## Mythos

Mythos is a new Skill representing a character's knowledge of and exposure to the horrible realities of Thing That Mankind Was Not Meant to Know. Unlike other skills, characters without the Mythos skill are not assumed to have any significant knowledge of the Unthinkable at all, and thus this skill cannot be defaulted to or used in any way until it has been raised to at least Average (+1). Further, no character may begin play with this skill, nor may it be intentionally advanced at Milestones. Mythos is only advanced through confrontations with the Unknowable or through the careful study of a few, specific books. See the Advancement section below for details.

- **Overcome:** You can use the Mythos skill when forced to face the Unimaginable. When presented with a non-Euclidean stairwell the seemingly goes on forever, or an unnatural fog that rises up to conceal the terrors of the night, you call upon your experience with the Mythos to see through the illusions of the mind and see what is really confronting you.
- **Create an Advantage:** You can use Mythos to draw upon your knowledge of the Impossible and to help deduce whatever vulnerabilities it may have. To do this you can create aspects on on yourself that indicate your ability to see past the horror of each aberration or to identify some weakness in the Unfathomable thing that you are confronting.
- Attack: Mythos is not usually used to Attack.
- **Defend:** Mythos is not usually used to Defend.

## Stunts

- **Don't look at it!:** With the expenditure of a Fate Point, use Mythos to Create an Advantage to help another character to see the Impossible without damaging their sanity.
- **Elder Sign:** Given time to inscribe the proper runes and sigils the character may use Mythos to make a Defend action to stop the supernatural agents of the Inconceivable from taking conflict actions against himself or a zone that he has protected. Inscribing such a sign is difficult however, and doing so properly costs a Fate point.
- **Descent into Madness:** The character has begun travelling a path that can only end in the cost of his mind and soul. With this Stunt the character may use his Mythos skill to cast any spells that he may have discovered in ancient, dusty tomes. This Stunt may be taken more than once. If taken additional times it can either decrease the costs to Mental Stress from spellcasting by one (to a maximum of 3) or at +2 to rolls to cast spells from a specific tome (this benefit does not stack, though it may be taken separately for different books). Not that the use of certain spells or careful study of certain tomes may require a character to take this Stunt, even if it taking it an additional time would gain the character no bonus or reduces his Refresh to 0 and removes him from play.

## Advancement

Mythos is not purchased at creation or advanced at Milestones like other skills. Instead, points in Mythos are gained by encounters with the Extraordinary which cause enough Mental Stress to result in a Moderate or greater Consequence or through the careful study of Things Man Was Not Meant to Know by reading forbidden books and other complex Mythos writings.

## Special:

The Mythos skill lowers your ability to cope with the stresses of daily life and separate reality from possibilities of the Unbelievable. As Mythos advances a character must subtract mental stress boxes. Average (+1) or Fair (+2) removes the character's highest Mental Stress box. Good (+3) or Great (+4) removes the two highest Mental Stress boxes. Given enough skill or practice however the character's mind learns to work around its deficiencies however. A skill of Superb (+5) and above gives him an additional Moderate Consequence slot along that can only be used to offset mental harm.