Mythic Variations Deck Instructions

# Fate Table

## Location:



It's as easy as it looks. Determine what the odds are using the verbiage on the probability headings, then draw a card. Green means 'yes' and Red means 'no'.

Next, draw one more card to determine if an exceptional 'yes', 'no', random event, or both occur.

|  |  |
| --- | --- |
| No exceptional 'yes', or 'no', and no random event. |  |
| If the probability heading is green, then an exceptional 'yes' occurs and vice versa. |  |
| A random event occurs. |  |
| If the probability heading is green, then an exceptional 'yes' occurs (and vice versa), and a random event also occurs. |  |

# Event Focus

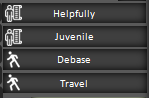
## Location:



Just draw a card, and an event focus will be provided for you in the indicated slot.

# Meaning Tables

## Location:

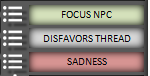


The meaning descriptors are shown above in the following order:

* Descriptor 1
* Descriptor 2
* Action 1
* Action 2

# Detail Check

## Location:



To perform a detail check simply draw a card, then consult the appropriate slot which is color coded to the current chaos factor (from top to bottom):

* the lightish yellow-green color is consulted for a chaos factor of '3'
* the white color is consulted for a chaos factor of '4-5'
* the red is consulted for a chaos factor of '6'

# Disposition

## Location:

|  |  |
| --- | --- |
| Passive |  |
| Moderate |  |
| Active |  |
| Aggressive |  |

Upon meeting an NPC, a disposition is determined. To do this simply draw the card and note the disposition color to determine the current disposition. Each activated descriptor for the NPC affects their disposition one way or another, the table below shows the number of activated descriptors needed in order for a disposition to change one way or another depending upon the affect the descriptor has upon the NPC's disposition.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 3 Activated Descriptors  ←−−−−−−−−−−−−−−−−→ |  | 2 Activated Descriptors  ←−−−−−−−−−−−−−−−−→ |  | 1 Activated Descriptors  ←−−−−−−−−−−−−−−−−→ |  |

# NPC Action Table 1

## Location:



Draw a card and consult the indicated slot to get a result from the NPC Action Table1. If the result causes a change in the NPC disposition (i.e. NPC Continues +2) then adjust the NPC disposition using the disposition traversal number line listed above. For example, if the NPC was at a disposition of Active, and an NPC continues +2 was drawn, then the NPC's disposition would then move to Aggressive. If it were Passive, it would not change, unless there were two other already active descriptors.

# NPC Action Table 2

## Location:



to determine the action of an NPC when consulting NPC Action Table 2, perform the following:

1. Draw a card
2. consult the text for the given NPC Disposition color. There is only one choice for Moderate, and Active dispositions. For a Passive disposition, select the bar adjacent to the green bar (moderate) the first blue bar to the left of the green one. For an aggressive disposition, select the bar adjacent to the yellow bar (active) the first bar to the right of the yellow one.
3. if an entry from the NPC Action Table 1 modifies NPC Action Table 2 (i.e. NPC Action +4), then move one bar to the right for every two points. For example, if the disposition was 'Passive" and 'NPC Action +4' was indicated on the card draw for the NPC Action Table 1 slot, then the final action result would be 'causes harm'.