



QUICK-START RULES

Everything you need to create a character and start playing

Where Myth Bleeds Into Reality

A classless tabletop RPG with 20 Tech Trees,
a unique Action Point combat system, and infinite character builds.

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Welcome to MythReal

MythReal is a tabletop roleplaying game where myth bleeds into reality. It's set in the Mythoverse—a multiverse where realities collide and overlap in ways that shouldn't be possible. Dragons soar through the skies of futuristic cities. Wizards and AI work together to crack ancient mysteries. Heroes come in every shape, size, and background imaginable.

Unlike traditional RPGs, MythReal doesn't use classes. Instead, you build your character using **20 Tech Trees**—from Martial Arts to Summoning to Blood Magic—mixing and matching however you like. Combat runs on an **Action Point (AP) system** where you get 5 AP per turn and spend them on movement, attacks, abilities, or bank them for next round. Every decision matters.

This Quick-Start guide has everything you need to create a character and understand the core rules. The full Alpha Rulebook contains the complete Tech Trees, all 26 backgrounds, the full ability list, equipment tables, and the world lore of Yanala.

What You Need to Play: This guide, a character sheet (available at mythreal.co), a set of polyhedral dice (d4, d6, d8, d10, d12, d20), a pencil, and 2–5 friends. One player serves as the Master Gamer (MG)—the narrator and referee—while the others play as Player Characters (PCs).

Creating a Character

Character creation in MythReal follows five steps. Because there are no classes, your character's identity emerges from the combination of ancestry, background, attributes, and tech tree investments you choose. Two characters who both invest in fire magic might play completely differently based on their other choices.

Step 1: Choose Your Ancestry

Your ancestry determines your species, starting HP, attribute bonuses, languages, and ancestry talents. The four ancestries available are:

	Human	Elf	Orc	Drake
Starting HP	8	6	10	10
Size	4.9–6.6 ft	4.9–6.6 ft	6–7.4 ft	6.5–7.5 ft
Attribute Bonuses	2 of Player's Choice	COR, INT, FAI	STR, FRT	STR, WIT
Attribute Flaw	—	FRT	—	—
Languages	Basic, Yanalian	Basic, Mythraic	Basic, Krandalian	Basic, Drakonic, Yanalian
Lifespan	Up to 95	Immortal	Up to 50	Up to 150

Humans are the most adaptable ancestry, with two free attribute boosts of your choice. They spearheaded the rebellion against the Dragonkind and are the most abundant of the Unter races on Yanala.

Elves are graceful and potentially immortal, originally from the utopian world of Soltanis. They excel in coordination, intelligence, and faith, but have a fortitude flaw.

Orcs are large and powerful, hailing from the war-torn planet Krandal. Their bonuses to strength and fortitude make them natural front-line fighters.

Drakes are humanoid descendants of dragons with bonuses to strength and wits. A proud race who once ruled Yanala as part of the Drakonic caste.

Step 2: Choose Your Background

Your background describes your character's life before becoming an adventurer. It provides an attribute bonus, two skill proficiencies, a starting talent, and sometimes an additional language. There are 26 backgrounds in the full rulebook; here are six to get you started:

Background	Attribute	Skill 1	Skill 2	Description
Acrobat	STR or COR	Athletics	Entertain	Trained in physical agility, defying gravity and danger
Criminal	COR or INT	Deception	Stealth	A life in the shadows, surviving by cunning
Detective	WIT or INT	Inspect	Insight	Chasing truths others can't see (+1 language)
Medic	FRT or WIT	Insight	Survival	Trained in the art of healing the wounded
Soldier	STR or FRT	Athletics	Intimidation	Forged in battle, disciplined and deadly
Scholar	INT or FAI	Encyclopedia	Essence	A devoted student of knowledge and the arcane

Step 3: Roll Attributes

Roll **4d6**, **drop the lowest die** seven times to generate your attribute scores. Assign each roll to one of the seven primary attributes. Then apply your ancestry and background bonuses. A score of 10 is human average; 18 is the normal maximum.

Score	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
Mod	-4	-3	-2	-1	0	+1	+2	+3	+4	+5

The Seven Primary Attributes

Coordination (COR) — Agility, balance, and reflexes. Important for ranged characters and finesse fighters. Used for Defense and Dodge.

Faith (FAI) — The ability to harness divine or inexplicable power. Faith-based casters have fewer spells but more depth and versatility within them.

Fortitude (FRT) — Health, stamina, and constitution. Important for all characters, especially melee fighters. Determines HP.

Intelligence (INT) — Learning and reasoning ability. Determines Memory (how many abilities you can know). Used for learned spellcasting.

Sociability (SOC) — Aura and communication ability. Influences the thoughts and actions of others.

Strength (STR) — Physical power. Determines melee damage, carrying capacity, and shield use.

Wits (WIT) — Awareness, common sense, and intuition. Affects perception and handling stressful situations.

Special Attributes

Defense (DEF) = $10 + ((STR \text{ or } COR) + WIT) / 2 + \text{Armor}$. **HP** is determined by ancestry, background, and tech investments. **Initiative** = $1d20 + \text{modifier}$ (determines turn order). **Memory** = ability slots determined by INT. **Speed** = squares per AP (base ~5 ft per AP). **Critical Hits** = natural 20 (doubles damage dice).

Step 4: Assign Tech Points & Abilities

At level 1, you receive **2 tech points** and **4 memory slots**. Assign your tech points to any of the 20 Tech Trees to unlock abilities, features, and talents. You can split points across trees or focus on one—it's entirely up to you.

Memory determines how many abilities you can have active at once. Each ability you learn takes up memory slots. Choose your starting 3 abilities from those unlocked by your tech tree investments, ancestry, and background.

***Example:** Karr-El is an Orc Detective who wants to be a sneaky rogue type. He puts 1 tech point in Sly and 1 in Dual Wielding. This gives him access to abilities like Twin Strike and Precision Throw, the Sneak Attack feature, and Dual Wielding Proficiency. He picks 3 abilities that fit his playstyle within his 4 memory slots.*

Step 5: Choose Starting Equipment

Characters start with **50 Notes** (the MythReal currency) worth of equipment. Some items come from your background; the rest you choose from the equipment tables in the full rulebook. Your tech tree investments may also determine what weapons and armor you can use effectively.

The Core Mechanic

When the outcome of an action is uncertain, you make a **check**: roll a d20 and add the relevant modifier. If the result meets or exceeds the target number (set by the MG), you succeed.

Skill Checks

Roll d20 + skill modifier (+ proficiency bonus if proficient). The 16 skills are: Animals, Athletics, Deception, Encyclopedia, Entertain, Essence, Insight, Inspect, Intimidation, Nature, Perception, Religion, Speech, Stealth, Survival, and Thievery.

Potential & Improbability

Sometimes you roll with **Potential** (roll 2d20, take the higher) or **Improbability** (roll 2d20, take the lower). These replace advantage/disadvantage from other systems.

Saving Throws

When you need to avoid or mitigate a harmful effect, the MG calls for a saving throw. The ability or situation dictates what type of save and what happens on success or failure.

Combat & Action Points

Combat in MythReal is tactical and dynamic, driven by the **Action Point (AP) system**. Every turn, you decide exactly how to spend your resources—there's no fixed "move, then attack" structure. How you divide your AP defines your strategy.

Starting Combat

When combat begins, every character rolls **Initiative** (1d20 + Initiative modifier) to determine turn order, from highest to lowest.

Your Turn: 5 Action Points

Each turn you receive **5 AP**. Spend them on any combination of actions:

Action	AP Cost	Details
Move	1 AP per 5 ft	Difficult terrain costs double
Basic Attack	2 AP	Melee or ranged weapon attack
Use an Ability	2–5 AP	Varies by ability (see your ability list)
Dash	All remaining AP	Convert all AP to movement at 1:1 ratio
Disengage	2 AP	Move without provoking reactions
Save AP	N/A	Bank up to 2 AP for your next turn

Key Rule — Saving AP: You can save up to 2 unspent AP and carry them into your next turn. This means you could start a turn with up to 7 AP, enabling devastating combos like multiple attacks plus a powerful ability. Managing when to save vs. when to spend is a core strategic decision.

Attacks & Damage

To attack, roll d20 + your attribute modifier (STR or COR for physical, INT or FAI for magical). If the result meets or exceeds the target's **Defense**, you hit. Roll damage as specified by your weapon or ability, adding the relevant attribute modifier. A **natural 20** is a critical hit—double all damage dice.

Defense & Cover

Your Defense score determines how hard you are to hit. Cover and concealment behind objects makes you harder to detect and damage. Position matters—line of sight and relative position affect what reactions enemies can take.

Death & Dying

When you reach 0 HP, you're knocked out and begin making **death saves** (d20; 10+ succeeds, 9 or below fails). Three failures and your character dies. If your HP drops to your maximum below zero in a single hit (e.g., a character with 10 max HP reaching -10), death is instant. Reviving can be done through spells or certain clerics. A revived character is prone and must spend 2 AP to stand.

Example Turn of Combat

Aldric (warrior, sword & shield) starts 10 feet from a Goblin Raider. He has 5 AP.

Action	AP Spent	AP Remaining	Result
Move 10 ft toward Goblin	2 AP	3 AP	Now in melee range
Sword attack	2 AP	1 AP	Rolls 15 vs. DEF 12 — Hit! 8 damage
Save remaining AP	—	1 AP banked	Starts next turn with 6 AP

Next turn, Aldric has 6 AP (5 base + 1 saved). He moves 5 ft (1 AP), attacks (2 AP, rolls 19—hit for 9 damage), then uses Shield Bash (3 AP) to knock the Goblin back and stun it. That's the AP system in action—flexible, tactical, and rewarding smart planning.

Tech Trees Overview

MythReal doesn't use classes. Instead, you invest tech points into **Tech Trees**—schools of training that unlock abilities, features, and talents. You can specialize deeply in one tree or spread points across many. The further you invest in a tree, the more powerful its abilities become.

Tree	Focus	Tree	Focus
Martial Arts	Unarmed combat, strikes, grapples, evasion	Water	Tides, ice, and healing currents
Warfare	Battlefield tactics and team coordination	Fire	Flames, infernos, and destruction
Sly	Stealth, thievery, deception, cunning	Earth	Stone barriers, earthquakes, fortification
Hunting	Tracking, trapping, marksmanship	Light	Healing, protection, and radiant energy
1h Weapons	Swords, axes, maces + shield techniques	Dark	Shadows, fear, and necromancy
2h Weapons	Heavy weapons, sweeping attacks, raw damage	Arcane	Raw magical energy and versatile spellcasting
Dual Wielding	Two-weapon fighting, rapid strikes	Summoning	Calling creatures from other planes
Ranged Weapons	Bows, crossbows, thrown weapons	Morphology	Shapeshifting and transformation
Magic Weapons	Enchanting and crafting magical arms	Blood	Life-force manipulation, vampiric power
Wind	Air manipulation and speed enhancement	Wild	Primal nature magic and beast affinity

Build Examples: A "battle mage" might invest in 1h Weapons and Fire. A "shadow assassin" could combine Sly and Dark. A "druid" type might mix Wild, Morphology, and Earth. A "paladin" could blend Warfare, Light, and 2h Weapons. The combinations are virtually limitless—there are no wrong answers, just different playstyles.

Level Progression (Levels 1–5)

Characters level up every 1,000 XP. Each level brings new tech points, talents, skill improvements, and ability slots:

Level	Tech Points	Key Gains
1	2	3 attribute pts, 4 memory, 3 abilities, ancestry + background bonuses
2	+1	1 Skill Talent, 1 Tech Talent
3	+1	Memory increase, 1 General Talent, Skill increase
4	+1	Skill Talent, Tech Talent
5	+1	2 Attribute improvements, Ancestry Talent, Memory increase

What's Next?

You now know enough to create a character and jump into a game of MythReal. The full Alpha Rulebook includes the complete details for all 20 Tech Trees with every ability and feature, all 26 backgrounds, the full equipment and

weapons tables, detailed world lore for the continent of Yanala, monster stat blocks, and rules for the Master Gamer.

Join the MythReal Community

Sign up at **mythreal.co** to get the full Alpha Rulebook, playtest invites, and a front-row seat to our upcoming Kickstarter launch.

Join us on Discord to find playtest groups, share character builds, and help shape the future of MythReal.

MythReal is currently in alpha. Rules and content are subject to change based on community feedback. Thank you for being part of the journey.