

MYTHMAKER ADVENTURER MANUAL



by Brian Cool

What is Mythmaker?

An RPG in the grand old tradition, with dice, mystery, braggadocio, death, and the occasional shenanigan. It's made for taking myths and legends and recasting them in a new light. Simple, intuitive guidelines allow the ultimate immersive experience. It's about social engagement and connecting with others at the game table. It's about fantasy and escapism. It's about the spirit of heroism. But mostly it's for the fun of it.



What is the Mass-Adventure Game Engine?

It basically comes down to two things, roleplay and dice. Roleplaying provides direction—dice sometime bring chaos and sometime save the day. We use three different dice for the three most common rolls: the six-sided, the eight-sided, and the 10-sided. The d6 is for stat checks. A character's stats are intelligence, spirituality, survival, strength, health, and agility. The d8 is for skill checks. A character's skills range from trade skills to language. The d10 is for combat. In all cases a high roll wins.