

FREE
RPG
DAY

MYTHIC TM D&D



QUICK START

WHAT IS MYTHIC D6 AND WHAT DOES IT DO?

My philosophy about almost every roleplaying game is that they all boil down to superheroes packaged in different outfits and settings. They may not all shoot optic blast from their eyes like Cyclops, leap tall buildings like Superman, or strike fear into the hearts of criminals like the Batman, but they are all superheroic in one way or another.

In RPGs set in mythic fantasy lands like many D&D games, you are a Hero who can fight dragons, teleport through walls, and burn hordes of undead with fireballs or lightning strikes. Superheroes.

In Feng Shui, you mow through mooks without a second thought, shrugging off the sword and bullet attacks. Superheroes.

In the year 2020, characters in Night City can weave nano-fibers into their skin and graft muscle onto metal-laced skeletons to enhance strength and reflex time. Those same characters are then able to perform amazing and sometimes ridiculous feats like chasing down moving cars, or stopping them through hacking the drive system. Superheroes.

Doc Savage was a man of action with amazing intellectual and physical abilities (he even had a Fortress of Solitude before the Man of Steel). Conan was a mighty barbarian who broke a bull's neck with his bare hands at the age of 16. Both superheroes.

MYTHIC D6's design allows you to create characters emulating these Heroes. In the following pages, I hope you find everything you need for a game of superheroics, whether it's a 1920s gangbuster action series where men of mystery thwart crime syndicates, postmodern superheroes fighting supervillains on the moon, or fantasy warriors slaying dragons in the caves of Múspellsheimr!

WHAT DO I YOU NEED TO PLAY?

Beyond the book you're reading and a few friends, all you need are some pencils, paper, and ten six-sided dice. Everything else is provided by your imagination.

ROLLING DICE

The mechanics of the MYTHIC D6 are simple enough: The Game Master picks a difficulty number, and if your roll of the dice is equal to or higher than that number, your hero succeeds. Here's how that works: Your hero has a value for each of their attributes (such as Reflexes, Knowledge, and Perception) and skills (such as Fighting, Scholar, and Sneak) that represents a number of six-sided dice. You roll that many dice to see how well you do when you want to perform an action with that attribute or skill. You use standard six-sided dice (like those that come in most board games). You'll need several dice of any color, which are the regular dice, and one die of a different color, which is the Wild Die.

To accomplish an action, you need to know how to read the dice. Here's how: On regular standard dice, each 1, 2 or 3 counts as a failure and each 4, 5, or 6 counts as a success. On the standard Wild Die, the 1 counts as a critical failure (which is worse than a failure); the 2 or 3 counts as a failure; a 4, or 5 counts as a success; and the 6 counts as a critical success (which is better than a success).

To use the dice to figure out how well you did at a task, roll a number of them equal to the sum of the number listed in the attribute and the skill. One of these must always be the Wild Die, while the rest are the regular dice.

Example: Bravo, the hero, wants to look for clues in an abandoned building. He would roll to investigate. To do so, he rolls his Perception, which are three dice, plus dice equal to his Investigation skill, which are two dice, for a total of 5 dice. Remember, of these 5 dice, one should be a different color to represent the Wild Die.

DICE ROLL RESULT

Dice Roll	Result
1, 2, 3	Failure
4, 5, 6	Success
Wild Die Roll	Result
1	Critical Failure
2, 3	Failure
4, 5	Success
6	Critical Success!

Example: If the investigation roll result was 2, 3, 4, and 5 on the Wild Die then Bravo would have 3 successes.

PIPS

Pips are a breakdown of dice into +1 or +2 modifiers (usually a bonus) to dice rolls. A +3 modifier always converts into a +1D.

A pip is always expressed as a plus (+) or minus (-) after a Die Code. A hero with a Physique of 4D+1 would roll 4 dice and add +1 to a single die to modify it towards a success.

Example: A player whose hero has a Physique attribute of 4D+1 rolls to lift a heavy boulder. The Degree of Difficulty is 3, and the hero rolls 3, 3, 4, and 5; two successes. The +1 Pip may change one of the 3s rolled into a 4, creating another success.

NOTE: The Pip cannot split among several dice and only affects the total of a single die.

WILD DICE

Pips can be used to affect the result of a Wild Die, but it can never make it 'Explode.'

WILD DIE

Whenever any player, including the Game Master, makes any roll, one of the dice must be different from the rest in size or color. This die is known as the Wild Die.

Key Terms

These definitions provide you with a general idea of what each term means; there are more thorough descriptions later in the book.

Ability Level (AL): The level of competence expressed in dice that the adversary can use during a skill check.

Action: A task that the character undertakes, or something that the character does, like give a speech or climb a wall.

Active Defense Value (ADV): A number the character gets when concentrating on getting out of the way of an attack.

Adventure: A division of an entire campaign. Adventures consist of several Scenes strung together making one complete story. An Adventure may take several game sessions to complete.

Aggravation Pool: A pool of dice used by the Game Master. The pool is generated by players donating Wild Die results of 1. The GM may use the dice as Hero Points.

Armor Value (AV): A die code representing the amount of protection a defensive covering provides. It helps determine the damage resistance total. This term is sometimes abbreviated AV.

Base Damage Value (BDV): The damage done by a successful attack.

Campaign: the total sum of several adventures with a loose storyline running throughout. The number of adventures needed to complete a Campaign is determined by the gaming group.

Combat Difficulty: A number representing how challenging it is to attack someone or something. It equals the active defense value or the passive defense value.

Complementary Skill: A skill whose results could benefit from the use of another skill.

Creation Points: Points used when designing a character to purchase die codes in game characteristics or features representing the character's abilities, experience, and background.

Critical Failure: A result, represented by a 1 on the Wild Die, indicates something bad has occurred.

Critical Success: A result, represented by a 6 on the Wild Die, means something good has happened. Generally, the player adds the 6 to the current total and rolls again, adding and rerolling as long as a 6 comes up on the die.

D (as in "1D"): An abbreviation for "six-sided dice." The

number in front of the “D” lets you know how many six-sided dice to roll.

Die Code, Score: The number of six-sided dice players roll: (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called Pips) of “+1” or “+2” that is added to the total result that came up on the dice. “Die code,” and “Score” are used interchangeably.

Degree of Difficulty (DoD): A number representing how challenging it is to perform an action.

Effect Value (EV): The numerical difference between the DoD and the total successes rolled.

Experience Points (XPs): points awarded to the players by the GM after the completion of an adventure. The points are used to improve player character abilities and skills.

Free Action: Any action that takes only a few seconds to perform or do, such as take a few steps or a quick glance around a room.

Game Master (GM): The person who acts as an organizer, officiant for questions regarding rules, arbitrator, and moderator. The GM weaves the co-operative stories of all the players together.

Hero: The in-game persona of the player. The term hero can also be used to mean the player in the game when describing rolls and other rules in the book.

Hero Points (HrP): A pool of points used by the Players and Game Master to modify dice rolls and damage totals.

Modifier (Mod): A number or die code that is added or subtracted from another number or die code to represent a change in the typical situation.

Opposed Difficulty, Opposed Roll: A difficulty that applies when one character resists another character’s action. In this case, both characters’ players roll die codes related to the activity and compare them.

Passive Defense Value (PDV): A number representing a character’s innate ability to get out of the way of danger. It usually equals 1 success.

Physique Damage Bonus (PD): The amount of Bonus damage a hero can do in a muscle powered attack. The amount is equal to one half the Hero’s Physique attribute.

Pip: A bonus to the total result that came up on the dice. A “+1” means one is added to the total, while “+2” means two is added.

CRITICAL SUCCESS



If the player rolls a 6 on a standard Wild Die, she rolls a critical success. She may add the success to her total and roll the Wild Die again. If she turns up a critical success (6) on that die, she continues to add them to her total and continues to roll. If on the second or subsequent tosses, she rolls a 4 or 5 (on a normal Wild Die), she adds another success but stops rolling. If on the second or subsequent tosses, she rolls a critical failure (1), she doesn’t add any successes and stops rolling.

Example: Bravo begins to make the climb up the cliff side and rolls to check if he succeeds. He needs to beat a DoD of 4 on 4 dice. He rolls a 2, 4, 5, and a 6 on the Wild Die. He rolls the Wild Die again and gets a 5. Bravo has gotten a total of 4 successes, just enough to beat the DoD.

CRITICAL FAILURES



If the player rolls a 1 on the Wild Die, she’s rolled a critical failure. The critical failure cancels out one success, and the player counts the remaining successes.

DETERMINING SUCCESS

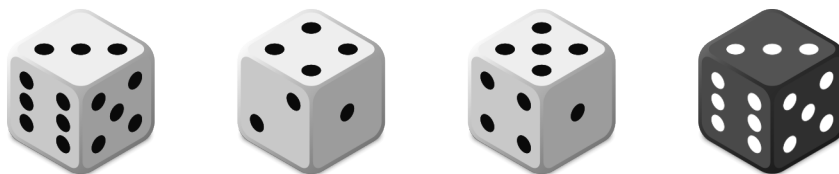
The Game Master will determine if this is enough successes to overcome the difficulty by using her own judgment and the chart below

Difficulty Level	Degree of Difficulty
Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Extremely Difficult	6
Heroic	7
Very Heroic	8
Super-Heroic	9
Legendary	10

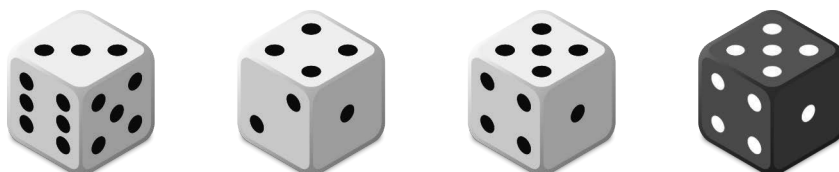
Example: If the Game Master decided that the that the difficulty for the investigation roll was “Easy,” Bravo would only need two successes.

DICE ROLLING EXAMPLES

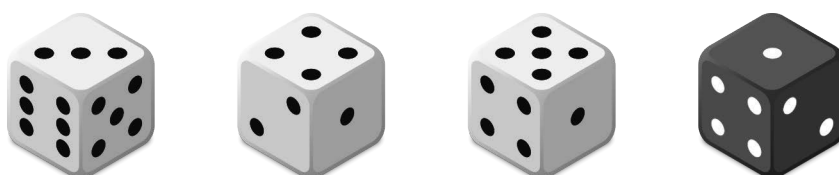
For example: Bravo, the hero, has 4D in Knowledge. If you were playing him, you would roll three regular dice and one Wild Die, count the number of successes, and compare that to the DoD



2 SUCCESSES TOTAL

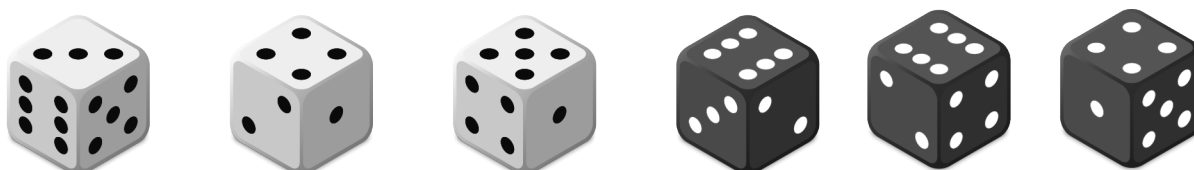


3 SUCCESSES TOTAL



1 SUCCESS TOTAL

Wild Die result of one subtracts from the total

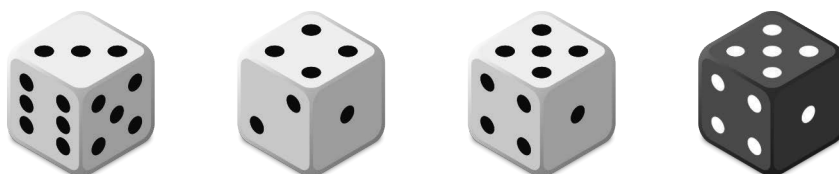


5 SUCCESSES TOTAL

Wild Die “Explodes” and as long as it rolls a six, reroll.

WITH PIPS

Example: Bravo has a Sneak skill of 4D+2. He is hiding from a group of bloodthirsty pirates in the rainforest of the Amazon. Bravo sits quietly in a tree as the buccaneers stalk past, and hopes that they do not see him.



4 SUCCESSES TOTAL

Three normal successes and the +2 may be added to the result of three to change it to a five. Pips can never change a Wild die into a critical success.

Power Level (PL): The agreed upon level of play and number points used when playing the game.

Range (in combat): The distance from the attacker to the target.

Renown (REN): The gauge of a hero's fame and social standing in the world. The higher the Renown, the better.

Round: A unit of time equal to six seconds in the game world. Figuring out what happens in a round can take longer.

Scale: A game mechanic representing how opponents of vastly different sizes can affect each other differently in combat.

Scene: a portion of an adventure taking place in a single location without a break in time. Multiple scenes make up an adventure.

Skill Level: The Attribute + the Skill's combined dice

Skill Rank: The skill dice without the attribute included.

Stress Points (SP): The amount of injury a character can sustain, listed as a number. The damage total is subtracted from the character's current Stress Point total.

Wild Die: A six-sided die, of a different color or size from other dice used, that represents the randomness of life, with the 1 and the 6 indicating a unique result (see Critical Failure and Critical Success).

MANNEQUINS FOR DUMMIES

By Kieran Turley

SUMMARY

An angry young man summons spirits from the Otherlands to possess store mannequins and sends them to destroy his local school. The local county fair happens to be running on school property tonight and the heroes get caught right in the middle of the chaos. The spirits don't quite understand the difference between the fair and the school, so they attack both. The heroes must stop the attack, then trace the dummies back to an abandoned mall and face off against the demonic book that has the young sorcerer in its thrall.

THE HEROES

The PCs are members of a group called "the Institute" who use their superpowers to hunt monsters. They are taking a break and enjoying a local county fair after killing a river monster in a nearby town.

THE YOUNG SORCERER

Barnaby Muggins is the type of shy, young man that High School was meant to chew up and spit out. Barnaby (nobody calls him Barney) has spent two miserable years in Humphry High School in the small town of Bandersnatch, Illinois, and can't face another day there. Luckily for Barnaby, he found a book of rituals in the local library and has the power to fulfil every teenager's dream and demolish his school. Despite all the pain he's feeling, Barnaby isn't a bad guy and doesn't truly want to hurt anyone, so he orders his minions to attack objects rather than people.

What Barnaby doesn't know is that his book—the Timor ex Libro—has its own malign intelligence and is slowly corrupting the young man.

TIMOR EX LIBRO

This evil book has travelled the world for centuries, corrupting young people with the promise of power, fame, and vengeance. It can teleport to any location with a lot of books, such as libraries and bookstores, but can only do this when ignored or forgotten for a week or more. The book lurks in these places, waiting for a young person with the right mindset, using subtle telepathy to attract them. While robust for a book, it can be destroyed by conventional means.

The rituals the Timor Ex Libro offers don't work without the book to power them; essentially the young sorcerer serves as a channel for the book's own power. In game terms, the book has powers with the miscellaneous limitation "requires a young person to perform a ritual". The book can transform into a monstrous battle form for a brief time, but this is incredibly draining and the Timor Ex Libro prefers to use this form as a last resort.

EVENTS

EVENT 1: ATTACK OF THE PLASTIC PEOPLE

The County Fair is the highlight of this small town's life and it is packed to capacity when the heroes arrive for a little R&R. For the most part, this is all good wholesome fun with the usual competitions, carnival rides, and other attractions. The Fair is held on lands adjacent to the local high school and has been combined with a fundraiser for much-needed repairs to the school roof.

Ask the heroes what they'd like to do, which games they'd like to play, and maybe give them a chance to help someone out such as catching a pickpocket, finding a lost child, or using their abilities prevent an accident.

Just as things seem to be going really well, screams cut through the air and the heroes hear the sound of screeching metal pushed past its limit. The attack of the plastic people has begun! The Mannequins don't attack anyone directly unless they are attacked first. They do, however, destroy every object in their path, something that is likely to cause incidental death. Run a few of the following scenes:

- A group of mannequins (one for each PC) surrounds the Ferris wheel and attempts to tear it down using axes and their bare hands. The fully occupied wheel is already listing to the side when the heroes arrive.
- Two security guards attempt to take down a group of mannequins and get out of their depth. The mannequins take this as an attack and try to kill the guards.
- Mannequins tear up stalls and throw the parts at the nearby school building, breaking windows and walls.
- A lone mannequin wields a hotdog cart as a weapon, smashing stalls and rides and incidentally spraying bystanders with boiling water/oil (2 points of damage per splash, avoided with a REF + Evade roll DoD1)



After calming things down, the heroes can discover Barnaby's lair either by simply tracking the mannequins' path (easy, since they tend to leave a trail of parts and clothing) or by looking at the mannequins and realizing that they come from various stores in the abandoned mall (an easy Investigation check if they note the brands of clothing and dangling price tags and ask a few locals).

EVENT 2: ASSAULT ON TWIN PINES

Barnaby has set up shop in the abandoned Twin Pines Mall just outside of town. The mall was massive but closed in the late 90s and now is a rather creepy place. The mannequins he uses to attack the school come from the various stores there. Some of the mannequins still bear clothing or logos from the stores. Barnaby has made the mall his personal castle, scaring away the squatters and homeless people who used to stay there.

Barnaby has set up his "base" in a small game store

in the upper level aptly named "The Wizard's Den". A massive pile of junk food and games lie all around him, as do ritual circles and tools. The Timor Ex Liber sits on a nearby countertop. Numerous mannequins stalk the three-story mall and a giant, animatronic, fast-food mascot (Timmy the Cow) protects the ground floor.

What happens next depends on the heroes' actions. They can stealth past the mascot and most of the mannequins if they wish or fight a pitched battle.

Barnaby won't fight the heroes and cowers when they approach. If the heroes try to get close to Barnaby, the Timor Ex Liber takes on its battle form and fights to protect its "property". You can make this final battle a one-on-one fight or the book may call in additional mannequins or even Timmy the Cow if badly outmatched.

Destroying the book causes the animation magic to fail and everything to return to normal. The heroes then get to decide what they want to do with Barnaby and the shredded book.



DRAMATIS PERSONAE

ABILITY LEVEL (AL)

The level of competence expressed in dice that the adversary can use during a skill check. If a roll is needed, the GM may roll the allotted number of dice or use the number after the forward slash as the base number of success. The system is used instead of allocating dice to individual attributes and skills. Using the system, a GM can have a general idea of how powerful and competent an adversary is.

Example 1: A giant winged-ape (PL5) is attacking Bravo. The GM can roll 7 dice for the ape's attack or simply use the number after the forward slash (3) to hit.

Example 2: The ape is climbing a tree. Again, the GM may roll 7D to perform the action or the number after the slash to perform the feat.

BASIC DAMAGE VALUE (BDV)

An abstraction of the amount of damage the adversary does in an attack. The attack type can be expressed as a fist, claws, energy blast, etc.

Example: The winged ape (PL5) pummels Bravo with his powerful fist doing 10 points of damage.

PASSIVE DEFENSE VALUE (PDV)

The abstraction of the adversary's ability to dodge or otherwise not take damage. This can be represented by agility, a force field, luck, etc.

Example: Bravo is sick of the ape pummeling him and decides to push a boulder onto the savage beast. To hit the ape (PL5), Bravo needs to roll 2 successes.

STRESS POINTS (SP)

The amount of damage the adversary can take before it is no longer a threat to the Hero. Reducing the Stress Points to zero doesn't necessarily mean the opponent is dead, only that it is not an obstacle for the Hero.

Example: The boulder tumbles down the hill and hits the ape (PL5), doing 16 points of damage. The ape subtracts this from his Stress Points of 50, leaving 34.



HERO POINTS (HRP)

The number of Hero Points the Adversary has at its disposal. Just like a Hero, the adversary may use Hero Points anytime it sees fit.

Example: The winged ape (PL5) has 25 Hero Points and decided to use 2 to add 8 points of additional damage to his attack for a total of 18 points. Bravo is on the ropes and staggered.

Example: Bravo (PL3) manages to finally defeat the ape (PL5). The difference is 2, so add this to the modifier of +10 for a total of 12 Renown. If Bravo had help, he would have to split the Renown evenly among the others with any remainder going to the Hero with the least Renown.

RENOWN (REN) MODIFIER

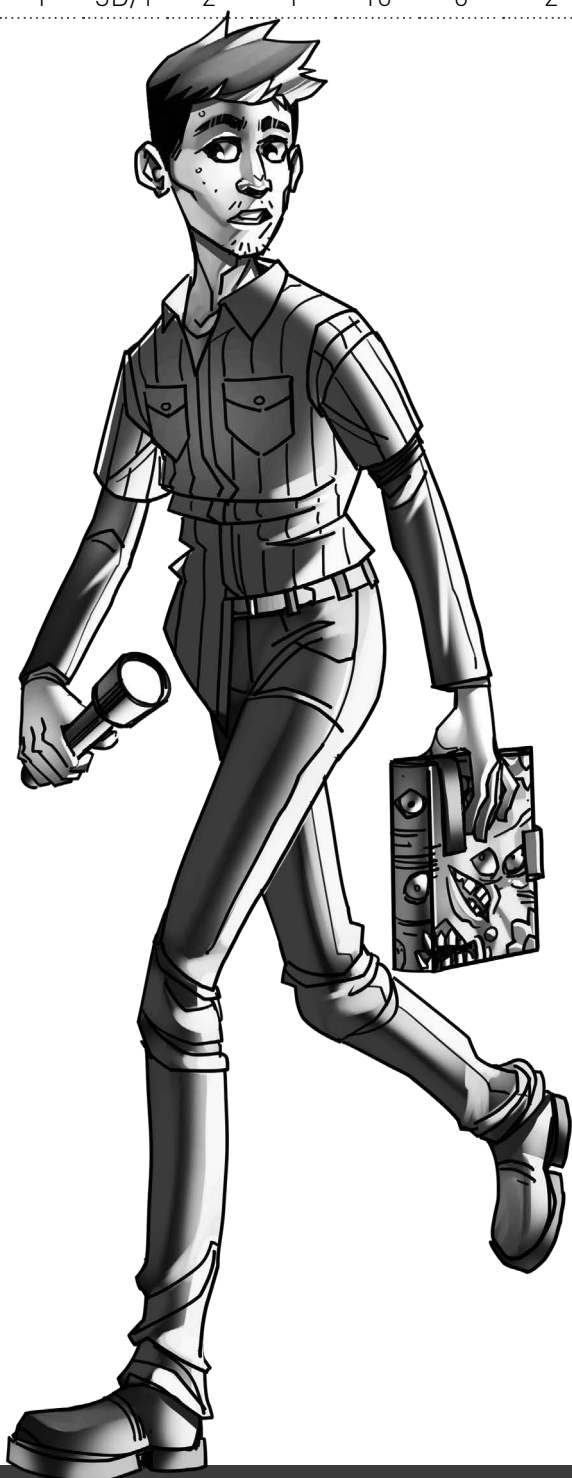
The amount of Renown the Hero receives for defeating the foe. The amount of Renown a Hero receives is equal to the difference between the Hero's current level and that of the adversary's, plus the modifier. If others helped defeat the foe, divide the award evenly among everyone involved, with the remainder going to the Hero with the least Renown.



BARNABY MUGGINS

A young man of sixteen years; he is shy and not completely aware of the consequences of his actions. The Timor Ex Libro plans to slowly corrupt the boy, giving him what he wants in exchange for increasingly horrific actions. He's an innocent, duped into acting like a master villain.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
1	3D/1	2	1	10	0	-2



TIMOR EX LIBRO (BATTLE FORM)

The book transforms into a parchment golem surrounded with purple flames. Destroying the golem results in it transforming back into a shredded book.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	8	2	40	20	+6

Natural Weaponry 3 (combined with standard BDV for 17pts damage total.)

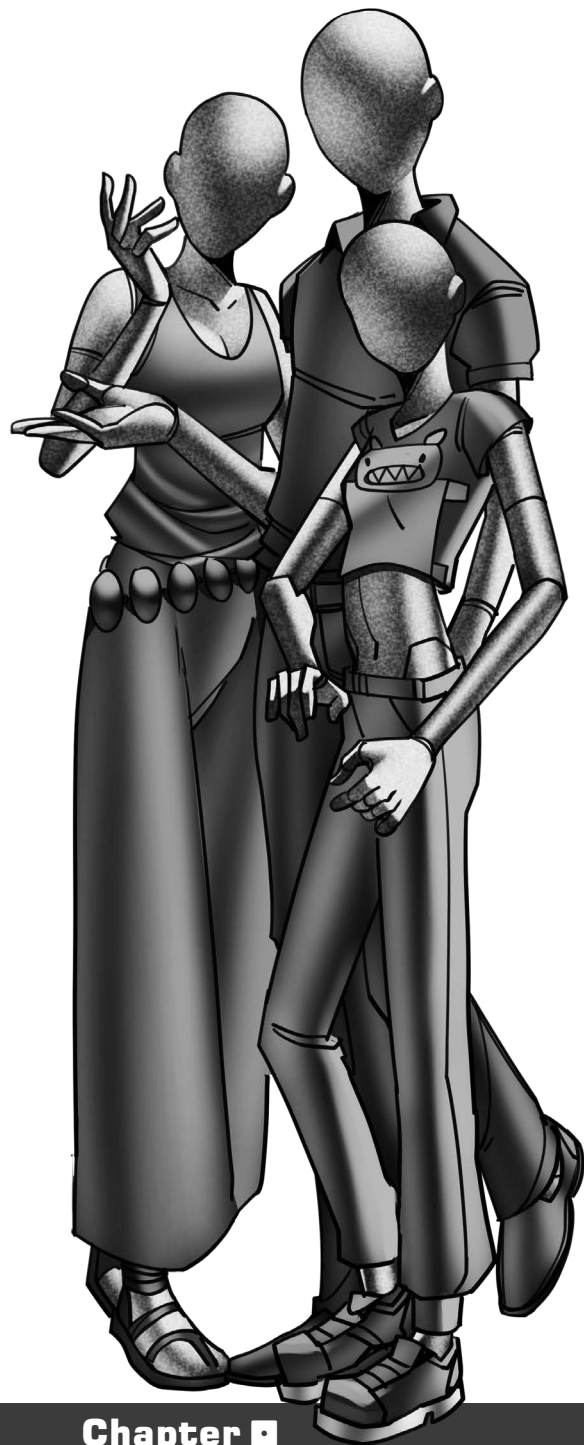


POSSESSED MANNEQUIN

Inhumanly strong, but not too bright, and while they are easy to damage, you have to do a lot of damage to take them out. The mannequin's eyes blaze with unholy green light.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
2	4D/2	4	2	20	0	0

May have improvised weapons doing BDV 2 for a total BDV of 6



POSSESSED MASCOT – TIMMY THE COW

A giant, animatronic mascot for a fast-food outlet. The Cow is bi-pedal, slow-moving, and continually speaks phrases like “Yum, yum, time to eat” and “Give me a big hug”. The creature’s coverings are damaged, exposing animatronics. Like the mannequins, its eyes glow a sickly green.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
3	5D/2	6	2	30	15	+4

Ranged Power Attack 2 (milk Squirt: 6 Points of damage), Natural Weaponry 2 (6 pts combined with BDV of 6 for a total of 12 pts).



PLAYER CHARACTER HEROES



ARMATURE

BRAVO

JOULE

MANAT

SOLOMON

BULLET BETTY

CARDINAL

ARMATURE

Archetype

Adventurer

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
3D	2D	3D	6D	3D	3D

Skills

Thievery 1D, Language 1D, Technical 1D, Intuition 2D, Investigation 2D, Athletics 2D, Movement 2D, Influence 3D, Willpower 1D, Evasion 3D, Fighting 3D (Stretch Punch specialization lvl1), Sneak 1D

Powers

Extra Limb 6 (arm & leg), Stretching 3 (cyber limbs, no shape change), Super Attribute 6 (PHY, only for lifting in cyber limbs), Swinging 3 (cyber limbs)

ADVANTAGES

FREQUENCY

PEOPLE'S HERO 1 2 3

1 2 3

1 2 3

DISADVANTAGES

DICE

REL: ENEMY (MISERY) 1 2 3

INT: NAIVE 1 2 3

EXT: MISSING LIMBS 1 2 3

SP	HP	REN	PD
33	6	10	6
BDV	PDV	WR	
8	1	3D	

BRAVO

Archetype

The Bravo (*Duh!*)

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
3D+1	2D	3D	7D	2D	4D+2

Skills

Athletics 2D, Evasion 3D, Fighting 3D, Influence 3D, Intuition 2D, Investigation 1D, Language 3D, Movement 2D, Ranged Fighting 2D, Resistance 2D, Sneak 3D, Thievery 2D, Willpower 1D

Powers

ADVANTAGES

FREQUENCY

WRESTLER OF BULLS 1 2 3

1 2 3

1 2 3

DISADVANTAGES

DICE

REL: ENEMY, MISERY 1 2 3

INT: HOT BLOODED 1 2 3

EXT: DEBT TO HASTUR 1 2 3

SP	HP	REN	PD
52	4	25	7
BDV	PDV	WR	
2	2	3D	

BULLET BETTY

Archetype

The Warrior

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
2D	2D	2D	3D	3D	3D

Skills

Thievery 1D, Athletics 2D, Movement 1D, Influence 3D, Willpower 1D, Evasion 1D, Fighting 3D (baseball bats and lead pipes specialization lvl1), Sneak 1D

Powers

Life Support 1, Natural Weaponry 5 (must hold an object*), Invulnerability 4, Resurrection 4 (focus**, only suable on self, Cost Hero Points-5)

*=Any object held by Betty becomes a lethal weapon.

**= must eat human brains within an hour of resuscitation.

ADVANTAGES

URBAN SAVVY..... **FREQUENCY** 1 2 3

DISADVANTAGES

REL: DISTRUST OF COPS..... **DICE** 1 2 3

INT: CRASS AS F#CK..... 1 2 3

EXT: SKEEVEY DEMEANOR..... 1 2 3

SP	HP	REN	PD
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34 6 5 1

BDV	PDV	WR
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2 1 3D

Weapons

Baseball Bat (BDV7, BDV 19 in her hands)

CARDINAL

Archetype

The Avenger

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
2D	3D	4D	3D	2D	4D

Skills

Athletics 1D, Evasion 2D, Fighting 3D, Influence 1D, Investigation 2D, Know – How 1D, Movement 1D, Sneak 2D, Technical 3D, Thievery 1D

Powers

Beast Control 5 (only birds), ESP 5 (perception only through the birds), Language Comprehension 5 (birds)

ADVANTAGES

..... **FREQUENCY** 1 2 3

..... 1 2 3

..... 1 2 3

DISADVANTAGES

REL: OFFICER VALENCIA (LOVER)..... **DICE** 1 2 3

INT: PARANOID..... 1 2 3

EXT: ALWAYS WEARS RED..... 1 2 3

SP	HP	REN	PD
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29 6 10 1

BDV	PDV	WR
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2 2 3D

Equipment

Wings [Tool/Gear, SP: 5, Flight 5, Cost: 8 pts]

Claws [Weapon, SP:5, BDV: 6, Armor Piercing Quality, Cost: 8]

JOULE

Archetype

The Icon

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
3D+2	2D	2D	2D	3D	3D+1

Skills

Ranged Fighting 3D, Language 1D, Technical 1D, Intuition 1D, Athletics 1D, Movement 1D, Influence 3D, Willpower 1D, Evasion 2D, Fighting 1D, Sneak 1D

Powers

Electricity Manipulation 5*, Flight 5*

*= Signature Effect: Powers causes a gold electrical crackle. With Electrical Manipulation, things affected, emit electrical sparks. When in flight, electricity streams behind Joule.

ADVANTAGES

FREQUENCY

LEGACY HERO	1 2 3
	1 2 3
	1 2 3

DISADVANTAGES

DICE

REL: BESTIE TABITHA	• • •
INT: I HEAR VOICES	• • •
EXT: DEVOUT FASHIONISTA	• • •

SP	HP	REN	PD
28	6	10	1
BDV	PDV	WR	
2	1	3D	

MANAT

Archetype

The Protector

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
4D+2	2D	3D+1	2D	2D	3D

Skills

Ranged Fighting 3D (Pistol specialization lv1), Thievery 1D, Language 1D, Intuition 2D, Investigation 2D, Athletics 3D, Movement 2D, Influence 1D, Willpower 1D, Evasion 3D (Evading ranged attacks specialization lv1) Fighting 1D, Sneak 1D

Powers

Luck 3, Force Field 4 (Force Shield, must have loaded gun and be able to shoot)

ADVANTAGES

FREQUENCY

GUN FU	1 2 3
	1 2 3
	1 2 3

DISADVANTAGES

DICE

REL: INSTITUTE WATCHERS	• • •
INT: CURIOSITY	• • •
EXT: NEVER SIT STILL	• • •

SP	HP	REN	PD
34	6	10	1
BDV	PDV	WR	
2	2	3D	

Weapons

Two custom built Glock 43 (med pistol. BDV 7, Qualities: Fast, Parry, Well-Balanced)

SOLOMON

Archetype

The Scholar

Power Level 3 (125pts)

Attributes

COO	KNO	PER	PHY	PRE	REF
2D	4D+1	3D	2D	3D+2	2D

Skills

Ranged Fighting 1D, Intuition 3D, Investigation 3D (Eldritch Horrors specialization lvl1), Scholar 3D, Know-How 2D, Willpower 3D, Evasion 3D, Fighting 1D, Sneak 1D

Powers

Cosmic Manipulation 4 (Extra Time -1 round-, Focus -staging area-, Incantations), Language Comprehension 3 (Extra Time -1 round-, Incantations), Summoning 5 (Extra Time -4 round-, Focus -staging area-, Incantations), Cosmic Awareness 5 (Extra Time -1 round-, Focus -ganja sensimilla-, Incantations)

ADVANTAGES

FREQUENCY

ARCANE LORE 1 2 3

COSMIC ACUMEN 1 2 3

DISADVANTAGES

DICE

REL: ENEMY DRAGANNA 1 2 3

INT: TOO COMPASSIONATE 1 2 3

EXT: THICK PATOIS 1 2 3

SP	HP	REN	PD
30	6	5	1

BDV	PDV	WR
2	1	3D

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