



# 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, double-sided tape, or Aileen's Tacky Glue** (school glue will warp paper). And don't forget to bring your *mad paper-cutting skills*.

## Instructions

1. Print out pages 2 and 3 of this document on card stock. Print to Actual Size and/or borderless printing, with NO scaling to fit.
2. Cut out the **Wheel** and a **Hub** as indicated (spares are provided).
  - 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)!

# A FEEL

1: **State a question:** Form a yes/no question.

2: **Determine odds:** Estimate the odds of the question coming out "yes."

3: **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  
<https://wispsoftime.com>

50  
50



**Chaos** →  
\* Random Event if doubles within

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

4: **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.

5: **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.

# FACE

## 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. Antagonise	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

- 1) Determine event focus.
- 2) Determine event meaning (the action and subject).
- 3) 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

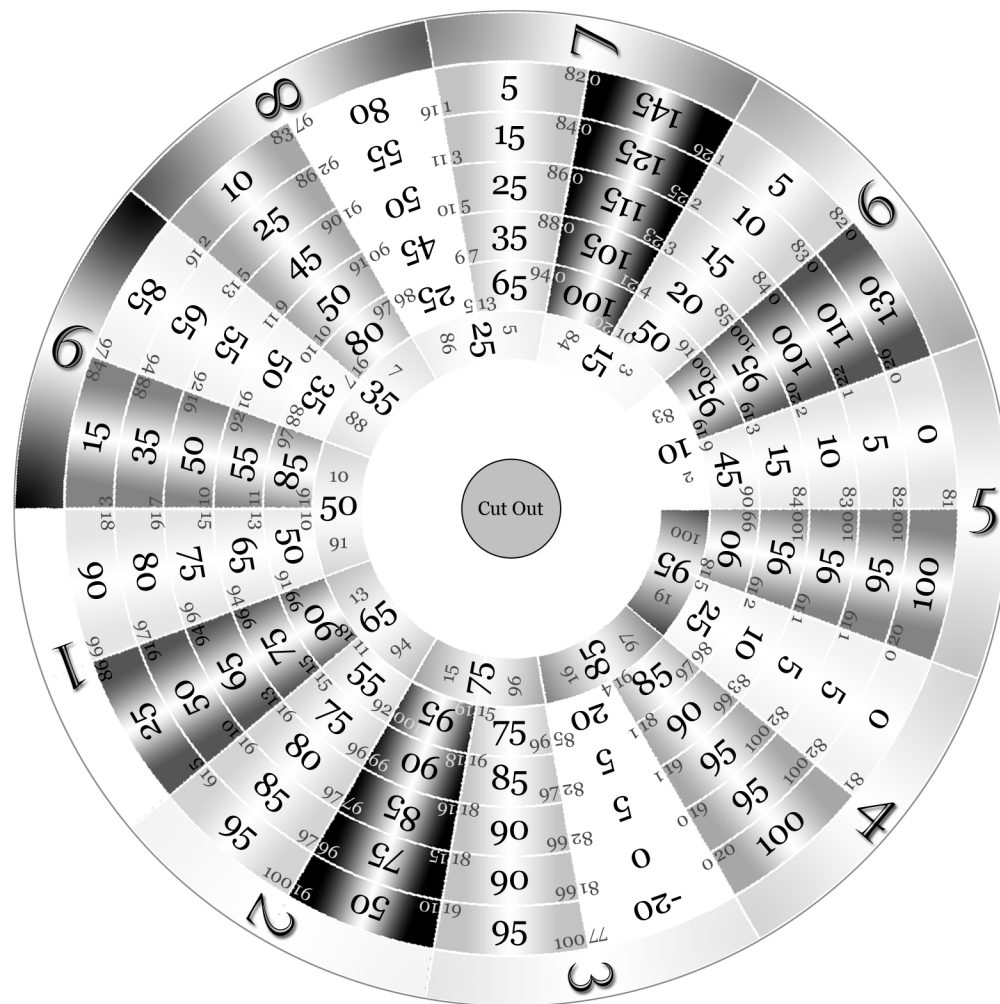
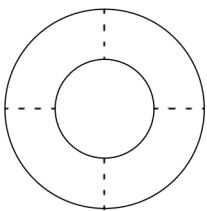
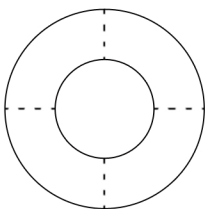
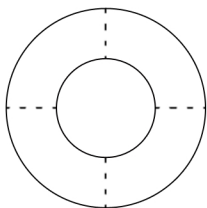
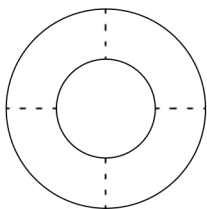
## Event Meaning: Subject

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.