Crafting Legends

Using TTRPGs to delve into your mythic self

Andros Starborn

What's in this talk

- About Andros

- Caveats

- What this talk is about

- A brief history of TTRPGs

- How components of TTRPGs can help us

- Roleplaying as your mythic self

About Andros

- Andros Starborn
  - aka Andros the Chill, Andros the Two-Dimensional Lord, etc
- Fae being who Awoke in 2009
- Been playing and running TTRPGs for over 25 years
  - Started with AD&D when I was 13
  - D&D, Call of Cthulhu, Star Wars, some WoD
  - Made my own D&D-based campaign setting (pre-Awakening)

Caveats

I am not presenting the One True Way.

Your identity is not a character.

A character is a made-up persona;
Your identity is innate to you.

TTRPGs are created by humans.

TTRPGs are created by humans.
(So let's not take them too seriously.)

Why are we here?

- We want to delve into our mythic selves

- Usually done through meditation, journey work, and magic

  – Hard to know where to start sometimes

- TTRPGs contain content that can help

  – Provides jumping-off points for primary work above

Brief history of TTRPGs

- Humans have been roleplaying since the dawn of civilization
- First modern TTRPGs were wargames (1810s – 1970s)
  - Kriegsspiel, Avalon Hill games (Diplomacy, etc)
  - Gygax and Arneson got their start in wargames
- Dungeons and Dragons released in 1974
  - Around the time Tolkien Fever was gripping the world
  - Kicked off the Fantasy TTRPG genre

Brief history of TTRPGs

- Fields start to diversify in the 1980s, mostly into sci-fi
  - Star Wars, Traveller, CoC, Paranoia, etc
  - Playing as fantasy creatures not well-explored outside of "monster manuals" and bestiaries
- White Wolf goes hard into mythical creature games in the 1990s
  - *Vampire, Werewolf, Changeling, Demon*
- 21st Century sees a lot more licensed properties being made into TTRPGs

Components of a TTRPG

- Ruleset
  - The rules of the game as played by players
  - How to handle skill checks, combat, etc
  - Basic stats of player characters
- Sourcebook
  - Campaign setting of the RPG
  - Cosmology, theology, geography, bestiary, and peoples of the story

Things to keep in mind

- As with any game system or story, these games make philosophical, ideological, and narrative assumptions about the world

  - "The Veil" in WoD games

- If worked within them too tightly, these can narrow your view of yourself and the world

- Again: **Your mythic self is not a character**

Basic character questions

- Usually found in the first chapters in an RPG handbook
- Generally goes over things like personality, background, "alignment", "concepts", etc
- Often overlooked, but can be very useful for exploring basic ideas about your mythic self
- Note that concepts are usually story archetypes that might pigeonhole you if relied on too much
    - **Your mythic self is not a character**

Ruleset

- How the game is played, and how character's abilities, skills, and such are measured

- Somewhat less useful, but some may be good for asking questions about your mythic self

  – One might look at a skill like Persuasion and say "How diplomatic is my mythic self?" "To what ends have I persuaded people in my past life?" etc.

- Rulesets are often made for game balance, not realism, and based on human assumptions

Sourcebook

- The world of the story the game is trying to tell
- Legends and cultural concepts in the game world are often adaptations and distortions of reality
  - Don't take them as authoritative (unless you're fictive, in which case go nuts)
  - Ex: "seelie" and "unseelie"
- Stories about mythical species and places in the game can be used as "vibe checks" for figuring out parts of your own legend

Roleplaying as your mythic self

- Important to separate your mythic self from the character

- Rolling up a character

- Exploring various aspects of your mythic self in other characters

Thank you!

Website: https://mythicspace.net/
Fediverse ("Mastodon"): @andros@7thmagic.net
Tumblr: androsthechill
Matrix: @andros:7thmagic.net
Discord: andros.starborn