



# THE WHEEL OF FATE

## A tool for the *Mythic: Game Master Emulator*

The **Wheel of Fate** is a *volvelle* representation of the *Mythic Game Master Emulator's* "Fate Chart". A *volvelle* is also known as a wheel chart, "dial-o-matic", info chart, dial chart, calculator, and other names. While originally specific to astronomy (and becoming rather popular in the Middle Ages up through the twentieth century), *volvelle* seems to be the universal term for them now.

To use, simply turn the "dial" to indicate the current **Chaos Rank**, and then you may quickly reference the target **Probabilities** and their exceptional values for all eleven **Odds** exposed in the windows. It also serves as a reference for the other *Mythic* information you'll need: How to Use the Fate Chart, Summary of Resolving Random Events, Event tables, and more.

This particular *volvelle* was created mostly for fun, but we'll call it a *tool* in the hopes that you find it both fun *and* useful. You'll need at least **2 pieces of card stock**. White for the Wheel page will probably work best, but you could potentially use a different color for the Cover page, as long as the print remains legible. You'll also need some **scissors**, perhaps a **razor blade or X-acto knife** for the finer cuts, and an **adhesive roller or double-sided tape** (glue as a last resort). And don't forget to bring your *mad paper-cutting skills*.

## Instructions

1. Print out pages 2 and 3 of this document. Print to Actual Size and/or borderless printing, with NO scaling to fit, etc.
2. Cut out the **Wheel** and **Hub** as indicated.
  - a. Fold/curve 2 opposing "flaps" of the Hub "up" so that they can be inserted through the hole you've cut in the middle of the Wheel. It will be tight, but it should turn if you hold the thing firmly by the Hub.
3. Cut out the "gray bits" on the Cover. These expose the Wheel through the Cover (the Chaos window in the middle you can cut *after folding* in Step 4, for better symmetry).
4. Fold the Cover in half along the gray middle line.
5. Test-fit your Wheel and Hub contraption into the Cover. Hold it firmly by the Hub and ensure the Wheel moves as expected in the Cover by thumbing the edge of it through the Chaos window. You may need to make this hole slightly bigger to get the numbers to line up correctly in all the windows. It may also be helpful to mark this location of the Wheel's middle hole on the insides of the Cover.
6. Tack it all down with adhesive roller, double-sided tape, or glue:
  - a. Only adhere the *outside* of the Hub to both inside faces of the Cover (*ie.* don't adhere the Hub to the Wheel or it won't spin – be wary of glue soaking through).
  - b. Adhere the top, left, and bottom inside edges (*only* the edges – remember the Wheel needs to spin freely) of the Cover to itself.
7. Now you're ready to play (once it's dry, of course)!

# WHEEL

- State a question:** Form a yes/no question.
- Determine odds:** Estimate the odds of the question coming out "yes."
- Determine probability:** Cross reference the odds with the current Chaos score to get your percentage chance of a "yes" answer.

Cut out these gray bits.

Impossible  
No Way  
Very Unlikely  
Unlikely  
Somewhat Likely

Compliments of  
Wisps of Time  
<http://wispsoftime.com>

50  
50



Chaos  
Random Event if doubles within

Likely  
Very Likely  
Near Sure Thing  
A Sure Thing  
Has to Be

- Roll:** Roll 1D100. If you roll within the percentage range, the answer is yes. If you roll above, the answer is no. If you roll in the lower 1/5 of the range, then the answer is an exceptional yes. If you roll in the upper 1/5 of the failure range, then the answer is an exceptional no.
- Interpret the answer:** Draw the most logical conclusion from the results. If this is not possible, then ask another question to clarify, returning to step 1.

# HAZE

## Event Meaning: Action

- |                 |                   |                 |                  |                 |
|-----------------|-------------------|-----------------|------------------|-----------------|
| 1. Attainment   | 21. Release       | 41. Expose      | 61. Oppress      | 81. Excitement  |
| 2. Starting     | 22. Befriend      | 42. Haggle      | 62. Inspect      | 82. Activity    |
| 3. Neglect      | 23. Judge         | 43. Imprison    | 63. Ambush       | 83. Assist      |
| 4. Fight        | 24. Desert        | 44. Release     | 64. Spy          | 84. Care        |
| 5. Recruit      | 25. Dominate      | 45. Celebrate   | 65. Attach       | 85. Negligence  |
| 6. Triumph      | 26. Procrastinate | 46. Develop     | 66. Carry        | 86. Passion     |
| 7. Violate      | 27. Praise        | 47. Travel      | 67. Open         | 87. Work hard   |
| 8. Oppose       | 28. Separate      | 48. Block       | 68. Carelessness | 88. Control     |
| 9. Malice       | 29. Take          | 49. Harm        | 69. Ruin         | 89. Attract     |
| 10. Communicate | 30. Break         | 50. Debase      | 70. Extravagance | 90. Failure     |
| 11. Persecute   | 31. Heal          | 51. Overindulge | 71. Trick        | 91. Pursue      |
| 12. Increase    | 32. Delay         | 52. Adjourn     | 72. Arrive       | 92. Vengeance   |
| 13. Decrease    | 33. Stop          | 53. Adversity   | 73. Propose      | 93. Proceedings |
| 14. Abandon     | 34. Lie           | 54. Kill        | 74. Divide       | 94. Dispute     |
| 15. Gratify     | 35. Return        | 55. Disrupt     | 75. Refuse       | 95. Punish      |
| 16. Inquire     | 36. Immitate      | 56. Usurp       | 76. Mistrust     | 96. Guide       |
| 17. Antagonize  | 37. Struggle      | 57. Create      | 77. Deceive      | 97. Transform   |
| 18. Move        | 38. Inform        | 58. Betray      | 78. Cruelty      | 98. Overthrow   |
| 19. Waste       | 39. Bestow        | 59. Agree       | 79. Intolerance  | 99. Oppress     |
| 20. Truce       | 40. Postpone      | 60. Abuse       | 80. Trust        | 100. Change     |

### Summary of Resolving Random Events

- Determine event focus.
- Determine event meaning (the action and subject).
- Interpret the random event based on context, focus and meaning. Take the most logical conclusion.

### Event Focus Table

1-7	..... Remote event	53-55	..... Close a thread
8-28	..... NPC action	56-67	..... PC negative
29-35	..... Introduce a new NPC	68-75	..... PC positive
36-45	..... Move toward a thread	76-83	..... Ambiguous event
46-52	..... Move away from a thread	84-92	..... NPC negative
		93-100	..... NPC positive

**Start of Scene:** 1d10 within Chaos = **Odd:** Altered Scene, **Even:** Interrupt Scene

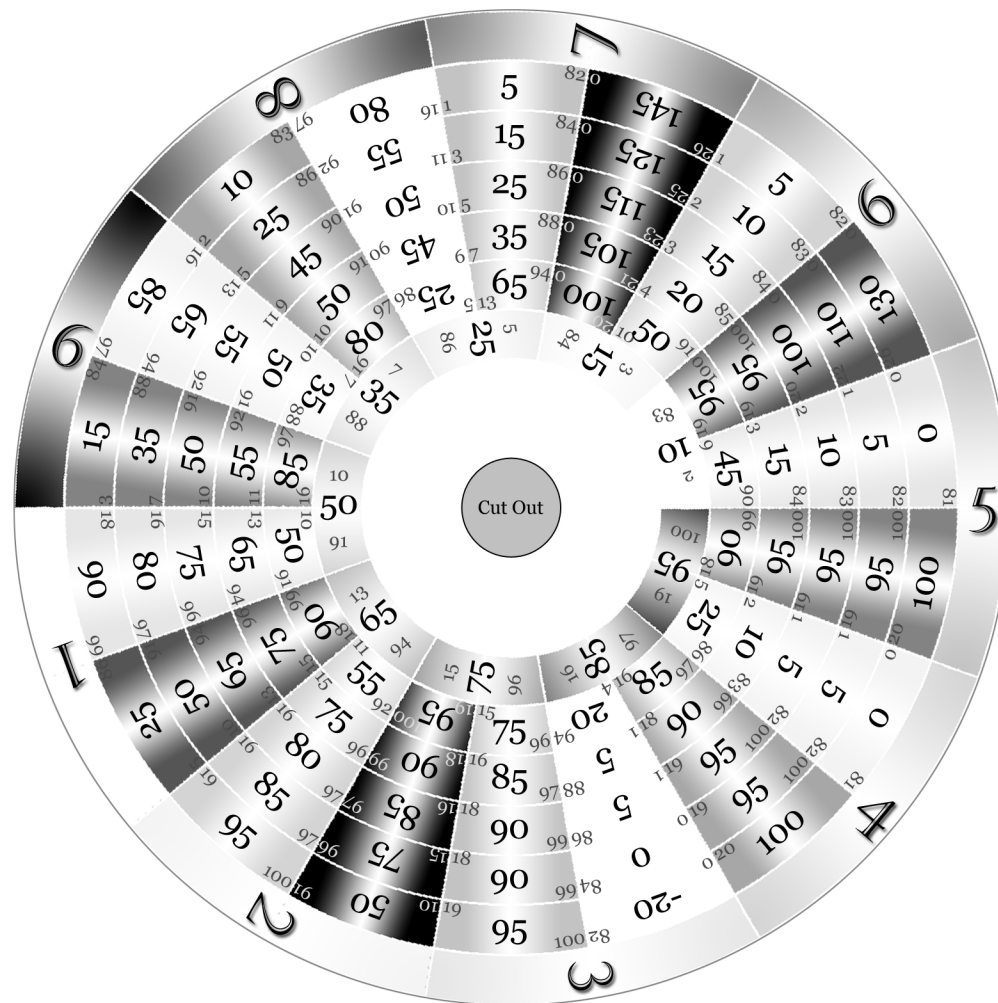
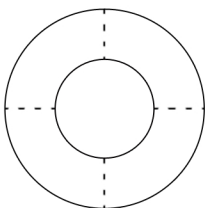
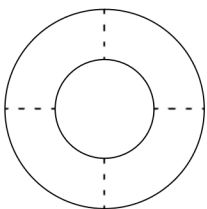
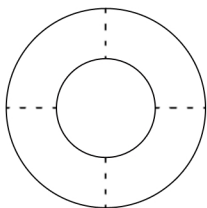
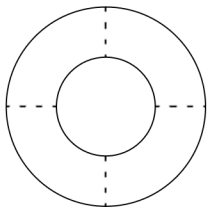
## Event Meaning: Subject

- |                      |                      |                 |                      |                  |
|----------------------|----------------------|-----------------|----------------------|------------------|
| 1. Goals             | 21. Messages         | 41. Advice      | 61. Death            | 81. Victory      |
| 2. Dreams            | 22. Energy           | 42. A plot      | 62. Disruption       | 82. Dispute      |
| 3. Environment       | 23. Balance          | 43. Competition | 63. Power            | 83. Riches       |
| 4. Outside           | 24. Tension          | 44. Prison      | 64. A burden         | 84. Status quo   |
| 5. Inside            | 25. Friendship       | 45. Illness     | 65. Intrigues        | 85. Technology   |
| 6. Reality           | 26. The physical     | 46. Food        | 66. Fears            | 86. Hope         |
| 7. Allies            | 27. A project        | 47. Attention   | 67. Ambush           | 87. Magic        |
| 8. Enemies           | 28. Pleasures        | 48. Success     | 68. Rumor            | 88. Illusions    |
| 9. Evil              | 29. Pain             | 49. Failure     | 69. Wounds           | 89. Portals      |
| 10. Good             | 30. Possessions      | 50. Travel      | 70. Extravagance     | 90. Danger       |
| 11. Emotions         | 31. Benefits         | 51. Jealousy    | 71. A representative | 91. Weapons      |
| 12. Opposition       | 32. Plans            | 52. Dispute     | 72. Adversities      | 92. Animals      |
| 13. War              | 33. Lies             | 53. Home        | 73. Opulence         | 93. Weather      |
| 14. Peace            | 34. Expectations     | 54. Investment  | 74. Liberty          | 94. Elements     |
| 15. The innocent     | 35. Legal matters    | 55. Suffering   | 75. Military         | 95. Nature       |
| 16. Love             | 36. Bureaucracy      | 56. Wishes      | 76. The mundane      | 96. The public   |
| 17. The spiritual    | 37. Business         | 57. Tactics     | 77. Trials           | 97. Leadership   |
| 18. The intellectual | 38. A path           | 58. Stalemate   | 78. Masses           | 98. Fame         |
| 19. New ideas        | 39. News             | 59. Randomness  | 79. Vehicle          | 99. Anger        |
| 20. Joy              | 40. Exterior factors | 60. Misfortune  | 80. Art              | 100. Information |

### The Hub

The Hub provides a means of rotating the wheel without the need for a brad or pin to pierce through the cover, though you can certainly go that route instead. I've provided several hubs so you have backups without using another piece of card stock.

1. Cut out the Hub.
2. Cut on the dashed lines



### The Volvelle Wheel

The Wheel is a circular representation of the Mythic Fate Chart. The outer numbers will align to the window with the arrow by the Chaos indicator on the cover, and the associated Probabilities will appear by their Odds in the other 3 windows.

1. Cut out the Wheel
  - > Optional: use decorative-edge scissors
2. Cut out the small gray center.
  - > Patience will pay off here.