

MYTHREAL

Quick-Start Rules

A Master Gamer's guide to running your first session

Alpha Edition — April 2026

MythReal, Inc.

If You Read Only One Page, Read This

MythReal is a tactical, classless tabletop RPG. Players build flexible characters from 20 tech trees and spend 5 Action Points per turn to fight, move, and act in a mythic sci-fi multiverse. You — the Master Gamer (MG) — narrate the world, run the monsters, and arbitrate the rules.

A NOTE ON "MG"

MythReal calls the MG what other systems call the Game Master (GM) or Dungeon Master (DM). Same role, different name. We use "MG" throughout this document — partly because it fits the system's identity, partly because it reframes the role: you are not separate from the game, you are the player whose character is the world. If the term feels strange the first time you read it, that's fine. By the end of session one, it will read as natural.

THE THREE RULES

When a player tries something with a meaningful chance of failure, they roll 1d20, add their relevant skill or attribute modifier, and try to meet or beat a target number (DC). The MG sets the DC.

In combat, every player and monster gets 5 Action Points (AP) per turn. Movement costs 1 AP per 5 feet. Attacks cost 2 AP. Abilities cost 2–5 AP. Players may save up to 2 unused AP for next turn — no more.

When a creature reaches 0 HP, they are downed. They die if they fail three death saves or take damage equal to their max HP below zero.

How a Session Goes

1. Hand each player a pregen character sheet. Let them pick the one that excites them. Give them five minutes to read the abilities.
2. Describe the opening scene. Ask, "What do you do?"
3. When they try something with risk, call for a roll. Set a DC: easy 10, medium 15, hard 20.
4. When a fight starts, roll initiative (1d20 + INIT modifier). Highest goes first.
5. In combat, each turn: announce 5 AP, walk the player through movement → action → save AP if any. Track HP.
6. When in doubt, make a fast ruling and keep going. You can always revisit a rule between sessions.

MG PRINCIPLE

The most important thing the MG can do is keep the game moving. Players forgive almost any rule call; they don't forgive a 20-minute lookup.

Core Rules

Making a Roll

Whenever a character attempts something with meaningful risk — climbing a wall, picking a lock, persuading a guard, hitting a goblin — the player rolls 1d20 and adds the relevant modifier. If the result meets or beats the DC the MG sets, they succeed.

Difficulty	DC	When to use it
Easy	10	A trained character should usually succeed; only the inexperienced struggle.
Medium	15	A reasonable challenge; trained characters succeed more often than not.
Hard	20	Difficult even for experts; expect failure roughly half the time at low levels.
Very Hard	25	Heroic effort. Reserve for memorable moments.
Nearly Impossible	30	Reserved for legendary feats; usually only succeeds with help or luck.

MG TIP

If the outcome is obvious or trivial, don't ask for a roll. Roll only when failure would matter and success would matter.

Skills and Attributes

Each pregen character lists seven attributes (STR, COR, FRT, INT, FAI, SOC, WIT) and the skills derived from them. Skills already include the relevant attribute modifier and any proficiency bonus — players just add the listed number to their d20.

If a player attempts something not covered by a listed skill, ask which attribute fits best and have them roll d20 + that attribute's modifier.

Advantage and Disadvantage

Advantage: roll 2d20 and take the higher result. Award when the situation strongly favors the character — flanking, surprise, ideal tools.

Disadvantage: roll 2d20 and take the lower result. Apply when the situation actively works against them — poor visibility, restricted movement, exhaustion.

Advantage and disadvantage cancel each other out one-for-one. Multiple sources do not stack.

Combat: The 5 AP Turn

Every creature in combat — players and monsters — has 5 Action Points (AP) per turn. AP is the resource that drives every choice in MythReal combat.

Action	AP Cost
Move 5 feet (one square)	1 AP
Make a basic weapon attack	2 AP
Use an ability (varies by ability)	2–5 AP
Stand up from prone	2 AP
Pick up an object / draw a weapon	1 AP
Save AP for next turn (max 2)	0 AP (just don't spend)

AP BANKING

AP banking: at the end of a turn, a creature may carry over up to 2 unspent AP to its next turn. Anything beyond 2 is lost. So a player who saves 2 AP starts their next turn with 7 AP — but cannot save more than 2 AP at any time.

Initiative

When combat starts, every participant rolls 1d20 and adds their INIT modifier. Highest result acts first; play proceeds in descending order. Ties: players go before monsters.

Attacks, Defense, and Damage

Attack roll: 1d20 + attribute modifier (STR for melee, COR for finesse and ranged, INT or FAI for spells) + proficiency bonus if proficient. If the result meets or beats the target's Defense (DEF), the attack hits.

Damage: roll the listed damage dice and add the same attribute modifier.

Critical hit (natural 20): roll all damage dice twice, add modifiers once. **Critical miss (natural 1):** the attack misses; the MG may introduce a complication.

Cover: half cover (low wall, doorway) gives +2 DEF. Full cover blocks line of sight entirely.

Damage, Downed, and Dying

Taking damage: subtract damage from current HP. There is no damage reduction unless an ability says so.

Downed at 0 HP: the character is unconscious and cannot act. On each of their turns, they roll a death save: 1d20, success on 10+.

Death: a downed character dies if they fail three death saves total, or if they take damage equal to their max HP while at 0 (e.g., a Warrior with 20 max HP at 0 takes 20 damage = dead).

Stabilizing & healing: an adjacent ally may spend 2 AP and roll a Medicine check (DC 10) to stabilize a downed character (no more death saves; remains unconscious until healed). Any healing brings them back to consciousness with the rolled HP, prone (2 AP to stand).

A Turn of Combat (Worked Example)

This example walks through three turns of a small fight to show the AP economy in action. Read it once before running combat — it answers most questions players will ask.

THE SCENE

Setup: Aldric (a Warrior) and Mira (a Pyromancer) face a single Goblin Raider in a clearing. Aldric stands 10 feet from the goblin; Mira stands 20 feet behind Aldric.

Initiative: Aldric rolled 15, Mira rolled 12, the goblin rolled 10. Aldric goes first.

Stat block: Goblin Raider — DEF 12, HP 12, Speed 5 ft/AP, short sword (1d6+2 slashing).

Turn 1 — Aldric (5 AP)

- Move 10 ft toward the goblin: 2 AP. Now adjacent. (3 AP remaining.)
- Melee attack with longsword: 2 AP. Rolls 15 vs. DEF 12 — hits. Damage: $1d8+3 = 8$ slashing. Goblin at 4 HP. (1 AP remaining.)
- Saves 1 AP for next turn.

Turn 1 — Mira (5 AP)

- Moves 10 ft back to maintain casting distance: 2 AP. (3 AP remaining.)
- Casts Fire Bolt at the goblin: 2 AP. Rolls 14 vs. DEF 12 — hits. Damage: $2d6+INT(3) = 9$ fire. Goblin at -5 HP — downed but not dead (would need -12 to die outright). (1 AP remaining.)
- Saves 1 AP for next turn.

Turn 1 — Goblin

- Downed and unconscious. Cannot act. Rolls a death save at the start of its next turn.

IF IT HAD STAYED UP

If the goblin had stayed up: it would start its turn with 5 AP and could spend 2 AP to attack Aldric (rolls vs. Aldric's DEF 16). On a miss, it might Disengage (2 AP) and retreat 5 ft (1 AP) to take cover. Save 0 AP.

Turn 2 — Aldric (5 + 1 saved = 6 AP)

- Goblin is downed at his feet. Aldric finishes it: 2 AP for an attack on a downed target (auto-hit). Goblin dies. Combat ends.

WHAT TO TEACH PLAYERS

Notice what AP forces: every turn is a budget. Move costs trade against attacks, and big abilities (4–5 AP) cost a turn's mobility. A player who burns 5 AP on Flurry has nowhere to retreat to. This tension is the game.

ALDRIC STONEHAMMER

Warrior • Human • Level 1 | HP 18 • DEF 16 • Speed 5 ft / AP • INIT +1

A bodyguard turned wandering soldier. Aldric prefers a problem he can hit with a longsword and a shield to lean on when one isn't enough. He talks little and watches everything.

STR	COR	FRT	INT	FAI	SOC	WIT
16 (+3)	12 (+1)	15 (+2)	10 (+0)	9 (-1)	11 (+0)	13 (+1)

Skills: Athletics +5 (proficient) • Intimidation +4 (proficient) • Survival +3 (proficient) • Perception +1

Equipment: Longsword (1d8 slashing, STR-based); Round shield (+2 DEF, included above); Chain mail (DEF base 14, + STR mod); Belt pouch with 25 silver, flint and steel, dried rations (3 days).

ABILITIES

Ability	AP	Range	Effect
Slash	2	Melee	1d8+3 slashing. Standard sword strike. Your bread and butter.
Shield Bash	1	Melee	1d4+3 blunt. Target makes a COR save (DC 13) or is dazed (disadvantage on next attack).
Battle Cry	1	30 ft (allies)	All allies who hear you gain +1 to damage rolls for 4 turns. One-time per combat.
Charge	2	Up to 30 ft	Move up to 30 ft in a straight line and make a melee attack at the end (1d4+3 blunt). Target makes COR save or is knocked prone.

MIRA CINDERWIND

Pyromancer • Elf • Level 1 | HP 10 • DEF 13 • Speed 5 ft / AP • INIT +2

An elven scholar who decided libraries were boring. Mira reads three things at once and sets a fourth on fire for fun. Doesn't run from problems unless they're bigger than her fireballs.

STR	COR	FRT	INT	FAI	SOC	WIT
8 (-1)	14 (+2)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	14 (+2)

Skills: Essence +5 (proficient) • Encyclopedia +5 (proficient) • Insight +4 (proficient) • Perception +2

Equipment: Quarterstaff (1d6 blunt, STR-based — last resort); Robes (DEF base 11, + COR mod); Spell focus (carved opal pendant); Spellbook, ink and quill, 15 silver.

ABILITIES

Ability	AP	Range	Effect
Fire Bolt	2	60 ft	Ranged spell attack vs. DEF. On hit: 2d6+3 fire damage. Your reliable opener.
Burning Hands	3	Self, 15 ft cone	Each creature in the cone takes 3d6 fire damage. COR save (DC 13) for half. Ignites flammable objects.
Smokey Escape	1	Self	Move up to 15 ft with advantage on any opportunity attacks against you. Leaves a small smoke cloud behind. 2-turn cooldown.
Flame Shield	2	Self	Reaction. When attacked in melee, parry the attack; if the attacking weapon is wood, it ignites. 1-turn cooldown.

KARR-EL THORNSHOT

Ranger • Orc • Level 1 | HP 14 • DEF 14 • Speed 5 ft/AP • INIT +2

A detective by trade — yes, an orc detective — who tracks people for coin and monsters for free. Karr-El sees what others miss and shoots what others can't reach.

STR	COR	FRT	INT	FAI	SOC	WIT
13 (+1)	16 (+3)	14 (+2)	13 (+1)	9 (-1)	10 (+0)	15 (+2)

Skills: Inspect +5 (proficient) • Insight +5 (proficient) • Perception +4 (proficient) • Survival +4 (proficient)

Equipment: Longbow (1d8 piercing, COR-based, range 150 ft); Quiver of 30 arrows; Hunting knife (1d4 slashing); Leather armor (DEF base 12, + COR mod); Detective's notebook, magnifying glass, 20 silver.

ABILITIES

Ability	AP	Range	Effect
Trick Shot	2	150 ft	Ranged attack vs. DEF. 1d8+3 piercing. Ignores partial cover (no -2 penalty for half cover).
Targeted Attack	2	150 ft	Ranged attack vs. DEF. 1d8+3 piercing. On hit, target makes FRT save (DC 13) or is crippled (-5 ft speed) for 1 turn.
Reflexive Shot	2	Ranged	Reaction. Mark a 15 ft x 15 ft area. The first 3 enemies who move into it take a regular attack from you (1d8+3).
First Aid	2	Melee	Heal an adjacent ally for 1d4+2 HP. Requires medical kit (you have one).

VEX SHADOWFEN

Rogue • Human • Level 1 | HP 12 • DEF 15 • Speed 5 ft / AP • INIT +4

A criminal trying to be a slightly better criminal. Vex left their old crew over a disagreement about what counts as theft and now does freelance work — the kind that involves locked doors and second-story windows.

STR	COR	FRT	INT	FAI	SOC	WIT
11 (+0)	17 (+3)	12 (+1)	14 (+2)	8 (-1)	13 (+1)	15 (+2)

Skills: Stealth +5 (proficient) • Thievery +5 (proficient) • Deception +3 (proficient) • Perception +2

Equipment: Two daggers (1d4 piercing each, COR-based, dual-wielded); 5 throwing knives (1d4 piercing, range 30 ft); Leather armor (DEF base 12, + COR mod); Thieves' tools, hooded cloak, 30 silver, lockpicks.

ABILITIES

Ability	AP	Range	Effect
Twin Strike	2	Melee	Attack with both daggers vs. DEF. Each hit: 1d4+3 piercing. Sneak Attack adds +1d6 if you're flanking or hidden (one of the two hits).
Precision Throw	2	30 ft	Ranged attack with throwing knife. 1d4+3 piercing. Sneak Attack +1d6 if target is flanked or unaware.
Adrenaline Rush	0	Self	Gain 2 extra AP this turn (max 7 total). Lose 2 AP next turn (max 3). Use this when you need to act NOW.
Sucker Punch	1	Melee	Reaction. When an adjacent enemy is distracted, slug them. 1d4+3 blunt. COR save (DC 13) or dazed for 1 turn.

TESSARI BRIGHTWELL

Cleric • Elf • Level 1 | HP 12 • DEF 13 • Speed 5 ft / AP • INIT +1

A medic who took oaths to a god she has questions about. Tessari heals first, asks theology later — though she always asks. Her light keeps the party alive; her arguments keep them awake.

STR	COR	FRT	INT	FAI	SOC	WIT
10 (+0)	12 (+1)	13 (+1)	13 (+1)	17 (+3)	14 (+2)	13 (+1)

Skills: Religion +5 (proficient) • Medicine +4 (uses INT, proficient) • Speech +4 (proficient) • Insight +4 (proficient)

Equipment: Mace (1d6 blunt, STR-based); Light shield (+1 DEF, included above); Chain shirt (DEF base 12, + COR mod); Holy symbol (silver, sun-shaped), healing herbs, 20 silver.

ABILITIES

Ability	AP	Range	Effect
Minor Healing Light	2	30 ft	Heal a target for 1d4+3 HP. Works on a downed character (brings them up; they are prone). 2-turn cooldown.
Burning Light	2	30 ft	Ranged spell attack vs. DEF. 1d6+3 light damage. Extra effective vs. undead (double damage).
Encourage	1	30 ft (allies)	Target ally gains 2 AP this turn OR Encouraged status (+1 to all rolls) for 5 turns. 2-turn cooldown.
Dancing Lights	1	30 ft	Conjure shimmering lights. Enemies in the area (within 5 ft of the lights) make WIT save (DC 13) or are blinded for 3 turns.

DROGATH SUN-FIST

Brawler • Drake • Level 1 | HP 16 • DEF 15 • Speed 5 ft/AP • INIT +3

A drake who left the dragonkind territories to find what was on the other side of the mountains. Found mostly bandits. Punched through them. Still going.

STR	COR	FRT	INT	FAI	SOC	WIT
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	9 (-1)	15 (+2)

Skills: Athletics +5 (proficient) • Perception +4 (proficient) • Intimidation +1 (proficient — your face does the work) • Insight +3

Equipment: Hand wraps (unarmed: 1d6 blunt, STR-based); Light traveling clothes (DEF base 11, + COR mod, +1 unarmored); Drake claws (natural, 1d4 slashing as backup); Waterskin, climbing rope, 10 silver.

ABILITIES

Ability	AP	Range	Effect
Flurry of Fists	2	Melee	Make 2 unarmed attacks. Each: 1d6+3 blunt. Your reliable opener.
Roundhouse Kick	2	Melee	1d6+3 blunt x2 (= 2d6+6). Target makes COR save (DC 13) or is pushed back 5 ft and knocked prone.
Falcon Dive	2	20 ft	Move up to 30 ft (ignoring opportunity attacks) and deal 1d4+3 blunt damage to all creatures adjacent to your landing spot.
Spirit Weapon	2	Self, 3 turns	Conjure a spirit weapon. Your unarmed attacks deal +2 damage for 3 turns. 5-turn cooldown.

Master Gamer Quick Reference

This page is the one to keep open during play. Everything here is a thing players will ask about.

Setting DCs On the Fly

Difficulty	DC	Trained character succeeds...
Easy	10	~75% of the time
Medium	15	~50–60% of the time
Hard	20	~25–35% of the time
Very Hard	25	~10% of the time, only with luck or help
Nearly Impossible	30	Almost never; reserve for legendary feats

Encounter Difficulty (4-Player Party)

Tier	Total Enemy Levels	What to expect	Use when...
Easy	~½ party level	Light skirmish, minimal resource use.	Warming up; new players learning the AP economy.
Moderate	~Equal to party level	Standard fight; some abilities used.	Default for most combat encounters.
Hard	~1.5× party level	Coordinated tactics needed; downing risk.	Story-meaningful fights.
Deadly	~2× party level OR boss	Real death risk without strategy.	Rare; story-significant boss moments.

MG TIP

Terrain matters more than enemy count. Three goblins in a corridor are dangerous; six goblins in an open field are not. Ambush, cover, and chokepoints can shift an encounter one full tier.

Common Rulings (Use These)

Situation	Quick Ruling
Player tries something not covered by abilities	Ask which attribute fits, set a DC (10/15/20), have them roll d20 + that mod.
Two players want the same item	Both roll d20. Higher wins. Done.
Player asks a rule mid-combat	Make a fast call now. Tell them you'll check between sessions if they care.
Cinematic but unclear action	If it sounds awesome and won't break the game, say yes. Maybe ask for a roll.

Situation	Quick Ruling
Movement through allies / enemies	Through allies: 2 AP per 5 ft. Through enemies: only with successful Athletics or Stealth vs. enemy DEF.
Improvised weapons	1d4 + STR. Ignore proficiency.
Surprised creatures	Get 0 AP on the first turn of combat. Roll initiative normally for round 2.

Running Your First Session

Setup Checklist

- Print one pregen sheet per player + this Quick Reference for yourself.
- Have d20s for everyone, plus shared d4/d6/d8/d10.
- Pick a 2–4 hour adventure (Weekend at Burny's is the official starter, separate document).
- Have 3 simple monster blocks: goblin (DEF 12, HP 12, 1d6+2), wolf (DEF 13, HP 10, 1d6+3), bandit (DEF 13, HP 14, 1d8+2).

Six MG Habits That Carry a Session

- **Open with a scene, not exposition.** Drop players into a moment already happening. "You're in a rain-soaked alley. A man you don't know is dying at your feet, gripping your wrist. What do you do?"
- **Ask "what do you do?" often — and by name.** Players forget they have agency. Calling on quieter players directly keeps everyone in.
- **For every action, decide three things, then call the roll:** is failure interesting, what attribute applies, and what's the DC?
- **Narrate hits and misses with detail; narrate damage with numbers.** "Your sword catches the goblin under the ribs — 8 damage." Players track HP themselves.
- **Keep monster AP visible.** Say "the goblin moves 10 ft (2 AP) and attacks (2 AP)" out loud. This teaches the AP economy without lecturing.
- **End with a hook, not a resolution.** Players come back when they want to know what happens next.

If Things Go Wrong

Problem	What to do
Player is silent	Ask them by name: "What does your character do here?"
Combat is dragging	Skip ahead. "You finish the last two goblins in three hits."
Players stuck on a puzzle	An NPC arrives with info, or they spot a clue on a Perception check.

Problem	What to do
Rule you don't know	Make a fair call now, look it up later. Add or remove a monster mid-fight if balance is off.

What's Next

This Quick-Start covers the rules for one session. The full MythReal alpha rulebook covers character creation, all 20 tech trees with full ability lists, 26 backgrounds, leveling, the bestiary, and the lore of the Mythoverse.

To run the starter adventure

Weekend at Burny's is MythReal's official starter adventure — a 2–4 hour adventure built around these pregens and these rules. It introduces the Yanala setting and ends with a hook into the larger campaign.

Feedback

MythReal is in alpha. If you ran a session with this Quick-Start independently — without the creator at the table — that's exactly the playtest data we need. Reach out via the MythReal Discord with what worked, what broke, and what your players asked about. The next version will be better because of it.

*The rules are scaffolding. The real game lives in the stories you and your players tell at the table.
Thank you for running MythReal.*