenges exist to test the players, not guide the story. Playing out a challenge determines *whether* the PCs succeed and at what cost, but the players should have significant control over how they approach them. Present obstacles and allow the players to determine their methods, priorities, and objectives within the scene. **Do not focus on the solution** to a problem. The less you have decided upstream the richer you will allow the game to find out. The GM should **play to find out** where the story goes, not to force something in particular to happen.

Avoid narrating challenges around an intended solution. If players propose a reasonable or interesting approach that fits the fiction, allow the game's mechanics and dice rolls to determine the outcome rather than redirecting them toward your preferred (or predetermined) path. Different groups will solve the same challenge through different means. Let this story be unique.

When interpreting dice rolls, use them to build on player choices rather than replace them. Success should advance the players' goals in a manner consistent with their approach and complications should emerge naturally from their actions.

***“THE GODS THROW OBSTACLES IN THE WAY OF THE
AMBITIOUS.”***

– GAIUS SALLUSTIUS CRISPUS, A.K.A. SALLUST

Q. & A.

“THOSE WHO LOVE WISDOM MUST BE INQUIRERS INTO VERY MANY THINGS INDEED.”

– HERACLITUS OF EPHEBUS

WHEN COMBAT STARTS, WHO HAS INITIATIVE?

Initiative in RES MYTHICA combat isn't about “who acts first”. R.E.S. is a totally asymmetrical system, therefore turn order doesn't represent anything; in every round, everyone is assumed to be acting at the same time.

The order of actions is always:

1. **soft prompt** in which the GM describes what the adversaries are doing, engages the PCs and prompts the players to act or react,
2. **action roll** in which the players describe their PC's actions and roll the dice, and finally when all PCs have acted,
3. **adversary moves**, in which the GM spends momentum to perform moves for the adversary NPCs or environments.

Instead, PCs may perform a setup action or check before combat starts. Momentum generated by these rolls represents who has and doesn't have the initiative when combat starts.

Example 1: The PCs lay a trap for unsuspecting enemies. They hide in the bushes around a narrow bend in the path. The GM has them roll to hide at the best of their abilities as an action scene setup and they collectively gain 6 successes and no consequences. The PCs start the scene with the ascendancy (6 momentum to 0 for the enemy). They have the initiative and the enemies will barely be able to act as they have no MP to spend to make moves! The PCs will probably be able to attack for two rounds before any enemy can even attempt a move!

Example 2: The PCs are camping in a dangerous forest at night. On the third watch, they are attacked by 3 enemies who each have a severe (3) risk. The PC who was on watch rolls a perception check with deadly risk (3×3=9) and rolls 2 success and 7 consequences. The enemies start with the ascendancy. He sounds the alarm and the other PCs scramble for their weapons, but the enemy has 7 MP to start with; these first few rounds are going to be brutal!

HOW DOES THE GM ROLL TO KNOW WHETHER AN NPC SUCCEEDED/FAILED THEIR ACTION?

She doesn't. In RES MYTHICA, NPCs and monsters do not roll actions. The GM plays them via two mechanics: Prompts and Adversary Moves.

GM PROMPTS

The GM simply narrates what the NPC or creature does. This doesn't have a direct mechanical effect, but forces the PCs to react and make a roll. The power and success chance of the NPC's action is represented by the risk level of the PC's action.

ADVERSARY MOVES

Adversary moves are the R.E.S. equivalent of enemy attacks. They use MP, the resource generate by the risk dice in a player's roll.

Adversary move success depends on the player's decision: do they resist that move and take harm/injury or do they accept the effect? This doesn't mean the GM's NPCs are powerless. The more moves the players resist, the harder it is for them to do so without risking the death or insanity of their characters.

I'M USED TO NARRATIVE GAMES LIKE PBTA & FITD; ARE THERE "SOFT MOVES" & "HARD MOVES"?

Yes and no. The **soft moves** you are used to are analogous to **GM prompts**. **Hard moves** are very similar to **adversary moves** and **adversary actions**. You could understand these as medium moves and hard moves.

WHAT DOES MOMENTUM REPRESENT? CAN WE PLAY WITHOUT IT?

Many roleplayers dislike narrative resources and prefer to play games without them or ignore them entirely. That is difficult to do in RES MYTHICA as momentum is at the core of the R.E.S. system. That said, understanding the meaning of this resource may help you enjoy it.

In some other games, hit points represent injuries, stamina, and who has the ascendancy in combat. Momentum does both more and less.

MECHANICALLY

Momentum is a resource that is used by PCs to activate abilities and NPCs to perform actions against the PCs.

NARRATIVELY

Momentum represents who has ascendancy in a scene. When the PCs have a lot of momentum and the enemies have none, The PCs are in control and they can push the enemy back. When the GM has a lot of momentum and the PCs do not, the enemy controls the scene and can probably push the PCs around. What exactly that ascendancy comes from depends on the scene type and moves available. In combat it can be who's on the offensive and who's on the back foot, whereas in a debate it can be who has the crowd on their side.

WHO MANAGES MOMENTUM IN-GAME?

If players do not know the system or would rather focus on their characters the GM can manage momentum, however the game is designed so as to give players control over the momentum they generate for themselves and for the GM. Therefore it is often easier, faster and more fun to have the players manage MP for both themselves and the GM.

While every group can find their own way you may attempt

RECOMMENDED MP MANAGEMENT FLOW:

- **Player spend:** The **player** who's PC is acting removes MP from the pool if they are activating an ability or using an auxiliary action, then rolls.
- **Player gain:** On a success, the **player** decides on eventual exploits, then adds MP for all the extra successes not spent on progression in the player pool.
- **GM gain:** The **player** then takes up as many consequences as they would like as item damage, injury or harm and adds the remaining consequences as MP in the GM pool.
- **GM spend:** When it's the **GM's** turn to act, she removes the MP from her pool herself as she's activating adversary moves.

IF THE GM DOESN'T ROLL DICE, DOES THAT MEAN SHE CAN DO WHATEVER SHE WANTS?

No, the GM isn't like a god in the fictional world as is also bound by rules. The GM uses resources like their MP and AA to place challenges in front of their players. This means she cannot simply decide to throw unfair challenges in front of the players or make it easier for them mid-fight because she feels pity.

While the GM has a lot of leeway as to when they spend their resources and how, the challenges the PCs face are ultimately all a result of the players' decisions and dice rolls.

IS RES MYTHICA MORE LIMITING TO GMS THAN TRADITIONAL RPGS?

Yes and no. RES MYTHICA is designed around the idea that game balance should not depend on the GM. Challenge can be influenced by the GM and she may sometimes decide to delay difficulty to when they can take it, but ultimately she isn't responsible for making it easy or hard for them. The intention is to free GMs to care about the story, characterising NPCs, etc. without worrying about how hard things are.

The game is also designed such that "losing" (death, insanity, being captured, etc.) is a shared decision between the GM, the dice, and the player) as the players can always make a decision on how GM moves affect their character. When a player decides to resist a GM move or accept a condition, they take partial responsibility for the narrative, which absolves the GM from that guilt feeling of being unfair. Yes, sometimes the dice can be cruel, but the players have tools to face those difficulties if they wish to use them.

ONE-PAGE RULE REFERENCE

Players roll a number of dice from two **attributes** (p. 14) when PCs perform uncertain **actions** (p. 19). Success depends on getting enough results that are 6 or higher. The GM sets **risk** level which decides how many risk dice are rolled (p. 16). Players may also add dice if they have a relevant **ability** (spend MP  **bond** (spend FP ) or **tool** (p. 17) or lose some if they have a **handicap** (p. 18). Players must spend MP  to use most abilities (p. 29).

All dice that fall on 6+ are **successes** , risk dice that fall on 0-5 are **consequences**  (p. 19).

If there are no , the action has **failed**  and the GM gains an **Adversary Action** (AA , p. 63).

If there is at least one , the action has succeeded. If there are more, each  can be spent to perform an exploit (p. 20) if an ability or item allows it or to gain Momentum (MP , p. 29)

For each , players can chose to gain 1 damage to an item/armour (p. 52), gain a injury/harm level (p. 25), or give the GM some MP  (p. 30).

At lvl. 1 harm/injuries are temporary and clear at the end of the scene. At lvl. 4 they may become permanent (p. 25).

The GM spends MP  to inflict conditions on the PCs. PCs can resist these conditions but must make a **save** (p. 22) against a injury/harm level in

exchange. For each , the condition is reduced by 1 level.

When taking an action together players may do a **group roll** (p. 50). The GM will set how many **successes**  they need in total.

They can also **set up** another PC's action, **assist** them, or make a **save** for another character at a small MP  cost (p. 50)

Progress can be measured by filling in a segmented circle called a **progress clock** (p. 27).

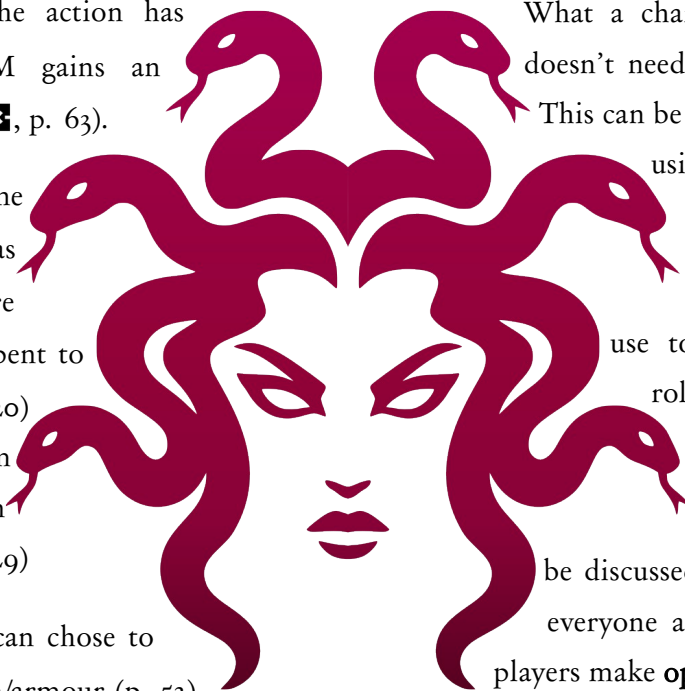
What a character currently has on them doesn't need to be established in advance. This can be done during play when needed using the **current load** (p. 52).

Players can gain **Fate Points** (FP , p. 47) which they can use to gain additional bonuses to rolls or to gain **Experience** to gain new abilities (p. 48).

P.v.P. is possible but should be discussed in advance and only done if everyone agrees to it (p. 31). If they do, players make **opposed rolls**.

When characters aren't adventuring, they can recover by making **playbook moves** (p. 36). They may **rest** or **heal**, work on a **long-term project** of theirs or **prepare** the next adventure during that time.

Preparation Points (PP , p. 37) gained in this way can be spent during the adventure scene to establish that the character was prepared for an eventuality.



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CHANGE LOG

V 0.3.1.2

- **Text:** Added default GM moves.
- **Text:** added playbook assets to give players the tools for long-term strategic gameplay and encourage interaction with the a long-term player-driven gameplay loop
- **Text:** added the “one-page rule summary at the end of the document
- **Graphics:** added icons for MP, FP, PP, AA, success, failure and consequences to increase legibility
- **Text:** Added introduction to serve as a disclaimer, to explain the game style and to make sure players are on board before committing.
- **Terminology:** rewrote and changed the “increased effects” rule to the “extra effects” rule for more narrative power and tactical tinkering.
- **Graphics:** added new “Gorgon” RES MYTHICA logo
- **Graphics:** Reworked title page.
- **Text:** Renamed “Fate Points” chapter to “Character Progression”
- **Text:** Moved “Handicaps” section to “Character Progression”
- **Text:** Added several gameplay examples
- **Layout:** Moved the “Material” section out of the “Player’s Quickstart Rules Summary” to optimise space
- **Text:** Added quotes from antiquity
- **Layout:** minor changes

V 0.3.1.3

- **Text:** Fixed various Thai-pose
- **Rules:** Added “Alternating Game Masters” section in the “Gamemaster’s Role” chapter
- **Rules:** Added the “Confronting Multiple Challenges” section in Action Scene Rules chapter
- **Graphics:** Updated the cover image to add the defiant hero.
- **Text:** Removed the Playbook Assets section entirely (moved to the Campaign Frame document).
- **Text:** Added the “Playbook Assets” rules explanation to the Downtime section
- **Text:** Added various concepts to the index
- **Graphic:** Removed AI-generated image placeholder in the “One-Page Rules Reference”
- **Text:** Made various sections more concise for clarity and/or layout.
- **Rules:** Added rules for ranged attacks in “Confronting Multiple Challenges” (How an Action Scene Works) and “Risk” (Building the Dice Pool).

V 0.3.1.4

- **Text:** Typos are the alpha and the omega.
- **Text:** Added an FAQ section at the end of the document
- **Metadata:** Updated the title to “Res Mythica Core Rulebook” and subtitle
- **Rules:** Added the “Hostile Levy” section in the Adversary Actions, including the procedure for the GM to initiate an attack on the PCs’ base
- **Text:** Edited Preparation in downtime rules to include commonly used attributes, and shortening text for clarity and layout
- **Terminology:** Renamed “downtime phase” and “adventure phase” to “faction phase” and “action phase”. This required renaming the “faction turn” to “GM turn” and “downtime actions” to “playbook moves”
- **Terminology:** Renamed “extra effects” (formerly “increased effect”) into “exploits”
- **Rules:** Added rules for miniature-based play in “Tactical Scenes”

V 0.3.2.1

- **Text:** Added “how much should the GM prepare” section in “The GM’s Role”
- **Rules:** Modified the Hostile Levy rules to make the defence rating more impactful and clarified the power level of additional challenges.
- **Layout:** Edited table of content styles for legibility
- **Text:** added a mention to advanced abilities in “Experience”
- **Text:** Changed the “Injury and Harm” heading to “Sacrifices” as the paragraph as mislabelled
- **Rules:** Changed the FP rules for players to gain extra experience at the end of the session (participation + special conditions)
- **Rules:** Added variable AA prices to add a new challenge card to a scene according to the difficulty of challenges and recommendations for challenge card difficulties
- **Rules:** Change the sacrifice rules to have the FP gained be a shared resource instead of an individual one
- **Text:** Added “Tips and Guidelines” to the Challenge Card Creation section

V 0.3.2.2

- **Text:** Typos and layout are a never-ending adventure
- **Text:** Added two questions in Q&A and edited some answers for completion and clarity
- **Text:** Added cross-references for challenge cards

V 0.3.3.1

- **Text:** Words, just like Schrödinger's cat, exist with and without typos until the document is exported to PDF
- **Text** and **layout:** Various minor changes for clarity.
- **Rules:** Removed master-strokes as a core rule. Will be added again as an ability mechanic with different parameters, probably in a Campaign Kit.
- **Text:** Added weakness-creation recommendations based on the old masterstroke targets
- **Rules:** estimate progress now costs 4 MP and the clock is revealed before the player decides on whether to spend successes on exploits
- **Rules:** Updated healing rules for simplicity. Updated lvl. 4 condition and permanent trauma rules as a result.
- **Text:** Updated the quickstart for clarity & to keep up with the updated rules
- **Text:** Added links to itch.io and Ko-fi