





AKI	A
Canticle of the M	lonomyth <sup>TM</sup>

	Cun
ociezu Name:	

World Diacement:

Scope:

Society Concept:

Location: Geographic Size: Population Size:

## Foundations of Society

Society Age Society Age Value: Society Age (yrs.): Founding Date:

Dhilosophical Orientation

Orientation/Posture:

Orientation Aspects:

Isolation Value Isolation Description:

Interaction Interaction Value: Interaction Description:

#### Technology & Innovation

Cechnologu Technology Value (avg.): Areas of Technological Emphasis:

Rate of Advancement: Rate of Assimilation: Available Technology: Innovation Scales Dominant Material Value: Power/Manufacturing Value:

Agriculture/Environment Value: Building/Architecture Value: Transport/Communication Value: Military Value: Miscellaneous Value:

## Subsistence & Mobility

Subsigrence Major Classification: Minor Classification: Subsistence Description: Societal Mobility Mobility Classification: Subclassification: Mobility Description:

## Politics & Kinship

Dolitical Infrastructure Infrastructure Class (Prim. or Adv.): Infrastructure Type: Power: Authority: Consent: Constitutional Support:

Legal Complexity:







#### Interests of Society

Conomic Chvironment

Economic Exchange System:

Exchange System Description:

Economy Type:

CDIGGARY INFRANCEURC
Primary Force Composition:
Primary Force Description:
Supplementary Forces:

Economic Foundation

Resource Value: Resource Description:

Exploitation Value:

Exploitation % (Exploit. Value x 5%): Exploitation Description:

Trade Value: Trade Description:

Нитапітіея

Religion

Religious Tolerance Value: Religious Prevalence Value: Religious Diversity Value:

Religion Description:

ARTS

Art Tolerance Value: Art Prevalence Value: Art Diversity Value: Arts Description: Scholastics

Scholastic Tolerance Value: Scholastic Prevalence Value: Scholastic Diversity Value: Scholastics Description:

Magic

Magic Tolerance Value: Magic Prevalence Value: Magic Diversity Value: Magic Description:

Hierarchy of Social Estates -

Status

Primary Status Foundation: Secondary Status Foundation: Other Status Foundations:

Custom of Status Value: Rigidity of Status Value: Dersonal Ercedom

Freedom Aspects (Vertical):

Freedom Aspects (Horizontal):

Status Dickarchy
Status Archetype

outdo i Hericiy p

Vocational Clusters/Sample Vocations

Status Range











Society Name:	World Placement:
	— Society Age —
	3 1
Society Age	Discorical Descripcion
Age Value:	Historic Periods/Phases:
Age (years):	
Founding Date:	
Calendar:	Founders:
Founding Description:	Founder's Origins:
Cime line of Evenes	
Historical Notes/Event Inventory:	
Ph	ılosophical Окіентатіон —
	alosophical Orientation — Other/Historical Notes:
	•
Ohilosophical Orientation Orientation/Posture:	
Ohitosophical Orienzazion	
Ohilosophical Orientation Orientation/Posture:	
Ohilosophical Orientation Orientation/Posture:	

Orientation Followers (% of population):

Divergent Philosophies / Aspects:

Diverging Philosophy Proponents:

Diverging Philosophy Followers (%):





Isolation Value:
Isolation Description
Geographical Barriers:

Political Borders:

Access Routes (# and type):

Distance to Nearest Societies:

#### Епуткопочент Інтекастіон -

Interaction
Interaction Value:

Interaction Description Neighboring Societies:

Frequency of Contact/Interaction:

Political Relations:







© 1994 Last Unicorn Games Permission granted to photocopy for personal







Canticle of the Monomyth

Society Name:

World Diacement:

## Domestic Innovation

#### Technology

Technology Value (Avg. all Innov. Scales): Technological Rate of Advancement: Technological Rate of Assimilation:

Dominant Material Scale Scale Value: Emphasis (Y/N):

Building/Architecture Scale

Exploitable Materials:

Scale Value: Emphasis (Y/N): Innovations:

Transport/Communication Scale Scale Value: Emphasis (Y/N): Innovations:

CDiscellaneous Scale Scale Value: Emphasis (Y/N): Innovations:

Most Recent Innovation: Last Advancement Attempt (years): Next Opportunity for Advancement:

Adriculture/Chvironment Scale

Dower/Manufacturing Scale Scale Value: Emphasis (Y/N): Innovations:

Scale Value: Emphasis (Y/N): Innovations:

Military Scale Scale Value: Emphasis (Y/N): Innovations:





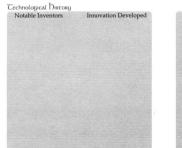


### - Exploitable Foreign Innovations -

	á		
ŝ	6	o	ζ
٦	ð	ŝ	e

Post and the second transport to the second transport transport to the second transport tran	Innovation Category	Foreign Source
Technology/Innovation	Innovation Category	Foreign Source
lable Technology		
echnology/Innovation	Innovation Category	Foreign Source
technology/ hinovation	Illiovation Category	roreign sour

Innovation Time line				



Unique Technology (Magical, etc.):











Canticle or the Monogyth Society Name: World Diacement:

Suksistence Pattern -

Subsistence Classification Major Classification: Major Food Staples: Hunting/Harvesting Regions:

Hunting/Harvesting Seasons:

Recurrent Surplus/Shortages:

Animal/Vegetable By-products:

Hostile Predators/Conditions:

Other/Historical Notes:

Minor Classifications: Minor/Supplemental Food Staples: Hunting/Harvesting Regions:

Hunting/Harvesting Seasons:

Recurrent Surplus/Shortages:

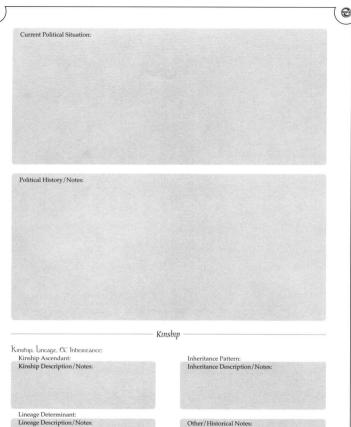
Animal/Vegetable By-products:

Hostile Predators/Conditions:

Other/Historical Notes:

















Canticle of the Monomyth

Society Name:

World Diacement:

Economic Environment

Conomic Exchange Suscem

Exchange Category: Method of Exchange:

Exchange Description (units, type, value, etc.):

Economy Type: Economic Policy (Tariffs, Regulations, etc.):

### Есопосніс Foundation

Resources

Resource Value:

Resource Description/List:

Exploitation Exploitation Value: Exploitation % (Value x 5%): Exploitation Description/List:

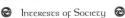
TRAde Trade Value:

Trade Description

Notable Trading Houses/Companies:

Trading Frequency:

Trading Partners:







Military

Primary Force Composition: Force Type(s):

# Troops Available (Daily vs. Crisis):

Force Description

Armament:

Leadership Hierarchy/Troop Units:

Military Leaders/Factions:

Supplementary Force Type(s): Force Type(s):

# Troops Available (Daily vs. Crisis):

Force Description

Armament:

Leadership Hierarchy/Troop Units:

Military Leaders/Factions:

Military Orders/Organizations

Name

Affiliation

Purpose

Other/Historical Notes:











Canticle of the Monomyth

Societu	

Society Nam	ie:		World Place	ment:	
		Rel	ligion —		
Religion			Diversity Val	ue:	
Tolerance Va	lue:		Diversity Des	scription	
Tolerance De	escription:		Primary Belie	ef/Faith:	
Prevalence V	'alue:		Other Beliefs	/Faiths:	
Prevalence D	Description:				
Religious Order	rs/Organizations/Sch	ools	Religious Gover	nment (Hierarchy)	
Name	Affiliation	Purpose	Religion	Office/Title	Function

ARTS

ARTS Tolerance Value: Tolerance Description: Prevalence Value: Prevalence Description:

Diversity Value: Diversity Description Primary Art Discipline(s):

Other Disciplines:







## - Scholastics -

- 1	(COO)
- 1	

Scholastics	
Tolerance	Value:
Tolerance	Description:

Prevalence Value: Prevalence Description: Diversity Value:
Diversity Description
Primary Discipline(s):

Other Disciplines:

Magic -

## Magic

Tolerance Value: Tolerance Description:

Prevalence Value:

Prevalence Description:

Magical Orders/Societies/Schools

Diversity Value: Diversity Description Primary Practice(s):

Other Practices:

Magic Governance

Institution

Office/Title

Function



© 1994 Last Unicorn Games Permission granted to photocopy for personal

(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	l
	,

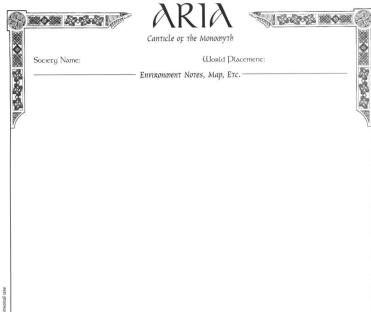




Canticle of the		
Society Name:	World Placement:	
Status & Pers	sonal Freedom —	
Coundations of Status	Dersonal Freedom	
Primary Foundation:	Vertical Freedom Aspects	
Foundation Description:	Aspect Description	
Secondary Foundation:		
Foundation Description:		
	Horizontal Aspects:	
	Aspect Description	
Other Foundations: Description:		
Status Oemographic Status Archetype %Population/# Individuals	Searus Customs Custom of Status: Description:	
	Custom of Status: Description:	
	Custom of Status: Description:  Rigidity of Status:	
	Custom of Status: Description:	
	Custom of Status: Description:  Rigidity of Status: Description:	
	Custom of Status: Description:  Rigidity of Status:	
	Custom of Status: Description:  Rigidity of Status: Description:	
	Custom of Status: Description:  Rigidity of Status: Description:	
Status Oemographic Status Archetype %Population/# Individuals	Custom of Status: Description:  Rigidity of Status: Description:	
	Custom of Status: Description:  Rigidity of Status: Description:	
	Custom of Status: Description:  Rigidity of Status: Description:	





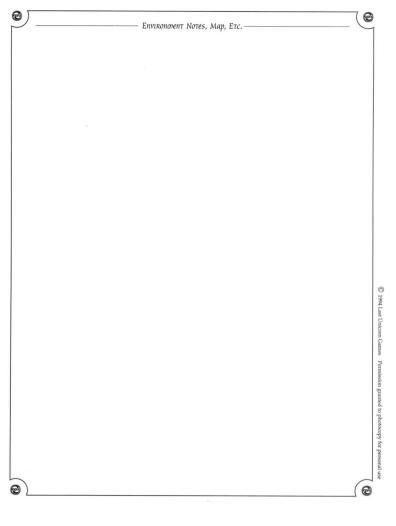


© 1994 Last Unicorn Games Permission granted to photocopy for personal use















Canticle or the Monomyth

Degsona Name:

Dlace of Birch: Current Residence:

Dersona Concept:

Dlauer Name:

Degrane Species: Race:

Culture:

Cultural Orientation: Heritage Restrictions:

Kinship & Status

Eamily Sizuation

Family Status:

Status Level (Fam. Head): Legitimacy:

Family Orientation:

Sibling Rank: Estrangement:

Reaction Orientation:

Inheritance:

STATUS

Status Archetype: Status Level: Innare Renoun:

Eamily Background

Description (Background Aspects, Notes, History)

Lamily Renoun

Renown Value: Renown Aspect(s):

Characteristics

ATTRIBUTES Attribute/Aspect

Rank Potential Dhusical Characteristics

Coloration:

Age: Frame Value: Description: Height Value: Description: Physique Value: Description:

Weight Value: Description:

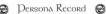
Oerived Characteristics

Carrying Capacity: Lifting Capacity:

Movement Rate Miles per Day:

Yards/Action Interval: Trauma Resistance:

Physical Characteristics:





Background Aspects Aspect

CRAITS

Faith: Object of Faith: Insight: Insight Aspect: Renoun/Csreem Reputation (Fav. or Unfav.)

Rank

Charisma (Intuition + Will.+ Presence)/3:

Description

Value

Influence Dools Leverage Dool Object Rank Object  Renown Scope (Limited or Expans)	
	8
Renown Scope (Limited or Expans	Rank
Renown Scope (Limited or Expans	
	ive)

		Expe	ertises —		
Calents	Base/Rank	Aprirudes	Base/Rank	Oisciplines	Base/Rank
Dodge ( Influence ( Physical ( Savvy (	) ) ) ) )	Precions	Desc/ Kain	Language (Native	

Едигровент & Ніѕтоку

DISTORY

Origin



Cquipment



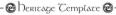
© 1994 Last Unicorn Games Permission granted to photocopy for personal use

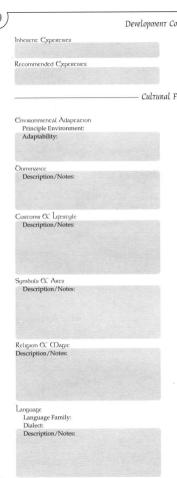






Name of Deritage Group: Indigenous Region(s):	Species:	
magenous regionss.	Race:	
	Culture:	
D.	bysical Traits —	
r	nysicul iruiis —	
Erame	Resilience:	
Average Frame Value (male):		
Min./Max. Values:	Age	
Average Frame Value (female):	Average Lifespan:	
Min./Max. Value:	Age Category	Age Range
Variation (both sexes):	Child	- yrs.
i	Adolescent	- yrs.
Deight	Young	- yrs.
Average Height Value (male):	Adult	- yrs.
Min./Max. Values:	Old	- yrs.
Average Height Value (female):	Elderly	- yrs.
Min./Max. Values:	Venerable	+ yrs.
Variation (both sexes):	IP gained per Interval	
	(Avg. Lifespan/70 = Interval in	yrs):
Dhysique		and the second
Average Physique Value (male):	Gender Ratio: % male/	% female
Min./Max. Values:		
Average Physique Value (female):	Inherent Aspects:	
Min./Max. Values:		
Variation (both sexes):		
Appearance:	Recommended Aspects:	
	Unique Abilities:	
Psychological Traits —	———— Mental & Spiritual	Traits —
Inherent Aspects:	Inherent Aspects:	
	Recommended Aspects:	
Recommended Aspects:		
	Unique Abilities:	





nsiderations	
Propile Restrictions	
CDinimum Actributes	
еатикеѕ —	
Deritage Orientation	
Orientation:	
Orientation Description:	
Orientation Aspect(s)	
Status & Family	
Description/Notes:	
Clothing & Decoration	
Description/Notes:	
DISTORICAL NOTES	











Canticle or the Monomyth

Name of Vocazional Secting:

Gears in Secting:

Name of Dersona:

Vocazional Darhs Available:

Itinerant or Official?:

Description:

Official Title: Prominence of Office (if different from Setting): Responsibility:

Official Performance:

Setting Profile

Location: Chviron Class: Specialization: Durdose:

Drominence: Internal Dotential: External Dozential: COST OF SETTING:

## Expertise Development -

Internal Dozential:

Available Expertise Cluster(s):

Expertises Available (# per year): Expendable IP (# per year):

Expercise Development

Expertise/Aspect

IP spent/Current Rank

External Dozential:

Available Areas of Expertise Development: Universal: All Talents

Language (Native) History (Local)

Healing (First Aid) Status Archetype:

Environ Class: Special:

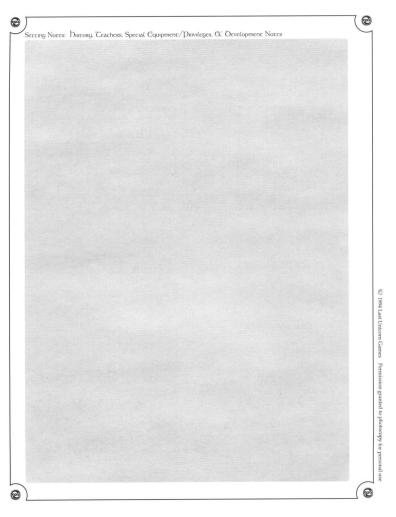
Expertises Available (# per year):

Expendable IP (# per year):

Expertise Development

Expertise/Aspect IP spent/Current Rank









World Diacement:

Dersonal Ercedom Vertical Freedom Aspects Aspect



Description

е Моностуть

	Canticle of the Monomyth
Society Name:	World Place
	— Status & Personal Freedom -
Foundations of Status Primary Foundation:	Dersonal Free Vertical Free
Foundation Description:	Aspect
Secondary Foundation: Foundation Description:	
roundation Description.	
Other Foundations:	Horizontal Aspect
Description:	

















Canticle or the Monomyth

De	RSC	SITC	Na	no

Strength:

Carrying Capacity:

Quickness: Movement (Action) Rate:

Option Points: Adjusted Option Points: Initiative Modifier:

Dandiness:

Trauma Resistance:

Combar-Related Background Aspects Rank Aspect

Description

Dlauer:

Caurdment Notes (Arms, Armor, Chiscellaneous)

Missile Inventory:

Cocumbrance Current Encumbrance: Physical Penalty: Pace Restrictions:

Option Point Penalty: Fatigue Modifier:

Orrensive Profile

Eavored Weapon Expercises

Speed/Damage Bonus Accuracy Modifier (Optional) Weapon Rank

Quality Modifiers

348348 W

Arms Drottle

Melee Weapon

Attack/Parry Mode

Modified A/P Value

Modified A/P Speed

Reach

Missile Weapon

Attack Mode

Modified Attack Value

Speed (Fire/Prep.)

Range (S/M/L/XL)

Derensive Propile

Wearing Armor Expercises

Aspect Rank **Encumbrance Modifier** 

Armor Tupe

Construction Type

Design Style

Ouality:

Modifiers:

Oerense Value

Type/Style

Crush/Chop/Slash/Thrust/Pierce

Total Weight/Encumbrance: Modified Encumbrance:

Damage Notes





Armor Description (Optional)

	Oescription (Option	180		
Lo	cation	Armor Type	Defense Value (Chop/Crush/Slash/Thrust/Pierce)	Wt./EG
1	Face			
2	Skull			
3	Neck			
4-5	Presented Arm			
6	Presented Hand			
7	Refused Arm			
8 - 12	Torso			
3 - 15	Abdomen			
16	Groin			
7 - 18	Presented Leg			
19	Refused Leg			
20	Pt			

Total Weight/Encumbrance: Modified Encumbrance: Armor Damage Description:

[acigue (Check (√) new Current status as [acigue progresses]

Endurance:	Fatigue ATC (Base 3 + Endurance - modified	Difficulty):	
Current Fatigue	√ Physical/Fatigue Penalty	Pace Restrictions	
Fresh	None	None	
Winded	+1 Difficulty	No Dashing	
Tired	+2 Difficulty	No Sprinting	
Weary	+4 Difficulty	No Running	
Fatigued	+6 Difficulty	No Jogging	
Exhausted	Incapacitated	No Movement	

Injury (Check (V) new Current status as Injury progresses - Physical Penalties are cumulative) Trauma Resistance:

Injury Status √	Physical Penalty	Shock Trial Base Difficulty
Uninjured	None	None
Light Wound	+1 Difficulty	2
Wound	+2 to +3 Difficulty	4
Major Wound	+4 to +5 Difficulty	6
Mortal Wound	+6 to +8 Difficulty	8
Wounds Description:		

Shock (Check (V) new Current Seasus as Shock progresses - (Deneal and Derception Trial Denalties are cumulative)
Trial Base (Trauma Resistance):

Trial Rank (Hardiness):

Degrees of Shock	√ Mental Penalty	Perception Trial	s Pace/Other Restrictions
0 Normal	None	None	None
1 Minor Disorientation	None	None	No Dashing
2 Disorientation	None	+1	No Sprinting
3 Daze	+1	+2	No Running
4 Minor Delirium	+2	+3	Only Walking - Willpower Trial (Diff. 2) to engage in strenuous Action
5 Delirium	+3	+4	Only Stumbling - Willpower Trial (Diff. 3) to engage in strenuous Action
6 Stun	+4	+5	Only Crawling - Willpower Trial (Diff. 4) to engage in strenuous Action
7 Incapacitation	+5	+7	No Movement - Will. Trial (Diff. 6 to maintain Consciousness w/o Aid
8 Unconscious	n/a	n/a	Will. Trial (Diff. 8) to regain Consciousness
9 Coma	n/a	n/a	Unconscious until Aided or Death
10 Death	n/a	n/a	Death comes in 2d10 minutes









Dlayer Name:

Dersonal Orientation (toward Omni):

AURA: Lairb: Insight:

oni Summary

ппі Оевскірсіоп	
Governing Origin:	
Form:	
Size:	
Sponsorship:	
оролооголир.	
Renown:	
Orientation:	
O	
Demeanor:	
Demeanor:	



## Omnessence Fundamental

Primary Trait: Affinity:

Convenzions Notes/Oescription

Omnessence Drovince

Convenzions

Archetypes Power Dominions

Configuration Might (Power + Facility) Facility

Province Aspects:





Distance(Range and Range Increment): Area (Area and Area Increment):

Duration (Duration and Duration Interval):

Participation:





Societu Name:

DISTORIC DERIOD



# Canticle or the Monogyth

World Diacement:

Current Age/Period: Current Date: Length of Last Interval: Time Elapsed (since last Interval): Length of Current Interval: Repercussions from Last Interval

DISTORU NOTES

#### Environmental Determinants

Scope Scope Value: Description

Militaru Military Value:

Force Type Description: Dhilosophical Orientation

Orientation: Orientation Aspects:

**Technology** Technology Value: Materials

Dumanities Religion

Tolerance Value: Prevalence Value: Diversity Value:

Arts Tolerance Value:

Prevalence Value: Diversity Value: Scholastics Tolerance Value: Provalence Value:

Diversity Value: Magic Tolerance Value: Prevalence Value:

Diversity Value:

Economic Determinants

Political Determinants

Resources Resources Value: Description

Exploration Exploitation Value:

Trade Value:

Description (Trade Partners, etc.)

Key Clements Description/Notes

Ruling Agency Dropite Power:

Authority: Consent: Relations

Society

Relations Description





# Ркодист Іпроктатіон Upcoming Releases . . .

PRODUCT TITLE/DESCRIPTION

Ркодист #

Price (\$)

Release Date

ARIA RoleplavingTM

LII 1001

\$29 95

Available now

ARIA Roleplaying™ contains both the Persona and Myth Creation books under one cover, providing all of the basics necessary to begin game play. ARIA Roleplaying™ was nominated for "Best New Roleplaying Game" at 1994 Origins award ceremonies.

ARIA WorldsTM

LU 1000

Available now

ARIA WorldsTM provides complete parameters for designing realistic societies for use with any fantasy roleplaving game. Detailing all social aspects from society age and prevailing philosophy through technological advancement and governmental structure, ARIA WorldsTM is an invaluable tool for creating original and workable fantasy environments.

ARIA Menagerie<sup>TM</sup>

LU 1002

\$22.95

November '96

Continuing in the tradition of ARIA Roleplaying™ and ARIA Worlds™, this sourcebook presents a linear method for designing realistic, functional creatures that complement the Mytheuide's original environments. Complete with numerous design templates and examples, this expansion provides the Mythguide with complete listings of combat and magical abilities, describing not only their effects but also their application during narrative interaction.





ARIA Mythguide Pack

LU 1020

August '96

Containing a 4-panel game screen with original artwork by Michael Kaluta, the Mythquide Pack also contains a tables booklet presenting all of the essential tables from ARIA Roleplaying TM for easy reference in addition to a 32 page booklet providing guidelines for quick Mythguide Persona creation and narrative handling in tricky situations such as mass combat, behind the scenes interaction, and outside development. This booklet also presents 60 ready-to-use MG Persona templates.

ARIA Canticle Starter Pack LU 1021

\$20.95

September '96

This boxed set presents the City-State of Amilanth setting in full detail, including a color map of the narrative environment, a 32 page setting booklet expanding upon the information presented in ARIA Roleplaying™ and ARIA Worlds™, a 48 page starter Canticle, and six, pre-generated starter Personas.

World Design Records Pack Contains 12 complete sets of World design records, pre-drilled to fit into a standard 3-ring binder.

LU 1022

TBA\*

TBA\*\*

Canticle Records Pack

LU 1023

TBA\*

Contains 20 complete sets of all Records necessary to keep detailed notes of campaign developments.

TBA\*

Persona Records Pack LU 1024 Contains 30 complete persona sheets detailing the Persona profile, Persona Combat, and Persona Magic

"Fate's Creations" T-Shirt

LU 1100

TBA\*\* TBA\*

Michael Kaluta's original design featured on ARIA: Worlds Printed in full color on front of a black, 100% cotton T-shirt.

"Heroic Personages" T-Shirt LU 1101

TBA\*

TBA\*\*

Michael Kaluta's original design featured on ARIA: Roleplaying FM. Printed in full color on front of a white, 100% cotton T-shirt.

\* To be announced. \*\* Due for release during the summer of 1996. Call for availability.

Please call Last Unicorn Games at (717) 221-1118 or e-mail Customer.service @ lastunicorngames.com to place direct orders for products listed and to obtain release dates and pricing for future releases. Last Unicorn welcomes you to visit our web page at www. lastunicorngames.com to find a complete catalog of all available product lines, including our featured collectible trading card game, Heresy: Kingdom Come™. Watch for future Heresy releases including Heresy: Project Demiurge™ and Heresy: Roleplaying™, in addition to our hot new product lines to be announced this fall.